COURSE CODE: CIT432
COURSE TITLE: Software Engineering II (2 units)
TIME ALLOWED: 2 Hours
INSTRUCTION: Answer any four (4) Questions

1a. Write a short note with at least two types on each of the following:
- (i)   High level Language
- (ii)   Application Software
- (iii)   Low level Language
             (5 marks each)

1b List five features of a word processor
(5 marks)
1c. List five applications software in existence today
(5 marks)
2a. Define prototype? How would you explain a prototype to a layman?
(4 marks)
2b. Write short note on the following software models with examples:
- (i)   Waterfall
- (ii)   Spiral
- (iii)   Object Oriented
    (5marks)
2c. Outline and explain any three strengths of the waterfall model.
(6 marks)

3a. Define software maintenance? How would you explain Software Maintenance
to a layman.   (8 marks)
3b. List three reasons why you think feasibility study is very important in any
Project Development. (9 marks)
3c. What do you understand by Software Testing and Integration
(8 marks)

4a. Define Software Engineering in your own words.
(6 marks)
4b. List and explain three (3) conditions for well Engineered Software
(9marks)
4c. Differentiate with examples between a program and a software
(10 marks)

5a. Explain what is meant by Data collection?
(5 marks)
5b. List and explain three types of Data collection instrument
(12 marks)

5c List four (4) qualities of a good Code
(8 marks)

6a. Give the full meaning of the following acronyms:
(10 marks)
      (i)   SWEBOK
      (ii)   BNF
      (iii)   PMOBK
      (iv)   CPA
      (v)   SSADM
      (vi)   WYSIWYG
      (vii) OOA
      (viii) SDLC
      (ix)   SRS
      (x)   VDM
(1 mark each)
6b. Why is Brainstorming usually the first crucial creative stage of the project management and project planning process?
(6 marks)
6c. List and explain three types of software testing
(9 marks)