NATIONAL OPEN UNIVERSITY OF NIGERIA
14/16 AHMADU BELLO WAY, VICTORIA ISLAND, LAGOS
SCHOOL OF SCIENCE AND TECHNOLOGY
MARCH/APRIL 2014 EXAMINATION

COURSE CODE: CIT 432
COURSE TITLE: SOFTWARE ENGINEERING 2
TIME ALLOWED: 2 ½ HOURS
INSTRUCTION: ANSWER ANY FOUR QUESTIONS. EACH QUESTION CARRIES 17.5 MARKS.

1. (a.) List and explain the five (5) generations of computer software (10 Marks)
   (b.) Explain the followingsoftware life-cycle models (5 Marks)
   - Build-and-Fix model
   - Incremental model

   (c.) Define software maintenance (2.5 Marks)

2. (a.) List and explain the two types of low level languages (7 Marks)
   (b.) List the four reasons for articulating software life-cycle model (8 Marks)
   (c.) Define Utility software (2.5 Marks)

3. (a.) Explain the following software life cycle models (10.5 Marks)
   - Clean Room
   - Extreme Programming
   - Object-Oriented Model

   (b.) List four (4) advantages of questionnaire (4 Marks)
   (c.) Define integration testing with an example (3 Marks)

4. (a.) List and explain with the aid of a diagram the first seven (7) phase/stage of waterfall model (17.5 Marks)

5. (a.) Define feasibility study (3.5 Marks)

   (b.) List and explain four (4) types of software conversion (8 Marks)
   (c.) List two (2) advantages and disadvantages of a Build-and-Fix model (6 Marks)

6. (a.) List and explain two (2) purposes of software testing (5 Marks)
   (b.) Define software conversion (3.5 Marks)
   (c) List three (3) advantages and disadvantages of rapid prototyping model (9 Marks)