



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

COURSE CODE: CIT333

COURSE TITLE: SOFTWARE ENGINEERING I

TIME ALLOWED: 2 Hours

INSTRUCTION: Answer Any Four Questions

- 1a. What is Programming software? Give three (3) examples. 6 marks
- b. Differentiate between hardware and software. 5½ marks
- c. What are the three major categories of software? 6 marks
- 2a. Explain what is meant by software engineering. 3½ marks
- b. List four goals of software engineering. 8 marks
- c. State three principles of software engineering. 6 marks
- 3a. List five fundamental design concepts. 5 marks
- b. What are software life cycle models? 5 marks
- c. Explain what is meant by modularity. 7½ marks
- 4a. State five steps to creating effective modules. 5 marks
- b. List five benefits of modular design. 5 marks
- c. List three basic approaches used for designing modular programs. 7½ marks
- 5a. Explain what is meant by Programming Environment. 5 marks
- b. What are Case Tools? Enumerate three different categories of case tools. 6 marks

- c. What is HIPO technique? 6½ marks
- 6a . What is software Implementation? 6 marks
- b. Differentiate between critical and non-critical errors.
5½ marks
- c. List three major tasks in Implementation.
6 marks