

Paper Code: 3614

Paper Title: Software Engineering

Time: 2:30 Hours

Marks: 70

- Q1 Answer any FIVE from the following: [10]
- Define: Problem Domain
 - What is software engineering?
 - What is risk? Explain in brief
 - Define: Fault
 - What is failure? How it is determined?
 - What is Qualified association? Explain with example.
 - Differentiate: Ego-Less Team Structure Vs. Chief Programmer Team Structure
- Q2 Answer any FIVE from the following: [15]
- How do you calculate the software expense?
 - Mention the advantages of Spiral Model.
 - What are the advantages of SRS?
 - What is the module? Mention the criteria for modularization
 - Differentiate: Top Down Vs. Bottom Up approach for Coding and Testing
 - What is UML? Explain it in brief.
 - What is the purpose of Class Diagram and Activity Diagram?
- Q3 Answer any FIVE from the following: [25]
- Explain the Software Process in detail.
 - Write a short note on Waterfall Model
 - What is the requirement process to produce validated SRS?
 - How do you use the Prototyping Model for Problem analysis?
 - Mention the Most common risk in Software Engineering
 - Write a short note on Unit Development Folder
 - Write a short note on Use Case Diagram
- Q4 Answer any TWO from the following: [20]
- Explain the various components of SRS.
 - What is V-V technique? How it ensured the Quality of Software? Explain in detail
 - What is the Purpose of Testing phase in Software development? Explain various level of Testing with diagram