Code No. : **6253**
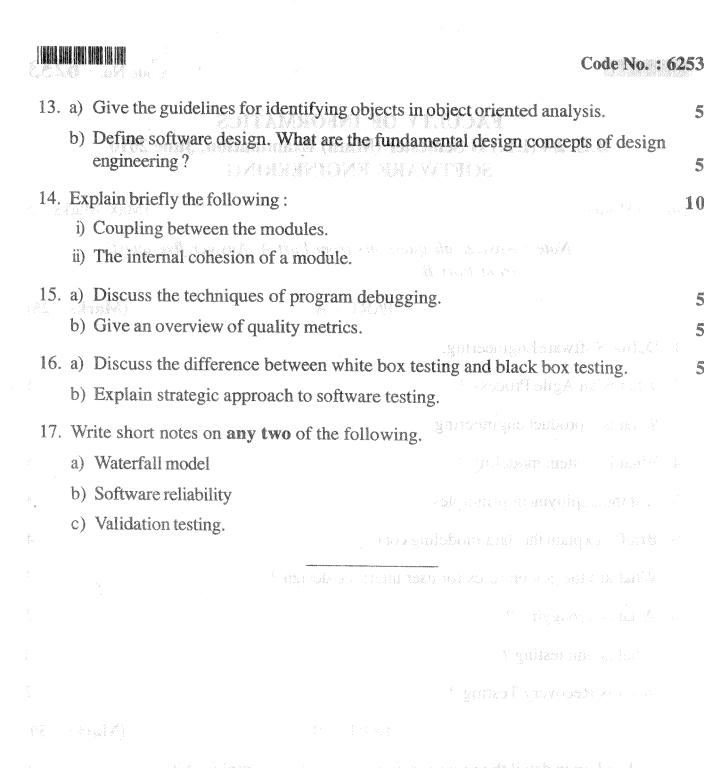
FACULTY OF INFORMATICS
B.E. 2/4 (I.T.) II Semester (Main) Examination, June 2010
SOFTWARE ENGINEERING

Time: 3 Hours]

[Max. Marks: 75

*Note : Answer **all** questions from Part A. Answer **five** questions from Part **B**.*

PART – A
(Marks : 25)

1. Define Software Engineering. — 2

2. What is an Agile Process ? — 2

3. What is a product engineering ? — 2

4. What is system modeling ? — 3

5. List the deployment principles. — 3

6. Briefly explain the data modeling concepts. — 4

7. What are the golden rules for user interface design ? — 3

8. What is debugging ? — 2

9. What is unit testing ? — 2

10. What is Recovery Testing ? — 2

PART – B
(Marks : 50)

11. a) Explain in detail the process patterns. Give few examples of it. — 5

    b) Write about any two agile process models. — 5

12. a) What is a use case ? Give template for detailed use-case taking any example. — 5

    b) What is system engineering ? Explain about computer-based systems. — 5

13. a) Give the guidelines for identifying objects in object oriented analysis. 5

   b) Define software design. What are the fundamental design concepts of design engineering ? 5

14. Explain briefly the following : 10
   i) Coupling between the modules.
   ii) The internal cohesion of a module.

15. a) Discuss the techniques of program debugging. 5
   b) Give an overview of quality metrics. 5

16. a) Discuss the difference between white box testing and black box testing. 5
   b) Explain strategic approach to software testing.

17. Write short notes on **any two** of the following.
   a) Waterfall model
   b) Software reliability
   c) Validation testing.

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