Code No. 1603

FACULTIES OF ARTS AND SCIENCE

B.A. / B.Sc. (Vocational) III – Year Examination, March / April 2014

Subject : Computer Applications
Paper – V: Software Engineering

Time : 3 hours **Max. Marks : 100**

Part – A (5 x 8 = 40 Marks)

Note : Answer all questions, choosing one from each unit. Each question carries 8 marks.

Unit - I

1 Write short notes on software process development. List out some process models.

OR

2 Which is more important – The process(or) the product? Why?

Unit - II

3 Give brief account on the value of a "good SRs".

OR

4 Explain briefly cost estimation technique.

Unit - III

5 Discuss the two commonly used approaches for effort estimation.

OR

6 Briefly explain design concepts in software engineering.

Unit - IV

7 What is the significant difference between verification and validation?

OR

8 What are the stages available in testing process?

Unit - V

9 Differentiate error, bug and defect.

OR

10 Briefly explain the process of reverse engineering.

Part – B (5 x 12 = 60 Marks)

Note : Answer all questions, choosing one from each unit. Each question carries 12 marks.

Unit-I

11 Compare and construct the waterfall model with the spiral model of software development.

OR

12 Explain the various kinds of software life cycle model with emphasis on advantages and disadvantages of each.

Unit-II

13 Describe in detail the Cocomo model.

OR

14 Describe and explain the cost affecting factors with estimation techniques.

Unit-III

15 Discuss about module – level concepts.

OR

16 What do you mean by the term "design'? Define design methodology.

Unit-IV

17 How are white box and black box testing approaches different? Explain with suitable examples.

OR

18 Explain briefly about
a) Walk through b) Inspection

Unit-V

19 What is software maintenance? What are the different types of maintenance to be addressed during this phase.

OR

20 Discuss briefly, the activities for software process improvement.

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