

SOFTWARE ENGINEERING

(Common to CSE and IT)

Time: 3 hours

Max. Marks: 70

PART – A
(Compulsory Question)

- 1 Answer the following: (10 X 02 = 20 Marks)
- (a) What is software process? Give its importance.
 - (b) What are the advantages of prototype model?
 - (c) State characteristics of SRS document.
 - (d) Discuss about class based modeling.
 - (e) Expand design concepts.
 - (f) Describe the roll of software architecture in project development.
 - (g) Write golden rules for design.
 - (h) List out the outcome of unit testing.
 - (i) How scheduling can be done in project management?
 - (j) Illustrate the characteristics of software maintenance.

PART – B

(Answer all five units, 5 X 10 = 50 Marks)

UNIT – I

- 2 (a) Discuss about prototype model and state advantages of it.
(b) What are the umbrella activities of a software process?

OR

- 3 (a) Which process model leads to software reuse? Justify.
(b) Illustrate the functioning of Unified process.

UNIT – II

- 4 (a) Elaborate the process of eliciting requirements of a project.
(b) Describe the process of Scenario based modeling.

OR

- 5 (a) State the challenges involved in software requirements elicitation.
(b) Explain data modeling concepts with an example.

UNIT – III

- 6 Describe software design process in detail.

OR

- 7 What is software architecture? Expand the role of software architectural design.

UNIT – IV

- 8 (a) Write short notes on User Interface Design
(b) Explain the types of Black Box Testing in detail

OR

- 9 (a) What is the objective of unit testing? Explain.
(b) Discuss about all possible levels of software testing.

UNIT – V

- 10 (a) Explain how Cocomo project estimation techniques will work.
(b) Write about types of software maintenance.

OR

- 11 Explain the processes of software reverse engineering with neat diagram.
