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# B.C.A. DEGREE (C.B.C.S.S.) EXAMINATION, MARCH 2019

### Sixth Semester

### Core Course—SOFTWARE ENGINEERING

(2013 Admission onwards)

Time: Three Hours

Maximum Marks: 80

### Part A

# Answer all questions. Each question carries 1 mark.

- 1. What is the objective of software engineering?
- 2. If the user participation is available, which software life cycle model is suitable?
- 3. What is the purpose of requirement review process?
- 4. Level-0 DFD is similar to which diagram?
- 5. What is the unit of Effort?
- 6. Define FAST.
- 7. What is software failure?
- 8. What is functional cohesion?
- 9. Define Cyclomatic complexity?
- 10. Which method is used for functionality testing?

 $(10 \times 1 = 10)$ 

### Part B

# Answer any eight questions. Each question carries 2 marks.

- 11. What is the need for a software life cycle model?
- 12. Distinguish between generic and customized product.
- 13. What is software metric? How is it different from software measurement?
- 14. List out requirements of elicitation techniques.
- 15. Distinguish between user and system requirements.
- 16. What is data dictionary?

Turn over

- 17. What is the purpose of use case diagram?
- 18. What is software reliability? Does it exist?
- 19. What is modularity? List the important properties of a modular system.
- 20. Differentiate between fault and bug.
- 21. What is Alpha testing?
- 22. What is test suite?

 $(8 \times 2 = 16)$ 

#### Part C

Answer any six questions. Each question carries 4 marks.

- 23. Why it is difficult to improve software process? Explain with reasons.
- 24. What is software life cycle? Discuss the generic waterfall model.
- 25. Briefly explain the role of management in software development.
- 26. What is software requirements specification (SRS)? List out the advantages of SRS standards.
- 27. What is meant by test case design? Discuss its objectives and indicate the steps involved in test case design.
- 28. Discuss the structure testing. How is it different form functional testing?
- 29. What are components of a use case diagram? Explain their usage with the help of an example.
- 30. Discuss the objectives of software design. How do we transform an informal design to a detailed design?
- 31. Explain how the CMM encourages continuous improvement of the software process.

 $(6 \times 4 = 24)$ 

## Part D

Answer any **two** questions. Each question carries 15 marks.

- 32. Explain the spiral model of software development. What are the limitations of such a model? How does the "project risk" factor affect this model?
- 33. What are crucial process steps of requirement engineering? Discuss with the help of a diagram.
- 34. What do you understand with the term "requirements elicitation"? Discuss any two techniques in detail.
- 35. List five desirable characteristics of a good SRS document. Discuss the relative advantages of formal requirement specifications. Also write down the important issues that must be addressed by an SRS.

 $(2 \times 15 = 30)$