15U667   (Pages: 2)   Name: …………..……….

                                                           Reg. No………….………

SIXTH SEMESTER B.C.A. DEGREE EXAMINATION, MARCH 2018
(CUCBCSS - UG)
CC15U BCA6 B14 - SOFTWARE ENGINEERING
Computer Application – Core Course

(2015 Admission)

Time: Three Hours   Maximum: 80 Marks

Part A
Answer *all* questions. Each question carries 1 mark.

1. _____ model is a realistic approach to the development of large scale systems and software.

2. The first step in scheduling a software project involves _____

3. _____ helps the analyst to understand various user tasks and to represent each as a hierarchy of sub tasks.

4. A good design solution should adequately address _____ issues.

5. _____ is the most abstract data flow representation of a system.

6. The aim of structured design is _____

7. _____ interfaces present the interface to the user in the form of visual models

8. _____ determines the amount of execution time spend in various parts of the unit, program throughout, response time, and device utilization by the program unit

9. _____ measures the frequency of occurrence of failures.

10. _____ are characterized by the stage or stages of software development life cycle on which they focus.

                                                           (10 x 1 = 10 Marks)

Part B
Answer *all* questions. Each question carries 2 marks.

11. Write short notes on win win spiral model.

12. Why SRS document is the black box specification of a system.?

13. Write short notes on state chart diagram.

14. Write short note on menu based interface.

15. Write short note on evolution of quality systems.

                                                           (5 x 2 = 10 Marks)

Part C

Answer any *five* questions. Each question carries 4 marks.

16. Explain Win win spiral model.

17. Explain software engineering myths.

18. Explain characteristics of good SRS.

19. Explain cohesion and coupling in detail.

20. Explain structured charts.

21. Write short notes on DFD

22. Differences between Graphical user interface and text based user interface.

23. Explain about reliability matrix of software models.

(5 x 4 = 20 Marks)

Part D

Answer any *five* questions. Each question carries 8 marks.

24. What are the characteristics of software?

25. What do you mean by software design? Explain different approaches of software design.

26. Explain UML diagram.

27. Explain requirement gathering and analysis.

28. Explain unit testing, white box testing, system testing and regression testing in detail.

29. Explain architecture of CASE environment.

30. Explain software reverse engineering in detail.

31. What are software maintenance process models and explain.

(5 x 8 = 40 Marks)

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