FOURTH SEMESTER M.Sc. DEGREE EXAMINATION, APRIL 2020

(CUCSS - PG)

(Regular/Supplementary/Improvement)

CC17P CSS4 C01 – PRINCIPLES OF SOFTWARE ENGINEERING

(Computer Science)

(2017 Admission onwards)

Time: Three Hours   Maximum: 36 Weightage

PART A

Answer *all* questions. Each question carries 1 weightage.

1. Name phases of SDLC.

2. What are software metrics?

3. Explain purpose of class diagram

4. What are software engineering challenges?

5. What are points to write a literature survey?

6. Define steps in test plan.

7. What is mutation testing?

8. Name the UI design methodologies.

9. Define UML

10. What is context level diagram why it's called so?

11. Define process.

12. What are common problem faced by research scholar?

(12 x 1 = 12 Weightage)

PART B

Answer any *six* questions. Each question carries 2 weightage.

13. Why developing a software is called a process?

14. Draw a DFD up to a third level for any online information system

15. Draw a ER diagram for customer and order.

16. Explain COCOMO model.

17. Explain black box and white box testing.

18. Distinguish between cohesion and coupling.

19. Discuss risk management.

20. Explain the iterative and incremental development in agile model.

21. What are different forms of communication in report writing?

(6 x 2 = 12 Weightage)

PART C
Answer any *three* questions. Each question carries 4 weightage.

22. Differentiate collaboration diagram and sequence diagram with example.

23. What is meant by requirement analysis? Explain different phases of it.

24. Explain UML design methodology.

25. What is meant by software testing, explain testing methods based on any software project?

26. Explain about project idea generation and screening.

27. Explain structures analysis and design.

(3 x 4 = 12 Weightage)

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