19U560S (Pages: 2) Name: …………………..

Reg. No: ………………..

FIFTH SEMESTER B.Sc. DEGREE EXAMINATION, NOVEMBER 2021
(CUCBCSS- UG)
CC17U BCS5 B10 - PRINCIPLES OF SOFTWARE ENGINEERING
(Computer Science – Core Course)
(2017, 2018 Admissions – Supplementary/Improvement)

Time: Three Hours   Maximum: 80 Marks

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

1. Define Software Engineering.

2. Who is a stakeholder?

3. What is SRS?

4. What is meant by non-functional requirements?

5. Define Cohesion.

6. Define a usecase.

7. What is meant by Inheritance?

8. What is DFD?

9. What is beta testing?

10. What is Reengineering?

(10 × 1 = 10 Marks)

PART B
Answer *all* questions. Each question carries 3 marks.

11. Explain phases of SDLC.

12. Discuss White-box testing.

13. What is reverse engineering?

14. Discuss agile software development.

15. Explain Business Process Reengineering.

(5 × 3 = 15 Marks)

PART C
Answer any *five* questions. Each question carries 5 marks.

16. What is coupling? Explain the various types of coupling.

17. What is Debugging? Describe different debugging strategies.

18. Describe the Object-Oriented Design Concepts.

19. Write note on pattern based software design.

20. What is Sequence diagram? Explain with an example.

21. Describe briefly the concept of software quality.

22. Describe various requirement elicitation techniques used in requirements engineering.

23. What is meant by Software maintenance? Describe different types of Software maintenance.

(5 × 5 = 25 Marks)

PART D

Answer any *three* of the following. Each question carries 10 marks.

24. Discuss different levels of Software testing.

25. Describe a generic software process framework activities and umberlla activities.

26. Explain different types of diagrams and views supported by UML.

27. Describe general coding standards and guidelines

28. What is by Requirements Engineering? Describe the steps involved in Requirements Engineering.

(3 × 10=30 Marks)

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