22P262
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Name: ....

Reg.No: ....

SECOND SEMESTER M.Sc. DEGREE EXAMINATION, APRIL 2023

(CBCSS - PG)

(Regular/Supplementary/Improvement)

CC19P CSS2 C10 - PRINCIPLES OF SOFTWARE ENGINEERING

(Computer Science)

(2019 Admission onwards)

Time : 3 Hours

Maximum : 30 Weightage

Part-A

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

1. Discuss agile models? List a few.

2. Interpret why developing a software is called a process.

3. Analyze the concept of mutation testing.

4. List down the difference between project plan and test plan.

5. Define the different types of information sources.

6. Quote on literature survey.

7. Cite few problems faced by research scholar.

(4 × 2 = 8 Weightage)

Part-B

Answer any *four* questions. Each question carries 3 weightage.

8. Explain the challenges in software engineering.

9. Explain feasibility study. Briefly explain the types of feasibility.

10. Explain software requirement specification.

11. Explain the approaches to software design.

12. Explain an ER diagram for Book, Issue, Student, and Staff table.

13. Analyse any one cost estimation model.

14. Analyse the various types of risks in software projects.

(4 × 3 = 12 Weightage)

Part-C

Answer any *two* questions. Each question carries 5 weightage.

15. Explain cohesion and coupling. Explain classification of cohesiveness and coupling.

16. Interpret a DFD to second level for library management. Explain the structured design methodology.

17. Compare and contrast on UI design.

18. Analyse the concept of software coding. Also examine what is meant by code review and documentation?

(2 × 5 = 10 Weightage)

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