23P262   (Pages: 2)   Name: ....

Reg.No: ....

SECOND SEMESTER M.Sc. DEGREE EXAMINATION, APRIL 2024
(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 the software engineering challenges.

2. Interpret classical waterfall model.

3. Categorize and explain the basic cocepts of UI design.

4. Identify the techniques for generating ideas for a project.

5. Define the different types of information sources.

6. Quote on literature survey.

7. Identify the key deliverables for report writing.

(4 × 2 = 8 Weightage)

Part-B
Answer any *four* questions. Each question carries 3 weightage.

8. Discuss the steps in SDLC. Compare any three SDLC models.

9. Explain classification of cohesiveness and coupling.

10. Explain the layered arrangement of modules.

11. Interpret a DFD to second level for library management.

12. Explain object oriented modelling.

13. Examine any two cost estimation method.

14. Analyse the steps involved in test plan.

(4 × 3 = 12 Weightage)

Part-C

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

15. Explain Software requirements analysis feasibility study and types of feasibility.

16. Explain the components and characteristics of SRS. Explain software requirement specification.

17. Analyse on risk management in software engineering. List the various types of risks in software projects.

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

(2 × 5 = 10 Weightage)

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