17U560   (Pages: 2)   Name: …………………..

Reg. No…………………

FIFTH SEMESTER B.Sc. DEGREE EXAMINATION, NOVEMBER 2019

(CUCBCSS-UG)

CC17U BCS5 B10 - PRINCIPLES OF SOFTWARE ENGINEERING

(Computer Science – Core Course)

(2017 Admission Regular)

Time: Three Hours   Maximum: 80 Marks

PART A

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

1. What is an agile process?

2. Name software application domains.

3. Define requirement elicitation.

4. Define and draw a context diagram.

5. What is coupling and cohesion?

6. Draw a class diagram.

7. List any two documentation guidelines.

8. What are type checking?

9. Define Testing.

10. What you mean by re engineering?

(10 x 1 = 10 Marks)

PART B

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

11. Write a short note on requirement specification.

12. What are UML diagrams?

13. Explain validation testing.

14. What are Software Process and Software Development Life Cycle (SDLC)?

15. Explain Quality assurance and Quality control.

(5 x 3 = 15 Marks)

PART C

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

16. Explain the waterfall software development model.

17. Give your views about what is more important – the Product or the Process.

18. What is an activity diagram? Explain with example.

19. Explain testing strategies for webapps.

20. Explain design principles.

21. What are Functional and Non-Functional requirements?

22. Explain coding guidelines.

23. What are various types of Software maintenance?

(5 x 5 = 25 Marks)

PART D (Essay Questions)
Answer any *three* questions. Each question carries 10 marks.

24. Describe the importance of Software Engineering. What should be the steps taken under the process of developing a Software system?

25. Explain the concept of Data Flow Diagram with example.

26. Explain object oriented analysis and design methodology.

27. What is requirement engineering? Explain different tasks performed in requirement engineering.

28. a) Differentiate top-down and bottom up strategies of integration testing.

    b) Explain briefly about debugging approaches.

(3 x 10 = 30 Marks)

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