

**20U554S**

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Name: .....

Reg. No: .....

**FIFTH SEMESTER B.Sc. DEGREE EXAMINATION, NOVEMBER 2022**

(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 the term software.
2. What is linear process flow?
3. What is meant by pattern?
4. What is prototyping paradigm?
5. Define Agile Modelling.
6. Who is a stakeholder?
7. Define Cohesion.
8. Define a class.
9. What is meant by alpha testing?
10. What is meant by BPR?

**(10 × 1 = 10 Marks)**

**PART B**

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

11. Software act as a product and a vehicle for delivering a product. Explain.
12. Explain the different types of software process patterns.
13. What is an Use Case? What are its components?
14. Describe software quality dilemma.
15. Explain Reverse Engineering.

**(5 × 3 = 15 Marks)**

**PART C**

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

16. Describe different types of Software maintenance.
17. Describe the Object-Oriented Design Concepts.
18. Describe Interaction Diagram with example.
19. Describe different types of non-functional requirements.

20. Describe Spiral model to software development along with its advantages and disadvantages.
21. Software Engineering can be viewed as layered technology. Explain.
22. Describe the myths related to software management and their realities.
23. Describe Software Reengineering Process Model.

**(5 × 5 = 25 Marks)**

#### **PART D**

Answer any *three* questions. Each question carries 10 marks.

24. Describe a generic software process framework activities and umbrella activities.
25. What is meant by Requirements Engineering? Describe the steps involved in Requirements Engineering.
26. Explain different types of diagrams and views supported by UML.
27. Describe various features of modern programming languages.
28. What is testing? Describe various levels of software testing.

**(3 × 10 = 30 Marks)**

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