22U575 (Pages: 2) Name: .....

Reg.No: .....

FIFTH SEMESTER B.Sc./B.C.A. DEGREE EXAMINATION, NOVEMBER 2024

(CBCSS - UG)

(Regular/Supplementary/Improvement)

CC19U BCS5 B10 / CC19U BCA5 B10 - PRINCIPLES OF SOFTWARE ENGINEERING

(Computer Science / Computer Application - Core Course)

(2019 Admission onwards)

Time : 2.00 Hours Maximum : 60 Marks

Credit : 3

Part A (Short answer questions)

Answer ***all*** questions. Each question carries 2 marks.

1. Define the term software.
2. What is meant by pattern types?
3. What is meant by spike solution?
4. Who is a stakeholder?
5. What do you mean by operations?
6. What is a passive state?
7. Define Cohesion.
8. What is meant by a loosely typed language?
9. What is meant by unit testing?
10. List the activities that help a software team achieve high software quality.
11. What is Performance Testing?
12. Describe Corrective maintenance.

(Ceiling: 20 Marks)

Part B (Short essay questions - Paragraph)

Answer ***all*** questions. Each question carries 5 marks.

13. Explain State diagram with example.
14. Describe Activity Diagram with example.
15. Explain Diagram Organization.
16. Describe Software Quality attributes.
17. Explain two dimensions of Design Model.

18. What do you mean by coding standards?

19. Describe general coding style guidelines.

(Ceiling: 30 Marks)

Part C (Essay questions)

Answer any ***one*** question. The question carries 10 marks.

20. What is agility?What is an agile process? Explain agility principles.

21. Describe integration testing and different approaches to integration testing.

(1 × 10 = 10 Marks)

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