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Name:

Reg. No.....

FIFTH SEMESTER B.C.A. DEGREE EXAMINATION, NOVEMBER 2019

(CUCBCSS-UG)

CC17U BCA5 B10 - PRINCIPLES OF SOFTWARE ENGINEERING

(Core Course)

(2017 Admission Regular)

Time: Three Hours

Maximum: 80 Marks

PART A

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

1. What are the five generic process frame work activities?
2. What are the characteristics of software?
3. Give two merits of incremental model.
4. Define the term debugging.
5. Which are the task regions of spiral model?
6. What is requirement engineering?
7. What is DFD ?
8. Define software testing.
9. What is reverse engineering?
10. What is acceptance testing?

(10 x 1 = 10 Marks)

PART B

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

11. What are the characteristics of SRS?
12. What is meant by internal documentation?
13. What are functional and non functional requirements?
14. Explain the symbols of DFD.
15. Explain various structural diagrams.
16. List umbrella activities.
17. What is the difference between system testing and integration testing?
18. What is the difference between verification and validation?

(8 x 2 = 16 Marks)

PART C

Answer any *six* questions. Each question carries 4 marks.

19. Explain various testing strategies.
20. What is coupling? Which are the different types of Coupling?
21. What is meant by abstraction? What is its role in software design?
22. What are the levels of testing? Discuss different types of testing with suitable examples.
23. Explain McCall's quality factors.
24. Describe various requirement elicitation techniques used in requirement engineering.
25. What is the difference between system analysis and system design?
26. Explain coding guidelines.
27. What is meant by Software maintenance? Explain different types of software maintenance.

(6 x 4 = 24 Marks)

PART D

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

28. Describe various object oriented design concepts.
29. What is meant by requirements engineering? What are the functions used in requirements engineering process?
30. Explain waterfall model of software development. Enumerate its merits and demerits.
31. Explain various architectural styles used in software design.
32. Explain any four agile process models.

(3 x 10 = 30 Marks)
