

18U560

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Name:.....

Reg. No.....

FIFTH SEMESTER B.Sc. DEGREE EXAMINATION, NOVEMBER 2020

(CUCBCSS-UG)

(Regular/Supplementary/Improvement)

CC17U BCS5 B10 - PRINCIPLES OF SOFTWARE ENGINEERING

(Computer Science – Core Course)

(2017 Admission onwards)

Time: Three Hours

Maximum: 80 Marks

PART A

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

1. What is software engineering?
2. What is use case?
3. What is software requirement?
4. What is the important feature of a spiral model?
5. What is structured analysis?
6. Define software testing.
7. What is meant by type checking?
8. What is application software?
9. What is class diagram?
10. What is DFD?

(10 x 1 = 10 Marks)

PART B

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

11. What is requirement engineering?
12. What is software process?
13. What are different requirement elicitation techniques?
14. What is agile software development?
15. What is information hiding?

(5 x 3 = 15 Marks)

PART C

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

16. Write note on pattern based software design.
17. Explain requirement modeling strategies.
18. What is software requirement? What are different types of requirements?
19. Explain prototyping model.

20. Explain any three characteristics of a software process.
21. Explain various phases in software engineering.
22. What is generic process model?
23. Describe alpha and beta testing.

(5 x 5 = 25 Marks)

PART D

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

24. What are the different UML diagrams?
25. What is the difference between structured analysis and object oriented analysis?
Describe the concepts in detail.
26. Discuss in detail the important software life cycle models.
27. Describe different levels of software testing.
28. What is requirement model? Explain different elements of the requirement model.

(3 x 10 = 30 Marks)
