(CBCS) (2016-17 and Onwards)
COMPUTER SCIENCE
BCA 502 : Software Engineering

Time : 3 Hours  Max. Marks : 100

Instruction: Answer all Sections.

SECTION – A

Answer any ten questions. Each question carries two marks: (10x2=20)

1. What is customized software product? Give an example.
2. What is COTS?
3. What is feasibility study?
4. What is 4GL?
5. Define coupling.
6. What are OOD and OOP?
7. What is user interface prototyping?
8. Difference between fault and failure.
9. What do you mean by cyclometric complexity?
10. What is interface testing?
11. Define quality planning.
12. What is software maintenance?

SECTION – B

Answer any five questions. Each question carries five marks: (5x5=25)

13. Discuss the challenges of software engineer.
14. Write a note on system realiability engineering.
15. Explain the phases of requirement elicitation and analysis process.

P.T.O.
16. Explain the methods for object identification.
17. Write a short note on user interface design.
18. Explain realibility growth modeling with its advantages.
19. Explain thread testing with a diagram.
20. Explain quality assurance in brief.

SECTION – C

Answer any three questions. Each question carries fifteen marks: (3x15=45)

21. Explain spiral model with a neat diagram. Discuss its advantages and disadvantages. 15
22. a) Explain various requirement validation techniques.
    b) Explain evolutionary prototyping with a diagram. 6
23. a) Explain different types of cohesion with example.
    b) Explain functional oriented design with example. 6
24. a) Describe the five types of user system interaction.
    b) Explain four types of software realibility matrices. 8
25. a) Explain any two types of software testing.
    b) Explain quality control in brief. 8

SECTION – D

Answer any one question. Each question carries ten marks: (1x10=10)

26. Explain waterfall model with a neat diagram. Mention its merits and demerits. 10
27. Write short note on:
    a) Risk Management 5
    b) COCOMO model. 5