

APRIL/MAY 2019

**BSSC43 — SOFTWARE ENGINEERING**



Time : Three hours

Maximum : 75 marks

SECTION A — (10 × 2 = 20 marks)

Answer ALL questions.

1. Define software Engineering.
2. What is Application Software?
3. How does a software project get started?
4. What is Elaboration?
5. Define Design.
6. What are the Structural properties?
7. What is Software Testing?
8. What is Unit Testing?
9. Define Software process.
10. What is management Spectrum?



SECTION B — (5 × 5 = 25 marks)

Answer ALL questions.

11. (a) Write short on  
(i) Netsourcing  
(ii) Open Source

Or

- (b) Discuss about Legacy Software System and types of changes made in it.

12. (a) Explain  
(i) Specification  
(ii) Negotiation.

Or

- (b) Write short notes on Identifying Stakeholders.

13. (a) Draw the diagram for Translating the requirements model into the design model.

Or

- (b) Discuss the important characteristic that serves for good design.

14. (a) List some generic characteristics for software testing strategies.

Or

- (b) Write the series of five steps performed in the top-down integration process.

15. (a) Discuss the important factors when structuring a software team.

Or

- (b) Mention the four Organizational paradigms of Software Engineering.

SECTION C — (3 × 10 = 30 marks)

Answer any THREE questions.

16. Summarize the important attributes that are encountered in majority of Web Apps.

17. Discuss about

- (a) Overall Objectives and Philosophy  
(b) Analysis Rules of Thumb.

18. Explain briefly about the guidelines given for quality of design representation.

19. Discuss about

- (a) Unit Testing in the OO Context  
(b) Integration Testing in the OO Context.

20. Give a brief account on software Scope and Problem Decomposition in SPM.

