Printed Page:-03		Subject Code:- ACSE0603									
			Roll. No:								
NO	IDA	INSTITUTE OF ENGINEERING A	ND TECH	<u> </u>	.OG\	/. G	REA	TE	RN	OII)A
110		(An Autonomous Institute Af				•					, 1 =
		B.Te			ŕ						
		SEM: VI - THEORY EXAM		•	24 - 2	025))				
Tim	ie: 3 H	Subject: Softwa	re Enginee	ring			7	Mov.	Mo	wlza	: 100
		structions:					Γ	viax.	IVIA	IIKS	. 100
		v that you have received the question p	paper with t	he co	rrect	соиі	rse, c	ode,	bra	nch	etc.
		stion paper comprises of three Section	-								
_		MCQ's) & Subjective type questions.					_				
		n marks for each question are indicate	-		side (of ea	ich q	uesti	on.		
		your answers with neat sketches when uitable data if necessary.	rever necess	sary.							
		ly, write the answers in sequential ord	er.								
•	,	should be left blank. Any written mate		blank	sheet	t wil	l not	be			
evalud	ated/ci	hecked.									
							A				
SECT	TION-	$\underline{\mathbf{A}}$					X)			20
1. Atte	empt a	all parts:-			\neg	1					
1-a.	Fi	rst step in the software development l	ifecycle. (C	O1,K	1)						1
	(a)	System Design		Í							
	(b)	Coding									
	(c)	System Testing	V'								
	(d)	Preliminary Investigation and Analy	sis								
1-b.		he name of the approach that follows soblem. (CO1,K2)	step-by-step	instr	uction	ns fo	or sol	ving	a		1
	(a)	An Algorithm									
	(b)	A Plan									
	(c)	A List									
	(d)	Sequential Structure									
1-c.		equirements elicitation means - (CO2,	.K2)								1
	(a)	Gathering of requirements	,								
	(b)	Capturing of requirements									
	(c)	Understanding of requirements									
	(d)	All of the above									
1-d.	` ,	RS stands for - (CO2,K1)									1
	(a)	Software requirements specification									-
	(b)	System requirements specification									
	(0)	- James Specification									

	(c)	Systematic requirements specifications
	(d)	None of the above
1-e.	S	oftware Design consists of (CO3,K2)
	(a)	Software Product Design
	(b)	Software Engineering Design
	(c)	Software Product & Engineering Design
	(d)	None of the mentioned
1-f.	_	is a measure of the degree of interdependence between
		odules. (CO3,K2)
	(a)	Cohesion
	(b)) Coupling
	(c)	None of the mentioned
	(d)	All of the mentioned
1-g.	S	oftware testing is: (CO4,K2)
	(a)	The process of demonstrating the errors are not present
	(b)	The process of establishing confidence that a program does what it is supposed to d
	(c)	The process of executing the program to show that it is working as per specification
	(d)	The process of executing the program with the intent of finding errors
1-h.	V	erification is: (CO4,K2)
	(a)	Checking the product with respect to customer's expectation
	(b)	Checking the product with respect to specifications
	(c)	Checking the product with respect to the constraints of the project
	(d)	All of the above
1-i.	P	erfective maintenance refers to enhancements: (CO5,K3)
	(a)	Making the product better
	(b)	Making the product faster and smaller
	(c)	Making the product with new functionalities
	(d)	All of the mentioned
1-j.	C	OCOMO cost model. (CO5,K2)
	(a)	It takes project, product hardware and personnel attributes into account when
		nulating a cost estimate.
	(b)	In it server provides set of services and set of clients uses these services.
	(c)	Extent to which standards are used to achieve interoperability.
	(d)	None of these
2. Att	empt a	all parts:-
2.a.	D	iscuss the difference between Verification and Validation? (CO1,K2)
2.b.	D	efine software prototyping. (CO2,K2)
2.c.	Е	xplain sequence diagram. (CO3.K2)

2.d.	Define Test suite. (CO4,K2)	2
2.e.	The modification of the software to match changes in the ever changing environment, falls under which category of software maintenance. (CO5,K2)	2
SECTI	ON-B	30
3. Answ	ver any <u>five</u> of the following:-	
3-a.	Describe which is more important-the product or process. Justify your answer. (CO1,K3)	6
3-b.	Explain the difference and similarity between Agile and Scrum. (CO1,K2)	6
3-c.	Explain SRS structure and its parts. (CO2,K2)	6
3-d.	Explain how SRS is used during software development. (CO2,K2)	6
3.e.	Explain various techniques for Software measurement. (CO3,K3)	6
3.f.	Explain why does software testing needs extensive planning. (CO4,K3)	6
3.g.	Explain re-engineering in detail. (CO5,K3)	6
SECTI	<u>ON-C</u>	50
4. Answ	ver any one of the following:-	
4-a.	Explain why a software system that is used in a real-world environment must change or become progressively less useful. (CO1,K2)	10
4-b.	Explain the term prototype and under what circumstances is it beneficial to construct a prototype. Does the construction of prototype always increase the overall cost of software development. (CO1,K3)	10
5. Answ	ver any <u>one</u> of the following:-	
5-a.	Explain importance of SRS Document. Also explain the IEEE standard of SRS. (CO2,K3)	10
5-b.	Explain the types of feasibility in brief. (CO2,K3)	10
6. Answ	ver any one of the following:-	
6-a.	Explain various types of coupling for software design with examples. (CO3,K3)	10
6-b.	Define the purpose of collaboration diagram in Object Oriented Design with an example. (CO3,K2)	10
7. Answ	ver any one of the following:-	
7-a.	Differentiate between Regression testing and Re-testing. (CO4,K3)	10
7-b.	Explain the different types of black box testing. (CO4,K3)	10
8. Answ	ver any one of the following:-	
8-a.	Explain why according to the COCOMO model, when the size of a software is increased by two times, the time to develop the product usually increases by less than two times. (CO5,K3)	10
8-b.	Explain a milestone in software development. Why is it considered helpful to have milestone in software development. (CO5 K3)	10