Reg.	No	Name	20U315

B C A DEGREE END SEMESTER EXAMINATION - OCT. 2020 : JANUARY 2021 SEMESTER 3 : MOBILE APPLICATIONS AND CLOUD TECHNOLOGY

COURSE: 19U3CRBCA8: SOFTWARE ENGINEERING

(Common for Regular - 2019 Admission & Supplementary 2018/2017/2016 Admissions)

Time: Three Hours Max. Marks: 75

PART A

Answer All (1 mark each)

- 1. List any two characterisics of software as a product?
- 2. Define Validation?
- 3. What do you mean by Functional Requirements?
- 4. What is the main advantage of throwaway prototype?
- 5. What do you mean by Software Design?
- 6. Define common coupling?
- 7. What is glass box testing?
- 8. What are the main objectives of testing?
- 9. What is a line of code?
- 10. What is meant by risk management?

 $(1 \times 10 = 10)$

PART B

Answer any 8 (2 marks each)

- 11. Discuss on waterfall model?
- 12. What are the advantages of evolutionary prototyping?
- 13. Distinguish between the Open-ended and Close-ended approach?
- 14. Why throw-away prototype should not be considered as a final system?
- 15. Explain about the architectural design process?
- 16. Explain about design heuristics for effective modularity?
- 17. What are the different classes of test cases of the regression test?
- 18. What is the need for cyclomatic complexity?
- 19. What is COCOMO II Model?

 $(2 \times 8 = 16)$

PART C

Answer any 5 (5 marks each)

- 20. What are the fundamental activities of the software process?
- 21. The spiral model is one of the most effective life cycle models. Why?
- 22. Explore different feasibility studies to be conducted in the analysis?
- 23. Abstraction and refinement are complementary concepts in design. Explain?
- 24. Illustrate the different stages in a testing process?
- 25. Elaborate on the Software configuration management process?
- 26. What are the software maintenance cost factors?

 $(5 \times 5 = 25)$

PART D Answer any 2 (12 marks each)

- 27. Explain different requirement elicitation techniques with its merits and demerits?
- 28. a) Explain the various design concepts considered during design?
 - b) Write short notes on the user interface design process?
- 29. What are the various testing strategies to software testing? Discuss them briefly?
- 30. How CASE tools are classified. Explain about Software Cost estimation?

 $(12 \times 2 = 24)$