

B.Tech III Year I Semester (R09) Supplementary Examinations June 2017

SOFTWARE ENGINEERING

(Common to CSE, IT & CSS)

Time: 3 hours

Max. Marks: 70

Answer any FIVE questions
All questions carry equal marks

- 1 What is the difference between PSP and TSP? Explain about process assessment with the help of diagram.
- 2 What is a behavioral model? Discuss various types of behavioral models with examples for each.
- 3 Write in detail about Ethnography. Explain with examples.
- 4 (a) Write about:
(b) Design patterns.
Software architecture
- 5 What are different types of cohesion? Explain them detail.
- 6 (a) Explain about boundary value analysis.
(b) Explain about orthogonal array testing.
- 7 (a) Explain about reconciling of LOC and FP metrics.
(b) Explain about risk component drivers.
- 8 Write short notes on:
(a) Quality control.
(b) Software Quality Assurance (SQA).

B.Tech III Year I Semester (R13) Supplementary Examinations June 2017

SOFTWARE ENGINEERING

(Common to CSE and IT)

Time: 3 hours

Max. Marks: 70

PART – A

(Compulsory Question)

- 1 Answer the following: (10 X 02 = 20 Marks)
- (a) List the types of software myths.
 - (b) Explain process assessment and improvement.
 - (c) Explain functional requirements.
 - (d) Design class hierarchy for library by using inheritance model.
 - (e) Write short note on cohesion.
 - (f) Compare verification and validation.
 - (g) What is meant by COCOMO model?
 - (h) Define risk management.
 - (i) Write short note on regression testing.
 - (j) What is a component? Explain it.

PART – B

(Answer all five units, 5 X 10 = 50 Marks)

UNIT – I

- 2 (a) Explain in detail the Capability Maturity Model Integration (CMMI).
(b) Explain the purpose of process assessment.

OR

- 3 (a) Describe with the help of the diagram, explain the concurrent development model.
(b) Explain unified process? Elaborate on the unified process work product.

UNIT – II

- 4 (a) Describe the process of Scenario based modeling.
(b) Describe four types of non functional requirements that may be placed on system. Give examples of each of these type of requirements.

OR

- 5 (a) Elaborate the process of eliciting requirements of a project.
(b) Explain how requirements are elicited and validated in software products.

UNIT – III

- 6 (a) Explain software design? Explain data flow oriented design.
(b) Explain the guidelines of component level design.

OR

- 7 (a) Explain the design concepts in the software engineering.
(b) Discuss architectural styles and designs.

UNIT – IV

- 8 (a) Describe briefly about the golden rules for the user interface design.
(b) Explain how the design is evaluated.

OR

- 9 (a) Compare black box testing with white box testing.
(b) Explain about debugging.

UNIT – V

- 10 Explain risk management and principles of it.

OR

- 11 Explain briefly about COCOMO - A heuristic estimation technique.
