

III/IV B.Tech. (Supple) DEGREE EXAMINATIONS, JUNE- 2019

First Semester

COMPUTER SCIENCE ENGINEERING

SOFTWARE ENGINEERING

Time: Three Hours

Maximum marks:60

Answer Question No.1 Compulsory

6X2=12 M

Answer ONE Question from each Unit

4X12=48 M

1. a) What is linear sequential model?
- b) Mention software assessment principles.
- c) Information modeling
- d) Define component
- e) Software quality
- f) Testing strategies for specialized environments

UNIT-I

2. What is an agile process and explain different agile process models.

(OR)

3. a) What is Computer Software? Why is it important? Explain the impact of software on our society and culture.
- b) Write a brief on Software myths.

UNIT-II

4. a) What is non-functional requirements? Explain the classification of different types of it? Explain.
- b) Explain different communication and planning practices.

(OR)

5. What is object model? Explain various types of object models with examples.

P.T.O

UNIT-III

6. a) Define and explain about coupling and cohesion. Also differentiate between them.
- b) Define refactoring. Explain its intent. Also explain the advantages and disadvantages of it.

(OR)

7. a) Explain different architectural styles and patterns.
- b) Discuss the Mandel's user interface design principles that enable an interface to reduce the user's memory load.

UNIT-IV

8. a) Explain different testing strategies for conventional software.
- b) Give a brief on empirical estimation models.

(OR)

9. a) Explain unit testing, system testing and integration testing. Also explain how they can be used with black box and white box testing?
- b) What is Cyclomatic complexity? How it is used in test case generation? Explain with an example.



III/IV B.Tech. DEGREE EXAMINATIONS, NOVEMBER- 2019

First Semester

CSE/IT

SOFTWARE ENGINEERING

Time: Three Hours

Maximum marks:60

Answer Question No.1 Compulsory

6X2=12 M

Answer ONE Question from each Unit

4X12=48 M

1. a) Software Myths
- b) What is an Agile process?
- c) Brief on deployment
- d) Testing patterns
- e) Make/buy decision in the process of estimation
- f) Brief on pattern based software design

UNIT-I

2. a) What do you mean by scale and change in the context of software? Explain.
- b) Discuss about unified process model.

(OR)

3. a) Software is developed or engineered; it is not manufactured in the classical sense. Give justification for the statement.
- b) Explain Waterfall model. Give its advantages and disadvantages.

UNIT-II

4. a) Explain communication and planning practices.
- b) What is risk assessment and control? How it is very important? Explain.

(OR)

5. a) What is requirement analysis? Write a short note on requirement validation.

P.T.O

- b) What are the differences between the functional and non functional requirements? Explain with suitable examples.

UNIT-III

6. Explain the following

- a) Pair Programming
- b) Refactoring
- c) Code Inspection

(OR)

7. a) Explain the design principles that help in making the interface consistent. Give a brief on interface analysis.
- b) Define component. Explain the process of designig Class-based components.

UNIT-IV

8. a) Explain about different system testing methods.
- b) What is validation testing? Discuss.

(OR)

9. a) What is the software testing strategy for Object Oriented Architectures? Explain.
- b) What are the basic testing principles? Explain Basis path testing.

