Total No. of Questions: 10] [Total No. of Pages: 02

II/IV B. Tech. DEGREE EXAMINATIONS, FEB / MAR - 2023 First Semester

ARTIFICIAL INTELLIGENCE AND MACHINE LEARNING SOFTWARE ENGINEERING

Time: Three Hours Maximum: 70 Marks

Answer All Questions

Answer ONE question from each Unit.

5x14=70 M

UNIT - I

- 1. a) What is Software Engineering? Discuss the different types of software myths in detail.
 - b) Describe in brief about Unified Process Model with neat diagram.

(OR)

- 2. a) Summarize the specific goals and specific practices of Capability Maturity Model Integration (CMMI).
 - b) Discuss advantages and disadvantages of evolutionary and incremental models.

UNIT - II

- 3. a) Discuss need of software requirement? Explain the functional requirements, non-functional requirements with examples.
 - b) Distinguish between data models and object models in system with suitable examples.

(OR)

- 4. a) Explain in detail about IEEE definition for software requirement document.
 - b) Discuss in detail about the process of requirement elicitation and analysis.

UNIT - III

- 5. a) Demonstrate in detail about architectural design with neat diagram.
 - b) Describe the concepts of Component? Draw component diagram for Banking system.

(OR)

- 6. a) Explain the fundamental software design process and design quality in detail.
 - b) What is UML? Explain in detail about the Class Diagram.

UNIT - IV

- 7. a) Elaborate the concept of black box testing in a detailed view?
 - b) Describe in detail about the metrics of maintenance?

(OR)

- 8. a) What do you mean by system testing? Explain in detail.
 - b) Summarize the different metrics for analysis and design model.

UNIT - V

- 9. a) Explain in detail about Risk Management with neat diagram.
 - b) What is quality management? How will you measure the software reliability?

(OR)

- 10. a) What is the purpose of software measurement? Explain in detail.
 - b) Define software quality assurance? Explain in detail.



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II/IV B. TECH DEGREE EXAMINATIONS, JULY/AUGUST-2023

First Semester

ARTIFICIAL INTELLIGENCE AND MACHINE LEARNING SOFTWARE ENGINEERING

Time: Three Hours Maximum: 70 Marks

Answer ONE Question from each unit.

 $5 \times 14 = 70 M$

All Questions carry equal marks.

UNIT-I

- 1. a) Explain the nature of Software with suitable examples.
 - b) Describe in detail about process assessment options with neat sketch.

(OR)

- 2. a) Discuss the Personal Software Process (PSP) and Team Software Process (TSP) with examples.
 - b) Illustrate the different phases involved in waterfall life cycle with neat diagram.

UNIT-II

- 3. a) Express the different types of check list that should be carried out for requirement validation process.
 - b) What is Requirements Engineering? Explain in detail about requirement validation and management.

(OR)

- 4. a) Differentiate functional and non-functional requirements.
 - b) Draw and explain the behavioural model in system with an example.

UNIT-III

- 5. a) Illustrate the various design concepts considered during design?
 - b) What is use case diagram? Model a use case diagram for a Banking system with neat sketch.

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(OR)

- 6. a) What is class diagram? Draw the class diagram for ATM system.
 - b) Compare and contrast between sequence and collaboration diagram.

UNIT-IV

- 7. a) Discuss the differences between black box and white box testing.
 - b) List and explain the metrics for the design model.

(OR)

- 8. a) Describe in detail about test strategies for conventional software?
 - b) Define product metrics? Illustrate various attributes of quality software.

UNIT-V

- 9. a) Explain in detail about risk projection and risk refinement.
 - b) Elaborate the concept of statistical software quality assurance.

(OR)

- 10. a) Write a short note on RMMM and RMMM plan.
 - b) Define reviews in quality management? Discuss software reviews and formal technical reviews.

