

QP CODE: D4BCA2404	(Pages: 2)	Reg. No :
		Name :
FOURTH SEMESTER FYUGP EXAMINATION, APRIL 2026 Discipline Specific Core (DSC) Courses - Major BCA4CJ207 : SOFTWARE ENGINEERING (Credits: 4)		
Time: 2 Hours	Maximum Marks: 70	
Section A		
Answer the following questions. Each carries 3 marks (Ceiling: 24 marks)		
1. What is Scrum?	BL1	CO1, CO2, CO3
2. What is a non-functional requirement? Give an example.	BL2	CO1, CO2, CO3
3. Give the notations used in use case diagrams with purpose.	BL1	CO1, CO3, CO4
4. What is meant by software supportability?	BL2	CO5, CO6
5. List any three types of system models.	BL1	CO1, CO3, CO4
6. How does the agile development process work?	BL2	CO1, CO2, CO3
7. Write a natural language requirement for an online banking system.	BL3	CO1, CO3, CO4
8. What is meant by aggregation?	BL2	CO1, CO3, CO4
9. What is reverse engineering?	BL2	CO5, CO6
10. Define software testing. Explain its importance.	BL2	CO1, CO3, CO4, CO5
Section B		
Answer the following questions. Each carries 6 marks (Ceiling: 36 Marks)		
11. Discuss the features of evolutionary process model. Give two examples.	BL2	CO1, CO2, CO3
12. Explain the process of requirement change management.	BL2	CO1, CO3, CO4
13. Explain event-driven modelling and its key components.	BL2	CO1, CO3, CO4
14. Explain unit testing in detail with its advantages and limitations.	BL2	CO1, CO2, CO3, CO5
15. Discuss the characteristics of software.	BL2	CO1
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16.	Explain the concept of architectural views in software engineering. How architectural views manage system complexity?	BL2	CO1, CO2, CO3, CO4
17.	Discuss requirements management in detail.	BL2	CO1, CO3, CO4
18.	Define black box testing. Explain black-box testing techniques with examples.	BL2	CO5
Section C			
Answer any one question. Each carries 10 marks (1 x 10 = 10 Marks)			
19.	Explain Adaptive Software Development (ASD) in detail, discussing its phases and advantages.	BL2	CO1, CO2, CO3
20.	Discuss unit and integration testing strategy for an Object Oriented-based application.	BL2	CO1, CO2, CO3, CO4, CO5
CO : Course Outcome			
BL : Bloom's Taxonomy Levels (1 – Remember, 2 – Understand, 3 – Apply, 4 – Analyse, 5 – Evaluate, 6 – Create)			