

FIFTH SEMESTER UG DEGREE EXAMINATION, NOVEMBER 2022
(Regular/Improvement/Supplementary)
BCA
GBCA5B10T: PRINCIPLES OF SOFTWARE ENGINEERING

Time: 2 Hours

Maximum Marks: 60

SECTION A: Answer the following questions. Each carries 2 marks.
(Ceiling 20 Marks)

1. Write a note on Software process model.
2. Define. a) SRS b) DDS
3. What do you mean by a Prototype? Define Prototyping model.
4. Briefly explain Adaptive Software Development. Name the three phases of ASD.
5. What do you mean by Agile Unified Process?
6. Define QFD.
7. What are interaction diagrams in UML? Name the two types of interaction diagrams.
8. Give an account on software documentation and mention any three guidelines for creating a document.
9. What is Type checking? Which are the two types of Type checking?
10. What is Smoke test?
11. Define Software Reengineering.
12. What are Web apps?

SECTION B: Answer the following questions. Each carries 5 marks.
(Ceiling 30 Marks)

13. Explain any five myths regarding software development and compare with the actual practices
14. Differentiate between functional and non functional requirements .Give examples for each.
15. Briefly explain the five relationship types in class diagram with suitable diagrams.
16. Explain the terms: a) Abstraction b) Modularity
17. What is Design Model? Briefly explain the elements of Design model.
18. Discuss coding standards.
19. Elaborate on concurrency mechanism. Explain the three fundamental approaches to concurrent programming.

SECTION C: Answer any 1 question. Each carries 10 marks.

20. What is meant by requirement analysis? Explain the requirement analysis process. Enlist any four requirement analysis techniques.
21. Define debugging. Explain briefly the debugging process and the strategies used in debugging.

(1 x 10 = 10 Marks)