

FIFTH SEMESTER UG DEGREE EXAMINATION, NOVEMBER 2023

(Regular/Improvement/Supplementary)

BCA

GBCA5B10T: PRINCIPLES OF SOFTWARE ENGINEERING

Time: 2 Hours

Maximum Marks: 60

SECTION A: Answer the following questions. Each carries *two* marks.

(Ceiling 20 Marks)

1. Define Software Design process.
2. What do you mean by prescriptive models? Give any two examples.
3. Define,
 - a) Component Diagram.
 - b) Deployment Diagram.
4. What is meant by Use case diagram?
5. Differentiate between the design concepts, Refinement and Refactoring.
6. What do you mean by agile development model?
7. Define Coding. Give any two goals of coding.
8. What do you mean by SCRUM? Define product backlog.
9. Give a note on Exception handling.
10. Define Software testing. Name any two types of testing.
11. What do you mean by Restructuring?
12. Comment on Reverse Engineering?

SECTION B: Answer the following questions. Each carries *five* marks.

(Ceiling 30 Marks)

13. Write short notes on the Specialised Process models,
 - a) Component based development.
 - b) Formal methods model.
14. Give a note on Adaptive Software Development.
15. What is Requirements engineering? Explain briefly the activities involved in requirements engineering.
16. Write a note on Validation testing.
17. What is meant by elicitation? What are the problems that occur during elicitation?
18. Explain briefly the testing strategy with a suitable diagram.
19. Briefly explain the requirement validation techniques.

SECTION C: Answer any *one* question. Each carries *ten* marks.

20. Compare State chart diagram and Activity diagram.
21. What is structured coding? Explain the rules of structured coding with suitable diagrams.

(1 x 10 = 10 Marks)