

D5BCS2204

Reg. No.....

Name:

FIFTH SEMESTER B.Sc. DEGREE EXAMINATION, NOVEMBER 2024

(Regular/Improvement/Supplementary)

COMPUTER SCIENCE

GBCS5B10T: PRINCIPLES OF SOFTWARE ENGINEERING

Time: 2 Hours

Maximum Marks: 60

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

(Ceiling 20 marks)

1. What do you mean by DSDM? Define 80% rule.
2. What is Type checking? Which are the two types of Type checking?
3. What are class diagrams? Draw the diagrammatic representation of a class in a class diagram.
4. Define UML. Give the classification of UML diagrams with an example of each.
5. Briefly explain System testing.
6. What is Smoke test?
7. What do you mean by Debugging?
8. What do you mean by Agile method? Give any two examples of Agile methods.
9. Differentiate between requirement negotiation and requirement validation?
10. Explain the term Separation of Concerns.
11. Define SDLC.
12. Define user defined datatypes. Give examples.

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

(Ceiling 30 marks)

13. What is meant by elicitation? What are the problems that occur during elicitation?
14. Explain the objectives of Software design.
15. Give a note on Spiral model. Also give any two advantages and disadvantages.
16. Briefly explain the coding guidelines.
17. Explain the purpose of having coding standards.
18. What is Software process? Explain the key process activities, sub activities and supporting activities of software process.
19. Briefly explain Activity diagram.

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

20. Briefly explain use case with a suitable diagram. Explain the steps in designing a use case. Give any two advantages.
21. Define Software Re-engineering. Explain in detail the Software Re-engineering activities.

(1 X 10 = 10 Marks)