D5BCS2304 **Reg. No.............................**

Name: ....

FIFTH SEMESTER B.Sc. DEGREE EXAMINATION, NOVEMBER 2025
(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. Comment on the requirements engineering.
2. Define user defined datatypes. Give examples.
3. What is software reengineering?
4. Define coding? Give any two goals of coding.
5. Write a short note on system testing.
6. Differentiate between requirement negotiation and requirement validation.
7. Explain the term requirement inception.
8. Define software. Name the two types of software.
9. What do you mean by task set?
10. Define LSD.
11. What is regression testing?
12. Define software design process.

SECTION B: Answer the following questions. Each carries *five* marks.
(Ceiling 30 marks)

13. Briefly explain coding standards.
14. Differentiate between software structural quality and software functional quality.
15. Define software process model. Explain the five generic process framework activities.
16. Give a note on Component diagrams.
17. Explain process improvement. Give the objectives of process improvement.
18. Enlist the rules of structured coding.
19. Give a note on Software supportability.

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

20. Explain use case with a suitable diagram. Describe the steps in designing a use case. Give any two advantages.
21. Give a note on Use case diagrams? Explain the notations, rules and tips used while drawing a use case diagram. Draw a use case diagram of a student management system.

(1 x 10 = 10 Marks)