

62490

Name:

Reg. No.:

FOURTH SEMESTER B.Voc DEGREE EXAMINATION, May 2019**(CUCBCSS-UG)****Software Development****GEC4SE11: SOFTWARE ENGINEERING PRINCIPLES**

Time: 3 hours

Max. Marks: 80

PART - AAnswer **ALL** questions

1. is the application of systematic, disciplined, quantifiable approach to the development, operation and maintenance of software.
2. is performed to ensure that the software is free from errors.
3. is the study of a proposed project to indicate whether the proposal is attractive enough to justify mere detailed preparation.
4. is the data dictionary stores organized collection of information about data and their relationships.
5. is a technique to divide a software system into multiple discrete and independent modules, which are expected to be carry out tasks independently.
6. is a measure of the degree of independence between modules.
7. ensures the product being developed in according to the design specification.
8. In cause effect graphing, is the input condition and output condition.
9. chart is a tool that depicts project as network diagram.
10. tool assist in the planning, development and control in CASE.

(10x1 = 10 marks)

PART - BAnswer any **EIGHT** questions, not exceeding a paragraph of 50 words.

11. Explain the components of software.
12. What are the steps in SDLC?
13. What is component based model?
14. What do you mean by DFD?

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15. What is SQA plan?
16. What is the need of feasibility study?
17. What do you mean by design charts?
18. What are the components of HIPO diagram?
19. What is pseudo code?
20. What do you mean by reverse engineering?
21. Define Beta testing?
22. What is the significance of PERT chart?

(8x2=16 marks)

PART - C

Answer any **SIX** questions, in a page of 250 words.

23. What are the merits and demerits of waterfall model?
24. What is data modeling? Give five examples for data modelling.
25. Explain SRS.
26. Explain ER Diagram with an example.
27. Explain modularization.
28. Differentiate between coupling and cohesion.
29. Describe black box testing.
30. Differentiate between verification and validation.
31. What is the purpose of timeline chart?

(6x4=24 marks)

PART - D

Answer any **TWO** questions, not exceeding four pages

32. Explain the purpose of SDLC.
33. Explain about design models.
34. Explain Top-down and Bottom-up design strategies.
35. Explain software re-engineering.

(2x15 = 30 marks)