	K21U 1601
Reg. No. :	C. C.
Name :	ARY
V Semester B.C.A. Degree	(CBCSS - Sup./Imp.)

# Examination, November 2021 (2015 – '18 Admns) Core Course 5B13BCA : SOFTWARE ENGINEERING

### Time : 3 Hours

#### SECTION - A

## 1. One word answer.

#### (8×0.5=4)

Max. Marks: 40

- a) \_\_\_\_\_ is a set of programs to build a product to achieve a specific task.
- b) RAD belongs to \_\_\_\_\_ category of process models.
- c) \_\_\_\_\_ builds a bridge between design and construct.
- d) Name the diagram to represent the events and state of a system.
- e) The modality of a relationship, if the relationship is optional.
  - a) 0 b) 1
  - c) 2 d) Any value greater than 1
- f) Name the basic building block in object oriented system.
- g) In unit testing, \_\_\_\_\_ refers to the subordinate modules of the components to be tested.
- h) Name any one white box testing technique.

#### SECTION - B

Write short notes on any seven of the following questions.

 $(7 \times 2 = 14)$ 

- 2. What is a software process ?
- 3. Write any two advantages of waterfall model.
- 4. What is an entity-relationship diagram ?
- 5. What is quality function deployment ?

P.T.O.

## K21U 1601

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6. What does a context diagram represent ?

- 7. What is open-closed principle ?
- 8. What is a data object ?
- 9. How is a sequence diagram different from state diagram ?
- 10. When is smoke testing used ?
- 11. What is beta testing ?

#### SECTION - C

Answer any four of the following questions.

 $(4 \times 3 = 12)$ 

- 12. Explain about SE and its layers.
- 13. What are the disadvantages of waterfall model ?
- Differentiate normal requirements, expected requirements, exciting requirements.
- 15. What are the different traceability tables used in requirements management ?
- 16. What are the different attributes of quality ?
- 17. What are interface design elements ? What are its components ?

#### SECTION - D

Write an essay on any two of the following questions.

 $(2 \times 5 = 10)$ 

Compare and contrast prototyping with spiral model.

- 19. Explain the following design concepts.
  - a) Abstraction
  - b) Information hiding
  - c) Modularity.
- 20. Explain coupling and cohesion in modular design.
- 21. What is integration testing ? Explain in detail.