



K16U 1857

Reg. No. :

Name :

V Semester B.C.A. Degree (CBCSS-2014 Admn. -Regular)
Examination, November 2016
Core Course
5B13 BCA : SOFTWARE ENGINEERING

Time : 3 Hours

Max. Marks : 40

SECTION – A

1. **One word answer.**

(8×0.5=4)

- a) _____ is the act of evaluating a measure.
- b) SRS stands for
- c) Coupling is measured by _____ between modules.
- d) A node with indegree $\neq 0$ and outdegree = 0 is called
- e) Site for Beta testing is
- f) DD path graph is called as
- g) _____ are semantic connection between classes in an object oriented system.
- h) Process of generating analysis and design documents is called

SECTION – B

Write short notes on **any seven** of the following questions.

(7×2=14)

- 2. Explain the different types of manuals in documentation.
- 3. What are the advantages of developing the prototype of the system ?
- 4. What is the importance of design ?
- 5. What is meant by module coupling ?
- 6. Explain the relationship between coupling and cohesion.
- 7. Explain functional modeling.

P.T.O.



8. Define software reliability.
9. What are the different layers in Software Engineering ?
10. What is testing ? Why should we test ?
11. Explain error, mistake, bug, fault and failure.

SECTION – C

Answer **any four** of the following questions.

(4×3=12)

12. With the help of necessary diagrams, explain the important characteristics of software.
13. What are the characteristics to be considered for the selection of life cycle model ?
14. Differentiate between functional and non functional requirements.
15. What are the characteristics of a good SRS ?
16. Explain the difference between function oriented design and object oriented design.
17. What are the characteristics of a software test ?

SECTION – D

Write an essay on **any two** of the following questions.

(2×5=10)

18. Define SDLC. Explain various phases of water fall model.
19. Explain the various steps in requirement analysis with all diagrams.
20. What is integration testing ? Explain in detail.
21. Discuss the various architectural styles in software design.