GSM/D-21   947

SOFTWARE ENGINEERING

Paper–II

Time Allowed : 3 Hours]   [Maximum Marks : 40

Note : Attempt **five** questions in all, selecting **one** question from each Unit. Question No. **1** is compulsory. All questions carry equal marks.

Compulsory Question

1. (i) Define Software Engineering?   4×2=8

    (ii) What are various information gathering tools?

    (iii) Explain COCOMO Model.

    (iv) What is Cyclometic Complexity?

UNIT-I

2. What is software paradigm? Explain the Spiral and prototype model with their relative merits and demerits.   8

3. Explain Waterfall model along with its advantages and limitations.   8

UNIT-II

4. (i) Discuss the purpose of feasibility study in SDLC.   4

    (ii) Differentiate between :   4

       (a) Validation and verification

       (b) Cohesion and Coupling.

5. What is Software requirement analysis and specification? Explain important characteristics of good SRS.   8

UNIT-III

6. Write short notes on the following: 4×2=8

    (a) Data Dictionary   (b) Decision Table

    (c) Team Structure   (d) Project Scheduling.

7. (a) Explain the importance of Risk Management in planning process. 4

   (b) Describe the software configuration management in detail. 4

UNIT-IV

8. What do you understand by Software Testing? Explain different types of testing. 8

9. Explain various types and characteristics of software maintenance. 8