**E 9305**

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## B.C.A. DEGREE (C.B.C.S.S.) EXAMINATION, MARCH 2020

### Sixth Semester

### Core Course—SOFTWARE ENGINEERING

### (2013—2016 Admissions)

Time : Three Hours

Maximum Marks : 80

### Part A

*Answer all questions.*
*Each question carries 1 mark.*

1. What is a data dictionary ?

2. What is a process ?

3. What do you mean by software requirement ?

4. Define Encapsulation.

5. Define the terms fault and failure.

6. What is a decision table ?

7. What do you mean by validation ?

8. Define the term software reliability.

9. What is a test suit ?

10. What is Structural Programming ?

(10 × 1 = 10)

### Part B

*Answer any eight questions.*
*Each question carries 2 marks.*

11. What are the objectives of software design ?

12. What do you mean by product matrices ?

13. Explain the need for feasibility study.

14. Define requirement elicitation.

15. Define software life cycle.

16. What is Modularity ?

17. What is the difference between alpha and beta testing ?

**Turn over**

18. What do you mean by path testing ?

19. Write any *two* characteristics of a software.

20. Write notes on Cohesion.

21. Explain DFD with an example.

22. What do you mean by functional independence ?

(8 × 2 = 16)

## Part C

*Answer any six questions.*
*Each question carries 4 marks.*

23. Discuss black box and white box testing.

24. Explain the different levels of testing.

25. Write notes on capability maturity model.

26. Discuss the difference between function oriented and object oriented design.

27. Explain the steps in requirement analysis.

28. Explain boundary value analysis method.

29. What do you mean by a software process ? What are its characteristics ?

30. What are use cases ? Explain its significance with an example.

31. Explain Mc Call software quality model.

(6 × 4 = 24)

## Part D

*Answer any two questions.*
*Each question carries 15 marks.*

32. Briefly explain the software life cycle models.

33. Explain in detail project planning. Explain the different methods used.

34. (a) Explain the different types of software design.

 (b) Write the steps to analyse and design object oriented system.

35. Explain the different debugging and testing tools.

(2 × 15 = 30)