# FIFTH SEMESTER U.G. DEGREE EXAMINATION, NOVEMBER 2021

(CBCSS—UG)

Computer Science

### BCS 5B 10—PRINCIPLES OF SOFTWARE ENGINEERING

(2019 Admissions)

Time: Two Hours

Maximum: 60 Marks

# **Section A (Short Answer Type Questions)**

Answer at least **eight** questions. Each question carries 3 marks. All questions can be attended. Overall Ceiling 24.

- 1. What is software process model?
- 2. List out various fundamental activities in software process.
- 3. Briefly explain various phases of incremental process model.
- 4. Briefly explain various requirement modeling strategies in requirement engineering.
- 5. What is requirement validation process in requirement engineering?
- 6. What is UML? Explain its features.
- 7. What are the elements in state chart diagrams?
- 8. What do you mean by modularization?
- 9. Briefly explain various strategic approach in software testing.
- 10. What is the need of software maintenance?
- 11. Write short note on software re-engineering.
- 12. Write short note on software maintenance.

 $(8 \times 3 = 24 \text{ marks})$ 

### Section B (Short Essay Type Questions)

Answer at least **five** questions. Each question carries 5 marks. All questions can be attended. Overall Ceiling 25.

- 13. Explain in detail various phases in SDLC.
- 14. Differentiate waterfalls model and spiral model.

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- 15. What is requirement elicitation and analysis in requirement engineering process?
- 16. Compare and contrast between behavioral and structural diagrams in UML.
- 17. Explain various object-oriented concepts that are needed for conceptual modeling in UML.
- 18. Briefly explain structured coding techniques in software engineering.
- 19. Describe in detail concurrency mechanism in modern programming language.

 $(5 \times 5 = 25 \text{ marks})$ 

# **Section C (Essay Type Questions)**

Answer any **one** question. The question carries 11 marks.

- 20. What is Agile Process Model in software development? Explain the various Agile Process Models in detail.
- 21. Explain in detail:
  - a) Types of software testing.
  - b) Testing and debugging.

 $(1 \times 11 = 11 \text{ marks})$