

Roll No.

Total Pages : 2

46211

BT-6/M-23

Software Engineering

PAPER : PC-IT-302A

Time : Three Hours]

[Maximum Marks : 75

Note: Attempt *five* questions, selecting *one* question from each unit.

UNIT-1

1. What is use of software engineering life cycle and also explain the implementation steps, advantages and disadvantages of spiral model. (15)
2. (a) What is size estimation Line of Code (LOC) methods and its shortcomings while applying LOC. (5)
(b) Explain Risk assessment and risk control activities in software engineering. (10)

UNIT-2

3. What is partitioning software prototyping and behavioural modelling. Explain these models with the help of examples. (15)

4. (a) Explain the difference between coupling and cohesion. (5)
- (b) What are different ways to make modular software design more effective (10)

UNIT-3

5. What are objectives of software testing and also explain Control structure testing, unit testing, alpha testing and beta testing. (15)
6. (a) What is debugging and also write a step to debug any program in software engg with the help of examples. (8)
- (b) Explain recovery testing, security testing and stress testing in detail. (7)

UNIT-4

7. What do you mean by software quality? What are different software quality assurance activities and also justify the impact on cost due to software defects. (15)
8. What do you mean by software reliability and software availability? Explain the steps to measure reliability and availability methods with the help of examples. (15)