

Roll No.

Total Pages : 2

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BT-6/M-24

SOFTWARE ENGINEERING

Paper-PC-IT-302A

Time : Three Hours]

[Maximum Marks : 75

UNIT-I

1. What is difference between program and software products? Explain the waterfall and spiral model with the help of an example. (15)
2. What are different project size estimation metrics? Explain COCOMO and heuristic estimation metrics in detail with the help of an example. (15)

UNIT-II

3. What is requirement engineering? Also write the modularity, software architecture and structural partitioning in brief with the help of an example. (15)
4. What is data modelling and also explain data flow model and control flow model in detail with the help of an example. (15)

UNIT-III

5. What is the objective of software testing? What are different types of software testing? Explain alpha testing, recover testing and validation testing in detail. (15)

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6. (a) What is debugging and explain the process of debugging?
(b) What is reverse engineering and restructuring?
(15)

UNIT-IV

7. (a) What is Software Quality Assurance (SQA) and its role to determine the quality of any software?
(b) What do you mean by technical review? What are different agenda and guidelines in any review meetings?
(15)
8. Explain Computer aided software engineering and its building blocks. Also explain the role of repository in software engineering. (15)



EXAMKIT