

F5

B. Tech. EXAMINATION, 2020

(Sixth Semester)

(B Scheme)

(Main & Re-appear)

CSE

CSE310B

SOFTWARE ENGINEERING

Time : 3 Hours]

[Maximum Marks : 75

Before answering the question-paper candidates should ensure that they have been supplied to correct and complete question-paper. No complaint, in this regard, will be entertained after the examination.

Note : Attempt *Five* questions in all, selecting at least *one* question from each Unit. All questions carry equal marks.

Unit I

1. (a) Define the term software engineering. Is it an art craft or a science. Describe briefly. 7
(b) Briefly discuss the Agile software development model. Be specific. 8
2. (a) What do you mean by aspect oriented programming ? Write any *four* characteristics of this approach. 7
(b) List the main aims of requirement engineering. Describe its four sub-processes. 8

Unit II

3. (a) What are the guiding principles for designing a good user interface for a software ? 8
(b) Differentiate between functional and object oriented approaches for software development. 7
4. (a) Give examples of three real life situations where customer and end users are the same. List *three* in which they are different. 6
(b) Write any *five* features supported by 4th generation languages. 9

Unit III

5. (a) Why do we need test drivers and test stubs ? Differentiate between alpha and beta testing. 15
(b) Define structural testing ? Write *three* important types of structural testing techniques. 8
6. List and explain the six characteristics a software must possess to qualify as a quality software as per the ISO 9000 certification. 10

Unit IV

7. What do you mean by CASE repository ? Write the benefits of using CASE tools in the development of a software project. 15
8. Show why and how software metrics can improve the software engineering process ? Enumerate the effect of metrics on software productivity. 15