

**C 21124**

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Name.....

Reg. No.....

**SIXTH SEMESTER B.C.A. DEGREE EXAMINATION, MARCH 2017**

(CUCBCSS—UG)

BCA 6B 14—SOFTWARE ENGINEERING

Time : Three Hours

Maximum : 80 Marks

**Part A**

*Answer all questions.*

*Each question carries 1 mark.*

1. \_\_\_\_\_ is a superset of programs.
2. Project risk factor is considered in \_\_\_\_\_ model.
3. The worst type of cohesion is \_\_\_\_\_.
4. The extent to which different modules are dependent upon each other is called \_\_\_\_\_.
5. \_\_\_\_\_ is a special type of association relation where the involved classes are not only associated to each other but a whole part relationship exists between them.
6. A \_\_\_\_\_ diagram shows both structural and behavioral aspects explicitly
7. The set of test cases is called \_\_\_\_\_.
8. Alpha testing is done by \_\_\_\_\_.
9. \_\_\_\_\_ help to measure the characteristics of a product being developed.
10. \_\_\_\_\_ level of CMM is for process management.

(10 × 1 = 10 marks)

**Part B**

*Answer all questions.*

*Each question carries 2 mark.*

11. What do you mean by software engineering ?
12. Why is the SRS document also known as the black box specification of a system?
13. What is antipatterno ?
14. Write a short note on white box testing.
15. Distinguish product metrics and process metrics.

(5 × 2 = 10 marks)

**Turn over**

**Part C**

*Answer any five questions.*

*Each question carries 4 marks.*

16. What are the principles deployed by software engineering to overcome human cognitive limitations ?
17. List the important items that a software project management plan document should discuss.
18. Explain characteristics of good SRS.
19. Write the merit and limitations of formal methods.
20. What are the advantages of oops concept ?
21. Explain various debugging approaches
22. Discuss different types of software failures
23. What are the main advantages of using CASE tools ?

(5 × 4 = 20 marks)

**Part D**

*Answer any five questions.*

*Each question carries 8 marks.*

24. Explain different phases of the classical waterfall model.
25. What do you mean by software design ? Explain different approaches to software design.
26. Write the importance of identification of entity objects. Explain Grady Booch Object identification approach.
27. Explain the main constituents of a class diagram.
28. What is user interface ? Explain different type of user interface.
29. Explain system testing.
30. Explain SEI capability maturity model.
31. Explain software maintenance process models.

(5 × 8 = 40 marks)