

(6 pages)

Reg. No. :

**Code No. : 30530 E Sub. Code : JMCA51/
SMCA51**

B.C.A. (CBCS) DEGREE EXAMINATION,
NOVEMBER 2020.

Fifth Semester

Computer Application – Main

SOFTWARE ENGINEERING

(For those who joined in July 2016 onwards)

Time : Three hours

Maximum : 75 marks

PART A — (10 × 1 = 10 marks)

Answer ALL questions.

Choose the correct answer :

1. Choose an Internal software quality from given below
 - (a) Scalability (b) Usability
 - (c) Reusability (d) Reliability

2. Which of the following is a mechanism that allows several objects in a class hierarchy to have different methods with the same name?
(a) Aggregation (b) Polymorphism
(c) Inheritance (d) None of the above
3. Which one of the following is a requirement that fits in a developer models?
(a) Availability (b) Testability
(c) Usability (d) Flexibility
4. How many classification schemas have been developed for non-functional requirements?
(a) Three (b) Four
(c) Five (d) Six
5. Which one of the following is a functional requirement?
(a) Maintainability (b) Portability
(c) Robustness (d) None of the above
6. What is the physical element that exists at runtime in UML?
(a) A node (b) An interface
(c) An activity (d) None of the above

7. Which diagram shows the configuration of runtime processing element?
- (a) Development diagram
 - (b) Component diagram
 - (c) Node diagram
 - (d) EX-diagram
8. Which of the following is a total in design for?
- (a) Abstraction (b) Refinement
 - (c) Information hiding (d) All the above
9. A set of inputs, execution preconditions and expected outcomes is known as a
- (a) Test plan (b) Test case
 - (c) Test document (d) Test suite
10. Project risk factor is considering is _____ model.
- (a) Spiral
 - (b) Waterfall
 - (c) Prototyping
 - (d) Interactive enhancement

PART B — ($5 \times 5 = 25$ marks)

Answer ALL questions, choosing either (a) or (b).

Each answer should not exceed 250 words.

11. (a) Explain about various types of software.

Or

- (b) Explain about difficulties and risks in programming Language choice and OO programming.

12. (a) What is brainstorming? Explain.

Or

- (b) What are the techniques available for gathering requirements?

13. (a) What is UML? Explain.

Or

- (b) What is a state diagram? Explain.

14. (a) What are the goals wanted to achieve when doing good design?

Or

- (b) How to develop an architectural model? Explain.

15. (a) What is dead lock? Explain.

Or

- (b) What is the purpose of earned value charts? Explain.

PART C — ($5 \times 8 = 40$ marks)

Answer ALL questions, choosing either (a) or (b).

Each answer should not exceed 600 words.

16. (a) Explain about inheritance hierarchy of bank accounts for same attributes and operations.

Or

- (b) What are the common activities to software properties? Explain.

17. (a) Explain about various types of requirements in detail.

Or

- (b) How to describe a single use case? Explain.

18. (a) What is generalization? Explain.

Or

- (b) Explain about sequence diagrams in detail.

19. (a) Explain about various types of cohesions in detail.

Or

- (b) How to describe an architecture using UML? Explain.

20. (a) What are the defects handling stress unusual situations? Explain.

Or

- (b) Explain about waterfall model in detail.
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