Reg. No.					



BCMCAV 353

Credit Based VI Semester B.Com. Degree Examination, September 2022 (2020-21 and Earlier Batches) COMPUTER APPLICATION (Vocational)

Paper - XI: Software Engineering

Time: 3 Hours Max. Marks: 80

Note: Answer **any ten** questions from Part – **A** and **any one full** question from **each** Unit of Part – **B**.

PART - A

1. a) Define Software engineering. (10×2=20)

- b) Define Software process.
- c) Mention the problems of Software engineering.
- d) What are Throwaway and Evolutionary Prototyping?
- e) Mention any four types of cohesion.
- f) What are work products?
- g) List the four major activities in SDM.
- h) Define Code reading.
- i) What is Internal documentation?
- j) What is Maintenance?
- k) Define fault and failure.
- I) What are test cases?

PART - B

Unit - I

2. a) Explain the phases in Software engineering approach.
b) Explain the iterative enhancement model.
3. a) Explain the prototype development model.
b) Explain the quality factors of software engineering.
8



Unit - II

4.	a)	What is SRS? Explain the characteristics of an SRS.	8
	b)	Define coupling. List and explain the different levels of coupling.	7
5.	a)	Write the structure of an SRS document.	8
	b)	What is DFD? Explain the various symbols used in DFD with example.	7
		Unit – III	
6.	a)	Write a note on top-down and bottom-up approaches.	4
	b)	Define error. Explain common coding errors.	5
	c)	Write a note on: i) Information Hiding ii) PDL.	6
7.	a)	Explain any two detailed design verification methods.	5
	b)	Explain the general rules for software programming style.	5
	c)	Explain the Logic/Algorithm design techniques.	5
		Unit – IV	
8.	a)	Explain cause effect graph based testing with examples.	9
	b)	Explain preventive, adaptive and corrective maintenance of software.	6
9.	a)	Explain black-box and white-box testing.	5
	b)	Explain equivalence class partitioning and boundary value analysis.	10
