

Roll No.

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Total No. of Pages : 02

Total No. of Questions : 18

B.Tech (CSE) (Sem.-6)
SOFTWARE ENGINEERING

Subject Code : CS-332

Paper ID : [A0497]

Time : 3 Hrs.

Max. Marks : 60

INSTRUCTIONS TO CANDIDATES :

1. **SECTION-A** is **COMPULSORY** consisting of **TEN** questions carrying **TWO** marks each.
2. **SECTION-B** contains **FIVE** questions carrying **FIVE** marks each and students have to attempt any **FOUR** questions.
3. **SECTION-C** contains **THREE** questions carrying **TEN** marks each and students have to attempt any **TWO** questions.

SECTION-A**Answer briefly :**

- Q1 What do you need to be a software engineer?
- Q2 Discuss advantages of spiral model.
- Q3 What are merits of Waterfall model?
- Q4 What is Project planning?
- Q5 Write the advantages of team structure.
- Q6 What are Formal methods?
- Q7 What is user interface design?
- Q8 Define unit testing.
- Q9 Discuss Software Maintenance.
- Q10 Write a short note on tool configuration Management.

SECTION-B

- Q11 Explain the role and importance of metrics for project size estimation.
- Q12 Write a short note on software design stages.
- Q13 Why do we use validation and verification in quality assurance plans?
- Q14 Discuss the various coding styles and their impact on cost estimation.
- Q15 Explain the concept of object modeling using UML.

SECTION-C

- Q16 Explain the constructive cost model (COCOMO) used for determining the software cost estimate.
- Q17 What is the process of software testing? Explain the different testing methods illustrating their importance.
- Q18 Explain the role of software reuse. Discuss the advantages of using software reuse.