

Code No: V0521

R07

SET - 1

II B. Tech II Semester Supplementary Examinations April/May – 2013

SOFTWARE ENGINEERING

(Com. to CSE, IT, CSS)

Time: 3 hours

Max. Marks: 80

Answer any **FIVE** Questions
All Questions carry **Equal** Marks

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1. Briefly explain:
 - a) Software myths.
 - b) Use cases.
 - c) Object identification.
 - d) Unit testing.
 - e) Technical risks. (4M+3M+3M+3M+3M)

 2. a) What are the phases of the unified process?
b) What are the functional and non-functional requirements of a Software Systems? (8M+8M)

 3. a) Briefly explain requirements engineering tasks.
b) Explain in detail the behavioral models of a software system. (8M+8M)

 4. a) Explain in detail the design classes involved in software design.
b) What is an architectural pattern? Discuss various issues associated with it. (8M+8M)

 5. a) Explain in detail Thoe Mandels golden rules on interface design.
b) Explain in detail the user analysis for a solid foundation of interface design. (8M+8M)

 6. a) What is the art of debugging?
b) What are the metrics for analysis model? (8M+8M)

 7. a) Explain in detail about risk identification.
b) Describe the RMMM plan. (10M+6M)

 8. a) What is software quality control and what are the components of the cost of quality?
b) Explain the steps involved to perform statistical software quality assurance. (6M+10M)



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SET - 2

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Answer any **FIVE** Questions
All Questions carry **Equal** Marks

1. Briefly explain:
 - a) Personal software process.
 - b) Quality attributes of software design
 - c) Object interface specification.
 - d) Regression testing.
 - e) Known risks. (4M+3M+3M+3M+3M)

2.
 - a) Explain in detail the spiral model.
 - b) Explain in detail the software requirements specification. (8M+8M)

3.
 - a) Briefly explain requirements validation.
 - b) How to produce models for an existing system. (8M+8M)

4.
 - a) Explain Abstraction, Architecture, Patterns and Modularity in terms of software design.
 - b) Explain in detail the software architecture. (8M+8M)

5.
 - a) Explain in detail the design evaluation.
 - b) How do we apply interface design steps? Explain with an example. (8M+8M)

6.
 - a) What is system testing?
 - b) Discuss about Mc Call's Quality factors. (8M+8M)

7.
 - a) What is Risk Mitigation, Monitoring and Management.
 - b) What is risk projection? Explain how to develop a risk table. (10M+6M)

8.
 - a) Explain in detail about software reviews.
 - b) Explain ISO 9000 Quality Standards. (10M+6M)



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SET - 3

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SOFTWARE ENGINEERING

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Time: 3 hours

Max. Marks: 80

Answer any **FIVE** Questions
All Questions carry **Equal** Marks

1. Briefly explain:
 - a) CMMI.
 - b) Software engineering.
 - c) Architectural design.
 - d) Black-box and white-box testing.
 - e) Project risks. (4M+3M+3M+3M+3M)
2.
 - a) Explain in detail the incremental process models.
 - b) Explain in detail the user requirements. (8M+8M)
3.
 - a) What is viewpoint? Discuss various viewpoint oriented approaches to requirements engineering.
 - b) Describe various data models for the software system. (8M+8M)
4.
 - a) Explain information hiding, functional independence and refinement concepts of software design.
 - b) Briefly explain the software architecture. (8M+8M)
5.
 - a) Explain in detail the objects and object classes.
 - b) Explain in detail about user interface analysis and design. (8M+8M)
6.
 - a) Describe validation criteria.
 - b) Explain how integration testing method is applied for conventional software. (8M+8M)
7.
 - a) Write about the metrics for software quality?
 - b) How to assess the consequences of a risk. (10M+6M)
8.
 - a) What is a formal technical review? Explain when do we conduct formal technical review
 - b) What are the core steps of the six sigma methodology? (10M+6M)



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SET - 4

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SOFTWARE ENGINEERING

(Com. to CSE, IT, CSS)

Time: 3 hours

Max. Marks: 80

Answer any **FIVE** Questions
All Questions carry **Equal** Marks

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1. Briefly explain:
 - a) Process assessment.
 - b) Characteristics of a good design
 - c) Design evolution.
 - d) Smoke testing.
 - e) Business risks. (4M+3M+3M+3M+3M)

 2.
 - a) Explain in detail the prototyping process model with merits and demerits.
 - b) Explain in detail the structured language specification. (8M+8M)

 3.
 - a) Explain in detail the requirements management for software systems.
 - b) Briefly explain the context models associated with the system. (8M+8M)

 4.
 - a) Explain the pattern based software design.
 - b) What is architectural style? Discuss various categories of it. (8M+8M)

 5.
 - a) Write about task analysis and modeling techniques.?
 - b) What are the design issues of a user interface? (8M+8M)

 6.
 - a) Explain metrics for the design model.
 - b) Explain metrics for object oriented testing. (10M+6M)

 7.
 - a) Explain in detail about software measurement.
 - b) What is risk refinement? Explain. (10M+6M)

 8.
 - a) How do we define software quality?
 - b) Briefly explain software reliability. (8M+8M)

