

Code No: R31121**R10****Set No: 1**

III B.Tech. I Semester Regular Examinations, November/December - 2012

SOFTWARE ENGINEERING

(Information Technology & Electronics and Computer Engineering)

Time: 3 Hours**Max Marks: 75**

Answer any FIVE Questions

All Questions carry equal marks

1. a) Explain about the evolution of software.
b) What are the characteristics of software? Explain.
2. Explain about agile methodology & extreme programming as software development process models.
3. What is the aim of problem analysis? Explain about different methods for problem analysis.
4. a) what is the purpose of measurements in a project? How these measurements are useful for project monitoring plan.
b) write a short notes on project monitoring and tracking.
5. (a) Explain about different architecture views.
(b) How to evaluate architectures?
6. a) What is the relationship between an architecture and module-level design?
b) What is meant by Structured Design Methodology? Draw the data flow diagram for an ATM transactions?
7. a) What is structured programming and how does it help improve code readability?
b) Discuss about the guidelines for Java programming, based on publicly available standards
8. a) What are the different levels of testing and the goals of the different levels? Explain.
b) Define fault, error, and failure

Code No: R31121**R10****Set No: 2**

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Time: 3 Hours**Max Marks: 75**

Answer any FIVE Questions
All Questions carry equal marks

1. a) Explain about the software areas which indicate the breadth of potential applications.
b) Explain about the software components.
2. a) Explain about Water fall model with neat diagram.
b) Explain about project management process.
3. a) What is meant by requirement process? Discuss.
b) Explain about the Data Flow Diagrams and ER diagrams for analysis.
4. What is the role of effort estimation in a project, and why is it important to do this estimation early? Explain about two approaches for effort estimation.
5. Explain about different architecture styles for C&C view.
6. a) In an object-oriented implementation, mostly classes are coded. Then during design, what is the role of dynamic modeling using UML?
b) What is meant by collaboration diagram? Explain with example.
7. a) How does the use of information hiding and coding standards help improve the readability of a program?
b) Consider the code for a class. Describe two situations for this code which will suggest to you that refactoring may be desired. For each of these, suggest the nature of refactoring that you will perform.
8. a) Explain about the concepts of testing.
b) Explain testing process.

Code No: R31121**R10****Set No: 3**

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Time: 3 Hours**Max Marks: 75**

Answer any FIVE Questions

All Questions carry equal marks

1. a) "Software doesn't wear out". Give justification to the given statement.
b) What are different software myths? Explain.
2. a) Discuss about prototyping model and also draw the prototyping paradigm.
b) Explain about agile process.
3. a) Write a short note on validation of requirements.
b) Explain about requirement specifications.
4. a) Explain about the risk management plan for a project.
b) How risks can be accessed? Explain about the risk items and their managing techniques.
5. a) Why is architecture not just one structure consisting of different parts and their relationship? Discuss suitable examples.
b) Explain about the roles of software architecture in software development.
6. a) How will you measure the information flow complexity of a full design specified as a structure chart?
b) What is meant by sequence diagram? Explain with example.
7. a) What is the role of testing frameworks and automated scripts in refactoring?
b) Use your favorite unit testing framework and use it to unit test a procedure/class which requires at least one other procedure/class.
8. a) Explain about pair wise testing.
b) Explain about state based testing.
c) Write about coverage analysis
d) How to execute a test case?

Code No: R31121**R10****Set No: 4**

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Answer any FIVE Questions
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1. a) Explain about practitioner's Myths.
b) Explain about management Myths.
2. a) Discuss about relational unified process.
b) Explain about Agile process. .
3. a) Explain about Software Requirement Specifications?
b) Discuss about functional specifications with usecases.
4. a) Explain about risk management plan for a project.
b) Explain about the top-down estimation approach.
5. What are the different architectural styles for the component and connector structure of a system? Explain.
6. a) Describe two metrics for quantifying complexity of an object-oriented design.
How will you use one of them to identify highly-complex or error-prone modules?
b) Explain about the functional model for the word counting problem.
7. a) Write some rules for evaluating the summary report of a code review
b) Give a flowchart describing the code inspection process.
8. a) Explain about white box testing?
b) How good is the testing that has been done? What is the quality or reliability of software after testing is completed?
