Reg. No. :

Question Paper Code: 33026

B.E. / B.Tech. DEGREE EXAMINATION, NOV 2017

Third Semester

Computer Science and Engineering

01UCS306 - SOFTWARE ENGINEERING

(Regulation 2013)

Duration: Three hours   Maximum: 100 Marks

Answer ALL Questions

PART A - (10 x 2 = 20 Marks)

1. Mention the four layers of software engineering.

2. List the process maturity levels in SEIs CMM?

3. What do you meant by 'Non-Functional' requirements?

4. What are the elements of Analysis model?

5. What are the common activities in design process?

6. Specify any four software design quality attributes?

7. What are the common approaches in debugging?

8. How and where alpha testing is conducted?

9. What is RMMM?

10. What is meant by software project scheduling?

PART - B (5 x 16 = 80 Marks)

11. (a) Discuss system engineering hierarchy and briefly explain each level in the hierarchy. (16)

Or

(b) With an example, illustrate the purpose and format of a timeline chart and resource table used in software project scheduling. (16)

12. (a) Identify the four high-level activities of requirements engineering process and describe how these activities are interleaved. (16)

Or

(b) Examine how a perfect prototyping approach can be selected by identifying the merits and demerits of each approach. (16)

13. (a) How the design model can be viewed? Illustrate the different elements of the design model with an example. (16)

Or

(b) What is transform mapping? Explain about various design steps of transform mapping. Illustrate transform mapping with an example. (16)

14. (a) Explain about basis path testing and loop testing with suitable example. (16)

Or

(b) With a neat block diagram, explain the various steps involved in the software debugging process. Also describe the various debugging strategies. (16)

15. (a) Discuss about various steps involved in project planning. (16)

Or

(b) Give the general structure of estimation models. Illustrate the COCOMO II estimation model with an example. (16)

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