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Total No. of Pages : 02

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B.Tech.(CSE) / (Electronics & Computer Engg.) / (IT) (2011 Onwards)
(Sem.-6)

SOFTWARE ENGINEERING

Subject Code : BTCS-603

Paper ID : [A2308]

Time : 3 Hrs.

Max. Marks : 60

INSTRUCTION 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 has to attempt any FOUR questions.
3. SECTION-C contains THREE questions carrying TEN marks each and students has to attempt any TWO questions.

SECTION-A

- 1. Write briefly :**

- Explain the formulae used for effort estimation by basic COCOMO model.
- Risks are events that may lead to project failure or delay. Name any four risks.
- Define Software requirement.
- What is code documentation?
- Name the characteristics of software.
- What are static code analysers?
- What is the purpose of Rayleigh curve?
- What is the difference between software and a program?
- What are the benefits of data dictionary?
- What is 4GL environment?

SECTION-B

- 2 Explain Object Analysis & Design tools/techniques used in s/w development.
- 3 Explain how both waterfall and prototyping model of software process can accommodate spiral model.
- 4 What is meant by Software Configuration Management (SCM)? Discuss the process of SCM in detail.
- 5 Describe the procedures to calculate cost-benefit analysis.
- 6 What are software components? How software repositories are helpful in developing a Software?

SECTION-C

- 7
 - a) What is the difference between decision table and decision tree?
 - b) What is difference among formal, semiformal and informal methods of software development?
- 8 What is the difference between structural programming and data oriented design? Explain.
- 9
 - a) What is 3GL environment? How this is different from 4GL environment?
 - b) What are various activities performed during software project planning?