



T.E. Computer (Sem. – II) Examination, 2009
(2003 Course)
SOFTWARE ENGINEERING

Time : 3 Hours

Max. Marks : 100

- Instructions :** 1) Answers to the **two** Sections should be written in **separate** answer books.
- 2) Figures to the **right** indicate **full** marks.
- 3) From Section I, Answer (**Q1** or **Q2**) and (**Q3** or **Q4**) and (**Q5** or **Q6**).
- 4) From Section II, answer (**Q7** or **Q8**) and (**Q9** or **Q10**) and (**Q11** or **Q12**).
- 5) **Neat** diagrams must be drawn **wherever** necessary.
- 6) Make suitable assumptions **wherever** appropriate and relevant.

SECTION – I

1. a) Explain the Personal Software Process (PSP). 5
- b) Explain with neat diagram, the waterfall model for software development. What are its drawbacks ? 6
- c) Explain the capability levels of Capability Maturity Model Integration (CMMI). 6

OR

2. a) Explain the Team Software Process (TSP). 5
- b) Explain in detail the management myths and the practitioner's myths as types of software myths. 6
- c) Write short note on the Incremental model. 6
3. a) Why are models important in software engineering ? Explain the roles of analysis and design models. 5
- b) Explain the various elements of computer-based system. 6



- c) Explain the following factors that should be considered when constructing a system model : 6
- i) Simplifications
 - ii) Limitations
 - iii) Constraints.

OR

4. a) What is the purpose of activity diagram in the context of system modeling ?
Explain activity diagram notations with suitable example. 5
- b) Explain with diagram Hatley Pirbhai modeling for system context diagram. 6
- c) Explain the following software engineering practices : 6
- i) Communication practices
 - ii) Planning practices.
5. a) Explain Inception, Elaboration and Validation as the requirements engineering tasks. 6
- b) For “Banking System”, make your assumptions about the scope of the system, identify four use cases and depict them in a diagram. 4
- c) Explain the following elements of analysis model : 6
- i) Class – based elements
 - ii) Behavioral elements
 - iii) Scenario – based elements.

OR

6. a). Explain the following data modeling concepts : 6
- i) Data objects
 - ii) Relationships
 - iii) Cardinality and modality.
- b) Explain data-flow oriented modeling with the notations for Data Flow Diagram (DFD). 4
- c) What is use case ? What are the various elements of use case template ? 6



SECTION – II

7. a) Explain the following design concepts : 4
- i) Modularity
 - ii) Architecture.
- b) What are the golden rules of user interface design ? Explain. 6
- c) Explain the following : 7
- i) Component level design elements
 - ii) Data design elements.

OR

8. a) Explain in short the following design concepts : 4
- i) Functional independence
 - ii) Information hiding.
- b) Explain the design quality guidelines and the design quality attributes. 6
- c) Explain the following : 7
- i) Types of design classes
 - ii) High cohesion and low coupling as the characteristics of a design class.
9. a) Explain top down integration testing strategy in detail. 6
- b) Explain performance testing as a type of system testing. 3
- c) Explain in detail, basis path testing as a white box testing technique with following details : 8
- i) Flow graph notation
 - ii) Cyclomatic complexity
 - iii) Test case derivation.

OR



10. a) Explain the following types of control structure testing : 6
 i) Condition testing
 ii) Data flow testing.
- b) Explain security testing as a type of system testing. 3
- c) Explain the following : 8
 i) Smoke testing
 ii) Unit testing.
11. a) Explain in detail metrics for testing. 6
- b) Give brief explanation for the term “Metrics”. What are the attributes that software metrics should satisfy ? 6
- c) Explain the following quality factors : 4
 i) Maintainability
 ii) Reusability.

OR

12. a) Write short note on product metrics landscape. 6
- b) What is software quality ? Explain the metrics for maintenance. 6
- c) Give short explanation for following : 4
 i) Reliability as a software quality factor
 ii) Coupling as a measurable characteristic of an object oriented design.

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OR