



MCA DEGREE EXAMINATIONS: MAY 2015

(Regulation 2009)

Third Semester

MASTER OF COMPUTER APPLICATIONS

MCA512: Software Engineering

Time: Three Hours

Maximum Marks: 100

Answer all the Questions:-

PART A (10 x 2 = 10 Marks)

1. Define Software Engineering.
2. What do you mean by “Quick Designing”?
3. What is the need for requirement analysis?
4. Why feedback is important to the software team?
5. Give some guidelines for Creating a Dataflow Model.
6. What is the objective of software design?
7. What is the need for modularity?
8. How alpha testing is differed from beta testing?
9. Define: Regression Testing.
10. Why software re-engineering is essential?

PART B (5 x 16 = 80 Marks)

11. a) (i) Write short note on Capability Mature Model. (6)
(ii) Explain water fall model with a neat diagram. (10)

(OR)

- b) How does agile model differ from traditional software process models and how is it similar?

12. a) Discuss about requirement engineering tasks in detail.

(OR)

- b) Write a note on
- (i) Data modeling. (8)
 - (ii) Flow oriented modeling. (8)
13. a) (i) Explain about component level design. (8)
- (ii) Give a brief note on architectural design. (8)
- (OR)**
- b) Write the golden rules that should be followed for user interface design.
14. a) (i) What is Black Box Testing? How do you create boundary value analysis test cases? (8)
- (ii) Explain integration testing with a suitable diagram. (8)
- (OR)**
- b) Write a short notes on:
- (i) Unit Testing. (8)
 - (ii) White box testing. (8)
15. a) (i) Write a short note on SCM process. (8)
- (ii) Who should perform the validation test—the software developer or the software user? Justify your answer. (8)
- (OR)**
- b) (i) Discuss about Formal Technical Reviews. (8)
- (ii) Explain about Software Quality Assurance Plan. (8)
