

MCA DEGREE EXAMINATIONS: NOV/DEC 2014

(Regulation 2013)

Third Semester

MASTER OF COMPUTER APPLICATIONS

P13CAT304: Software Engineering

Time: Three Hours

Maximum Marks: 100

Answer all the Questions:-

PART A (10 x 2 = 20 Marks)

1. How does conventional software engineering differ from traditional method?
2. State any two agile principles.
3. Why does waterfall model fail in certain cases?
4. Draw the context level diagram for bank –ATM system.
5. How does coupling differ from cohesion?
6. Are transaction mapping and transform mapping the same-Justify
7. When is formal technical review (FTR) conducted?
8. Compare the extreme programming and adaptive software development.
9. What does “win-win” mean in the context of negotiation during requirement engineering?
10. State any two design principles.

Answer any FIVE Questions:-

PART B (5 x 16 = 80 Marks)

Q.No:11 is Compulsory

11. (i) Propose a specific software project that would be amenable to the incremental model. (8)
Present a scenario for applying the model to the software.
- (ii) Compare and contrast any three different life cycle models in detail. (8)
12. Analyze the seven distinct functions of requirement engineering tasks.

13. (i) Prepare physical and logical DFDs for the following activities: (10)
- i. Issuing out a book from the library
 - ii. Returning a book to the library
 - iii. Getting a ticket reserved for a train journey
 - iv. Cancelling the booked ticket on a particular date.
 - v. Getting your mark sheet from a University office.
- (ii) How do you design class based components? (6)
14. (i) Explain the nine fundamental design concepts in detail. (8)
- (ii) Explain the various architecture styles. (8)
15. Why is Software Configuration Management (SCM) is important? Discuss the activities involved in SCM.
16. (i) Explain the following with examples (8)
- (a) Boundary value analysis
 - (b) Equivalence Partitioning
- (ii) Explain how testing is done for web applications. (8)
