32424/D 240

Reg. No. | | | | | | | | |

IV Semester B.C.A.3 Degree Examination, May/June 2018
(Regular and Repeater)
SOFTWARE ENGINEERING

Time : 3 Hours Max. Marks : 80

Instructions : ***1) Draw neat diagrams wherever necessary.***

2) Answer all Sections.

SECTION – A

1. Answer **any ten** questions of the following : **(10×2=20)**

a) Define software engineering.

b) Mention disadvantages of waterfall model.

c) List any 4 software ethics.

d) List behavioral models.

e) What is data dictionary ?

f) List the Architectural patterns,

g) What is design patterns ?

h) What is difference between class and sequence diagram ?

i) What do you mean system survivability ?

j) What are the three implementation issues in design ?

k) Define redundancy and diversity.

l) What is team work ?

SECTION – B

Answer **any four full** questions : **(4×5=20)**

2. Draw and explain requirement engineering process.
3. Explain the prototyping model and mention its advantages.
4. With an example, explain use-case diagram.
5. Explain object oriented design using UML.
6. Explain the dependable processes.
7. Explain the estimation techniques.

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SECTION – C

Answer **any four full** questions : **(4×10=40)**

8. How is a software developed using spiral model ? Explain.
9. Explain (a) Interaction model (b) Architectural views. **(5+5=10)**
10. Explain in detail security engineering.
11. Explain design patterns and implementation issues.
12. Write short notes on :
    1) Functional and non-functional requirement.
    2) Project scheduling.