

CT604 - Software Engineering

P. Pages : 1

Time : Three Hours

**GUG/W/16/5350**

Max. Marks : 80

- Notes :
1. All questions carry equal marks.
 2. Due credit will be given to neatness and adequate dimensions.
 3. Assume suitable data wherever necessary.

1. a) State & explain the different applications of software. 8
 b) What are generic phases in software engineering? Explain them. 8
- OR**
2. a) Explain rapid application development model & prototype model. 8
 b) Discuss system engineering process in detail. 8
3. a) Explain requirement engineering and also state the different techniques used for requirement elicitation. 8
 b) What are the objectives for requirement analysis? 8
- OR**
4. a) Explain software prototyping. Provide different approaches for prototyping state the benefit of prototyping. 8
 b) Explain object oriented analysis in detail. 8
5. a) State and explain different design concepts. 8
 b) State the different categories of architecture and explain layered & call and return architecture. 8
- OR**
6. a) State & explain the golden rules for user interface design. 8
 b) State the characteristics of object -oriented design. 8
7. a) Discuss the different approaches for software testing. 8
 b) Explain incremental and non-incremental integration testing. 8
- OR**
8. a) Explain unit testing and system testing in detail. 8
 b) Explain black box testing and also explain boundary analysis value in black box testing. 8
9. a) What are metrics? Provide the goals for metrics. 8
 b) Discuss information domain characteristics. 8
- OR**
10. a) Explain object-oriented metrics. 8
 b) Explain client server system in software engineering. 8
