

B.E. Computer Technology Sixth Semester  
**CT604 - Software Engineering**

P. Pages : 2

Time : Three Hours



**GUG/W/18/1730**

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) What do you mean by software? What is the impact of software in developed nations economy? 8
- b) Discuss umbrella activities and Framework activities with proper diagram. 8

**OR**

2. a) State & Explain the system Engineering hierarchy with neat sketch. 8
- b) State all the software process model, and explain prototype model in detail. 8
3. a) Discuss Feasibility study & validation with respect to requirement engineering. 8
- b) Explain structured analysis and also discuss data dictionary in detail. 8

**OR**

4. a) Discuss object oriented concepts & also discuss object oriented software Engineering. 8
- b) Write note on. 8
- i) Scenario based elements.
- ii) Flow based elements.

5. a) Why modularity is needed? Explain it & also discuss cohesion & coupling. 8
- b) Explain Transform flow mapping and Transaction flow mapping. 8

**OR**

6. a) State & Explain 8 golden rules for user Interface design. 8
- b) How to translate object oriented analysis into object oriented design? Explain it. 8
7. a) Why software testing is necessary before the deployment of software? Explain. 8
- b) What are the different levels of testing? Explain Integration testing in detail. 8

**OR**

8. a) Write note on. 8
- i) Test case design.
- ii) Test case planning.
- b) Why object oriented testing is better than conventional testing? Justify. 8
9. a) What are the different metrics used for checking the quality of software? Explain function point metrics in detail. 8
- b) Discuss software project planning in detail. 8

**OR**

10. a) State different resources & explain human resource in detail. 8
- b) Write note on. 8
- i) Client / Server software engineering.
- ii) Computer Aided software engineering.

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