

**B.Tech 6th Semester (IT) F-Scheme
Examination, May-2017**

PRINCIPLES OF SOFTWARE ENGINEERING

Paper-CSE-302-F

Time allowed : 3 hours]

[Maximum marks : 100

Note : The students have to attempt first compulsory question and one question from each of the four sections. In all five questions are to be attempted.

1. Explain the following : 20
- (a) Software Products
 - (b) Design Documentation
 - (c) Restructuring
 - (d) SQA

Section-I

2. Describe the following : 20
- (a) Software crisis
 - (b) Software characteristics
3. (a) Give a complete description about COCOMO. 10
- (b) What do you mean by Project Scheduling and Tracking. Explain 10

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Section-II

4. (a) Define Prototyping. Explain in brief about Prototyping methods and tools. 10
- (b) Describe the following : 10
 - (i) Data Flow Diagram
 - (ii) Data Dictionary
5. (a) Give a complete description about cohesion. 10
- (b) Explain the following : 10
 - (i) Structural Partitioning
 - (ii) Control Hierarchy

Section-III

6. Write short note on the following : 20
 - (a) Transform Flow
 - (b) Transaction Flow
 - (c) Data Modelling
7. (a) Define Software Testing. Explain about Software Testing Strategies. 10
- (b) Explain in detail about the term Debugging. 10

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Section-IV

8. Describe the following : 20
 - (a) Software Configuration Management
 - (b) Software Quality Assurance
 - (c) Software Reliability
9. Give a complete description about Computer Aided Software Engineering. 20

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