

SOFTWARE ENGINEERING

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Time : Three hours

Maximum : 100 marks

PART A — (6 × 5 = 30 marks)

Answer any SIX questions.

1. How programmers spend their time? Explain.
2. What is planning? Explain.
3. What is a Prototype? Explain.
4. What are the characteristics of various team structures? Explain.
5. Explain the impact of Technology towards cost estimation.
6. What is a Data Dictionary? Explain.
7. What are Decision Table? Explain their type.
8. What are design concepts? Explain.
9. What are DFD's? Explain.
10. What is debugging? Explain.

PART B — (4 × 10 = 40 marks)

Answer any FOUR questions.

11. Explain medium size, large size, very large size projects.
12. Explain the matrix format of a project structure using example.
13. What are the influences of programmer ability and product complexity towards software cost?
14. Explain SRS in detail.
15. What are Relational Notations? Explain.
16. Explain Quality Assurance in detail.

PART C — (2 × 15 = 30 marks)

Answer any TWO questions.

17. Discuss the various factors that influence quality and productivity of software product.
18. Explain the various design techniques.
19. Discuss in detail the various testing strategies.