[A-83]

SARDAR PATEL UNIVERSITY
T.Y.B.Sc : SEMESTER–VI : 2016
COMPUTER SCIENCE
US06CCSC05: Software Engineering

Date: 06-04-2016, Wednesday   Time: 02:30pm to 05:30pm   Max. Marks: 70

Q.1 Multiple choice of Question: 10

1. _____ is the collection of computer programs, procedures and data.
    - [A] Hardware
    - [B] Software
    - [C] Network
    - [D] Engineering

2. The coding should be follow rules of _____.
    - [A] Structure Programming
    - [B] UML
    - [C] Integrated Programming
    - [D] OOPs

3. Efficiency and Reliability are measured on which dimension of Quality control.
    - [A] Product Transition
    - [B] Product Usability
    - [C] Product Operation
    - [D] Product Revision

4. _____ is the method to identify the Risk.
    - [A] Risk Identification
    - [B] Risk Analysis
    - [C] Risk Assessment
    - [D] Risk Control

5. KDLOC means _____
    - [A] Kilogram Developed Line of Code
    - [B] Kilogram Delivered Local Code
    - [C] Thousands Delivered Local Code
    - [D] Thousands Delivered Line of Code

6. SQAP means _____
    - [A] Software Quality Assurance Plan
    - [B] System Quality Appearance Plans
    - [C] Software Quick Activity Plans
    - [D] System Quantity Assurance Process

7. Number of subordinates associated with given module is known as ____
    - [A] Fan-out
    - [B] Fan-in
    - [C] Dependency
    - [D] Module

8. Which one is the key term used in design of a system?
    - [A] Module
    - [B] Data
    - [C] Process
    - [D] None

9. A failure is produced only when there is a _____ in the system.
    - [A] error
    - [B] bug
    - [C] fault
    - [D] problem

10. Which static method is used for verify the programs?
    - [A] Review
    - [B] Automated cross checking
    - [C] Code reading
    - [D] None of these

Q.2 Answer the following questions in short. (Any 10)　　　　　　20
1. Define: Software Project and Software Process.
2. Write a short note on maintenance phase.
3. What are the limitations of Waterfall model?
4. What is Structured English?
5. Explain Partitioning.
6. Explain Projections.
7. Differentiate: Object-oriented approaches and Functional.
8. List the levels of Cohesion.
9. Briefly explain "Design walkthrough".
10. How the internal documentation helps?
11. Define: fault, Error.
12. What do you mean by code reading?

Q.3 [A] What is Software engineering? Explain characteristics of software　　5
process.

[B] Which factors are effects on quality of software?　　5

OR

Q.3 [A] Explain error and effort distribution.　　6

[B] Explain prototype model.　　4

Q.4 [A] Explain validation process of SRS.　　6

[B] Explain general characteristics of SRS.　　4

OR

Q.4 [A] Explain Components of SRS.　　5

[B] What is SRS? Explain needs of SRS.　　5

Q.5 [A] Explain the verification techniques for Detailed Design.　　6

[B] Explain data abstraction module specification.　　4

OR

Q.5 [A] Write a short note on Logic/Algorithm design.　　5

[B] Write a short note on PDL.　　5

Q.6 [A] Explain the Top-Down and Bottom-Up approach in coding.　　5

[B] Explain the structured programming used in coding.　　5

OR

Q.6 [A] List all the rules to write the code in coding phase and explain any　　7
three of them (Programming Style).

[B] Differentiate between Functional testing and Structural testing.　　3

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