

Roll No.

Subject Code—6765-Y

M. Sc. (CS)/M.C.A. EXAMINATION

(Third Semester)

(MCA 3 Years)

(Re-appear Batch Prior to 2009)

MS-12

SOFTWARE ENGINEERING

Time : 3 Hours

Maximum Marks : 100

Note : Attempt any *Five* questions. All questions carry equal marks.

1. (a) Differentiate between Software Engineering and Traditional Engineering. Why is software engineering difficult than traditional engineering ? Explain briefly.
- (b) "Software unlike hardware does not wear and tear." Justify the statement.

2. (a) Explain the major issues involved with estimate of Function Point. Why are function points important at Loc ? Explain briefly.
- (b) What is the significance of McCabe's cyclomatic number ? What are the characteristics of this number ? Explain with the help of a suitable example.
3. (a) What are the basic design principles ? Is it possible to satisfy all design principles ? Justify your answer.
- (b) Distinguish between ER diagram and DFD. Draw a DFD of any suitable example as per your choice.
4. (a) Define cohesion and coupling. What problems are likely to occur if two or more modules have high coupling and a module has less cohesion ? Explain briefly.
- (b) What are the McCall's software quality factors ? Explain briefly.

5. (a) What is Software Testing ? What are the *main objectives of software testing* ?

When the role of software testing starts in software life cycle ?

(b) Compare functional testing and structural testing. Why do we require these two types of testing ? Illustrate important structural testing techniques.

6. (a) What do you understand by Software Quality Assurance ? Explain few software quality assurance tools.

(b) Explain briefly various process quality metrics and product quality metrics.

7. (a) Compare :

(i) *Validation and Verification*

(ii) Gant chart and PERT chart

(iii) *Process and Product metrics.*

(b) List out various reliability metrics with various application areas.

8. (a) Write short notes on the following :
- (i) Role of testing in Quality
 - (ii) Test Plan
 - (iii) Prototype.
- (b) Why does software fail after it has passed acceptance testing ?