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B.Tech II Year II Semester (R15) Regular & Supplementary Examinations May/June 2018

SOFTWARE ENGINEERING

(Common to CSE and IT)

Time: 3 hours Max. Marks: 70

PART - A

(Compulsory Question)

1 Answer the following: $(10 \times 02 = 20 \text{ Marks})$

- (a) List the drawbacks of spiral model.
- (b) Differentiate between software process and project.
- (c) What are Scenarios?
- (d) What is Flow-oriented model?
- (e) What is software architecture?
- (f) Explain about taxonomy of architecture styles.
- (g) Describe the process in user interface design.
- (h) What is the component-level design?
- (i) Write any two strategic issues.
- (j) What is validation testing?

PART - B

(Answer all five units, 5 X 10 = 50 Marks)

UNIT – I

- 2 (a) Explain about the evolving role of software.
 - (b) Describe software myths. Explain various types of software myths.

OR

- 3 (a) Explain briefly about generic process model.
 - (b) Discuss the process framework activities.

UNIT – II

Discuss how an ATM is used, develop a set of use cases that could serve as a basis for understanding the requirements for an ATM system.

OR

- 5 (a) Write the difficulty process for Eliciting and understanding requirements from system stakeholders.
 - (b) Write a short note on requirements modeling strategies.

[UNIT - III]

- 6 (a) Explain the basic design principles.
 - (b) Explain about component level design metrics.

OR

- 7 (a) Explain the design concepts in software engineering.
 - (b) Explain about architecture design in detail.

[UNIT – IV]

- 8 (a) Briefly discuss the golden rules for the user interface design.
 - (b) Explain the various steps involved in WebApp interface design.

OR

- 9 (a) Write and explain the interface design steps.
 - (b) Discuss the design pyramid for WebApp.

UNIT – V

- 10 (a) Describe the test strategies for conventional software.
 - (b) Explain about unit testing considerations and procedures.

OR

- 11 (a) Explain the test strategies for object-oriented software.
 - (b) Briefly discuss about Integration testing strategies.
