

Roll No.

| | | | | | | | | | | |
|--|--|--|--|--|--|--|--|--|--|--|
| | | | | | | | | | | |
|--|--|--|--|--|--|--|--|--|--|--|

Total No. of Pages: 01
Total No. of Questions: 07

BCA (Sem.-4th)
SOFTWARE ENGINEERING
Subject Code: BSBC-401
Paper ID: [B0240]

Time: 3 Hrs.**Max. Marks: 60****INSTRUCTIONS TO CANDIDATE:**

Note: 1. Section A is compulsory. Attempt any four questions from section B

SECTION A

10x2 Marks

Q(1).

- (I) What are fourth generation techniques?
- (II) What are the differences between waterfall and prototype models?
- (III) Which metrics are used for project size estimation?
- (IV) Differentiate between the top down and the bottom up approach in designing software.
- (V) Differentiate between verification and validation.
- (VI) Discuss cyclomatic complexity used to define the complexity of source code.
- (VII) What are the advantages of Software Re-engineering?
- (VIII) What is Forward Engineering?
- (IX) What is the relationship between the process model, process specification and process for a project?
- (X) Benefits of Object oriented design over procedural design.

SECTION B

4x10 marks

- Q(2). Explain Spiral Model and how both the waterfall model and the prototyping model can be accommodated in the spiral process model.
- Q(3). Discuss various types of COCOMO Model.
- Q(4). What is Black Box Testing? Discuss various techniques used in black box testing.
- Q(5). Explain what is reverse engineering and discuss the various steps in it.
- Q(6). Define Module Coupling and Cohesion and explain different types of cohesion.
- Q(7). What is software requirement specification? What are its different components.

---:END:---