ROLL NO.	

Code: AC63/AT63/AC114/AT114 Subject: SOFTWARE ENGINEERING

AMIETE - CS/IT (Current & New Scheme)

June 2018 Time: 3 Hours Max. Marks: 100

PLEASE WRITE YOUR ROLL NO. AT THE SPACE PROVIDED ON EACH PAGE IMMEDIATELY AFTER RECEIVING THE QUESTION PAPER.

NOTE: There are 9 Questions in all.

- Question 1 is compulsory and carries 20 marks. Answer to Q.1 must be written in the space provided for it in the answer book supplied and nowhere else.
- The answer sheet for the Q.1 will be collected by the invigilator after 45 Minutes of the commencement of the examination.
- Out of the remaining EIGHT Ouestions, answer any FIVE Ouestions. Each

Q.1	Cl	noose the correct or the best alterna	ative in the following:	(2×10)
	a.	Legacy systems are socio-technical developed in the	y	
	b.	CASE Tool is (A) Computer Analysis Software En (B) Constructive Aided Software En (C) Computer Aided Software Engin (D) Component Analysis Software	gineering neering	
	c.	The static system model exploit whi (A) Time Cost (C) Quality Cost	ch type of relationship? (B) Activity Cost (D) None of these	
	d.	User requirements are expressed as (A) Functionalities (C) Scenarios	in Extreme programming (B) Implementation tasks (D) All of these	
	e.	In object oriented design of software (A) Attributes name and operation (B) Operations and name only (C) Attributes and name only (D) All of these	e, objects have	
	f.	A software engineer must design the and low coupling. (A) True (C) Not applicable	(B) False (D) None of these	
	σ.	What is /are the main component /co		

(B) Presentation language

(D) Only **(B)**

(A) Action language

(C) Both **(A)** and **(B)**

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b. What are the five Risk Management steps in a sound Risk Management Process? Brief them in detail. (10) Q.3 a. List out the various types of non-functional requirements and brief them. (6) b. Discuss in detail the simple guidelines need to be followed to minimise misunderstandings when writing user requirements. (10) Q.4 a. Discuss the activities involved during the process of developing a formal specification of a sub-system. (8) b. What do you mean by software prototyping? List out possible ways a software prototype can be used in a software development process. (8) Q.5 a. Why the architectural design of software is important? Explain. (8) b. What are the basic facilities that must be provided by an object request broker? (8) Q.6 a. Explain the difference between an object and an object class. (6) b. What are the essential elements of design patterns? (5) c. List out any four problems with software reuse. (5) Q.7 a. Discuss in detail about Interface evaluvation. (10) b. List out any six software engineering techniques used for developing fault-free software for small and medium sized systems. (6) Q.8 a. Explain, why program inspections are an effective technique for discovering errors in a program? What types of errors are unlikely to be discovered through inspections? (8) b. Why should several estimation techniques be used to produce a cost estimate for a large complex software system? (8) Q.9 a. Explain why a high-quality software process should lead to high-quality software products? Discuss possible problems with this system of quality management. (10)		h.	All fault-tolerant techniques rely on (A) Integrity (B) Dependability (C) Redundancy (D) Both (A) and (B)	
(A) Project manager (B) Consumer (C) SCM manager (D) None of these Answer any FIVE Questions out of EIGHT Questions. Each question carries 16 marks. Q.2 a. What are the two categories of systems? Brief them in detail. b. What are the five Risk Management steps in a sound Risk Management Process? Brief them in detail. Q.3 a. List out the various types of non-functional requirements and brief them. b. Discuss in detail the simple guidelines need to be followed to minimise misunderstandings when writing user requirements. Q.4 a. Discuss the activities involved during the process of developing a formal specification of a sub-system. b. What do you mean by software prototyping? List out possible ways a software prototype can be used in a software development process. Q.5 a. Why the architectural design of software is important? Explain. b. What are the basic facilities that must be provided by an object request broker? Q.6 a. Explain the difference between an object and an object class. b. What are the essential elements of design patterns? c. List out any four problems with software reuse. Q.7 a. Discuss in detail about Interface evaluvation. b. List out any six software engineering techniques used for developing fault-free software for small and medium sized systems. Q.8 a. Explain, why program inspections are an effective technique for discovering errors in a program? What types of errors are unlikely to be discovered through inspections? b. Why should several estimation techniques be used to produce a cost estimate for a large complex software system? Q.9 a. Explain why a high-quality software process should lead to high-quality software products? Discuss possible problems with this system of quality management.		i.	to discover any errors in its code, is known as (A) Unit testing (B) Integration Testing	
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