PSG COLLEGE OF ARTS & SCIENCE (AUTONOMOUS)

BSc DEGREE EXAMINATION MAY 2025

(Fourth Semester)

Branch- INFORMATION TECHNOLOGY

SOFTWARE ENGINEERING

Maximum: 75 Marks Time: Three Hours

SECTION-A (10 Marks)

Answer ALL questions

ALL questions carry EQUAL marks $(10 \times 1 = 10)$

		ALL questions carry EQUAL marks $(10 \times 1 = 1)$		
Module No.	Question No.	Question	K Level	СО
1	1	different units are working satisfactorily a. Design phase b. Requirement phase c. Integration testing d. Coding phase	K1	CO1
	2	This model is sometimes referred to as "design a little, build a little, test a little, deploy a little" model a. Spiral model b. Waterfall model c. Evolutionary model d. Prototype model	K2	CO1
2	3	The document is the final outcome of the requirements analysis and specification phase	K1	CO2
	4	a. Cohesion b. Coupling d. Migration	K2	CO2
3	5	The statement 'A is a kind of B' where A and B are two classes, definesa. an aggregation b. an inheritance c. an association d. a composition	K1	CO3
	6	In DFD a function is represented using a. a rectangle b. two parallel lines b. a directed arc d. a circle	K2	соз
4	7	This testing was pioneered at IBM a. Clean room testing b. Class room testing c. Unit testing d. Acceptance testing	K1	CO4
	8	A is an encoding of a test case as a short program a. test suite b. test script d. test plan	K2	CO4
5	9	Boehm's maintenance cost estimation is made in terms of a quantity called a. the Estimation Cost b. the Annual Maintenance Cost c. the Annual Traffic Cost d. the Annual Change Traffic	17.1	CO5
	10	In dynamic Systems Development Method, each iteration follows therule a. 50 percent b. 80 percent	K2	CO5
L		c. 100 percent d. 25 percent	Cont	

 $(3 \times 10 = 30)$

CO5

K3

SECTION - B (35 Marks)

Answer ALL questions

		ALL questions carry EQUAL Marks $(5 \times 7 = 35)$		
Module No.	Question No.	Question	K Level	СО
1	11.a.	Explain the working of Iterative waterfall model.		
	(OR)			CO1
	11.b.	Compare of programs vs Software product?	K2	
2	12.a.	Classify the different approaches to software design.		
	(OR)			CO2
	12.b.	Outline the characteristics of a good SRS document.	1	
3	13.a.	Demonstrate the different views of UML diagrams.		
	(OR)			CO3
	13.b.	Interpret the characteristics of a good user interface.	K2	0.03
4	14.a.	Identify the various coding standards and guidelines.		
	(OR)			CO4
	14.b.	Experiment with the different approaches to black box testing.		
5	15.a.	Explain the model of software reverse engineering.		
	(OR)			CO5
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SECTION -C (30 Marks)

Identify the various Agility principles.

15.b.

5

20

Answer ANY THREE questions

ALL questions carry EQUAL Marks

К3	CO1
КЗ	CO2
К3	CO3
К3	CO4
	К3

Identify the functionalities of common agile methods.