Code: CS6T4

III B.Tech - II Semester – Regular Examinations – April 2016

SOFTWARE ENGINEERING
(COMPUTER SCIENCE & ENGINEERING)

Duration: 3 hours   Max. Marks: 70
Answer any FIVE questions.   All questions carry equal marks

1.
a) What is Software Engineering? Explain the Software
   Process.   8 M

b) Explain the Principles of Software Engineering.   6 M

2.
a) What is Agility? What is an Agile Process?   7 M

b) What are phases of the Extreme Programming? Explain.
                                                                           7 M

3. Illustrate the tasks of Requirement Engineering.   14 M

4.
a) Define Design Concepts of
   i)   Abstraction   2 M
   ii) Information hiding   2 M
   iii) Functional Independence   2 M

b) Discuss a brief taxonomy of Architectural Style and Patterns.   8 M

5.

a) Explain Component Level Design.   7 M

b) Describe User Interface Design Patterns.   7 M

6. Explain Testing Conventional Applications.   14 M

7.

a) Explain Metrics for Requirements Model.   7 M

b) Explain Metrics for Testing.   7 M

8.

a) Explain Reactive Vs. Proactive Risk strategies.   6 M

b) What is Quality? Explain Software Quality Assurance.   8 M