PVP 14

Code: IT6T1

III B.Tech - II Semester – Regular Examinations – May 2017

SOFTWARE ENGINEERING
(INFORMATION TECHNOLOGY)

Duration: 3 hours Max. Marks: 70

PART – A

Answer *all* the questions. All questions carry equal marks

11x 2 = 22 M

1.

a) What is the principle aim of software engineering discipline?
b) What is software lifecycle? Why is it necessary to document it?
c) Define agility & agile process.
d) What are the major phases in a prototyping model?
e) What is an entity relationship diagram?
f) Define bottom-up estimation approach.
g) What is the meaning of cohesion in context of software design? Is it true that in good design modules should have low cohesion?
h) What is a data dictionary in context of structured analysis?
i) What is black-box testing and white-box testing?
j) Define code inspection.
k) Write a short description of boundary value analysis.

PART – B

Answer any *THREE* questions. All questions carry equal marks.

3 x 16 = 48 M

2. a) What are the common software myths? 8 M

   b) What do you understand by control flow structure of a program? What are the issues with unstructured programming used earlier for writing programs? 8 M

3. Describe classical waterfall model and iterative development model of Software development. Draw appropriate diagrams. Compare the two models. 16 M

4. a) What are the characteristics of a good SRS? 8 M

   b) Describe the architecture styles for C and C view. 8 M

5. a) What is risk management planning? 8 M

   b) What is function-oriented software design? 8 M

6. a) Describe the control-flow based criteria of testing. 10 M

   b) What do you understand by Unit testing? 6 M