

Total No. of Printed Pages: 02

**SUBJECT CODE NO:- 2098**  
**FACULTY OF FACULTY OF SCIENCE & TECHNOLOGY**  
**B.Sc. T.Y Sem-V**  
**Examination March/April-2022 (To be held in June/July-2022)**  
**Computer Science Paper CS 015**  
**(Software Engineering)**

[Time: 1 : 53 Hours]

[Max. Marks:50]

Please check whether you have got the right question paper.

- N.B 1) Attempt all questions.
- Q.1 a) What is software Engineering? Explain characteristics of software in detail? 10
- b) Explain Incremental process model in detail? 10
- OR**
- a) Explain software myths in detail? 10
- b) What is an agile process? Enlist agility principles? 10
- Q.2 a) Give modeling and construction principles? 10
- b) Explain attributes encountered in web Apps? 10
- OR**
- Write short Notes On: (any Four) 20
- a) Specialized process models.
- b) Deployment principles.
- c) Unified process.
- d) Principles that Guide Practice.
- e) XP process
- f) Planning principles.
- Q.3 Multiple choice questions. 10
- 1) Slco is ----- that, when executed provide desired features, functions and performance.
- a) Prospect b)problem c) profile d) programs.
- 2) Slu Engineering is a ----- technology.
- a) Left b) lengthy c) layered d) level
- 3) The spiral model was originally proposed by ----- Bchem.
- a) Billy b) brain c) Barry d) Bostan
- 4) SDLC stands for ----- development life cycle.
- a) Softy b) softenic c) software d) slow

- 5) The incremental model combines elements of ----- and parallel process flows.  
a) Linear b) lexical c) lower d) levelled
- 6) The foundation for slw Engineering is the ----- layer.  
a) Product b) program c) process d) people
- 7) Agile software development is based on ----- development.  
a) Increased b) incremental c) interrupted d) interested.
- 8) The waterfall model sometimes called the ----- life cycle.  
a) Core b) classic c) code d) craft
- 9) Slw development or engineering; it is not ----- in the classic sense.  
a) Maintain b) manufactured c) modeled b) master
- 10) Slw is ----- that enables flke program to adequately manipulate information.  
a) data structure b) data format c) design short d) decode short