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**SUBJECT CODE NO:- B-2039**  
**FACULTY OF SCIENCE AND TECHNOLOGY**  
**B.Sc. T.Y. (Sem-V) Examination Oct/Nov 2019**  
**Computer Science Paper CS 015**  
**Software Engineering**

[Time: 1:30 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? Explain characteristics of software in detail? 10
  - b) Explain linear sequential model used in s/w development? 10
- OR
- a) What is an agile process? Enlist agility principles? 10
  - b) Differentiate between product and process? 10
- Q.2
- a) Explain attributes encountered in Web Apps? 10
  - b) Give communication and planning principles? 10
- OR
- Short notes on: (any four)
- a) Software Myths 20
  - b) Extreme Programming (XP)
  - c) Principles that Guide Practice
  - d) Unified process
  - e) Deployment principles
  - f) Specialized process models
- Q.3 Multiple choice questions. 10
- 1) The spiral model was originally proposed by -----
    - a) Barry Richards b) Barry Bohem
    - c) Bill Willams d) Bonds
  - 2) SDLC stands for -----
    - a) Software Development Life Cycle
    - b) Soft Design Life Cycle
    - c) Software Decode Life Cycle
    - d) Softonic Design Life Cycle
  - 3) The incremental model combines elements of ----- and parallel process flows.
    - a) Linear b) Lexical
    - c) Lower d) Leveled

- 4) S/w is ----- that, when executed provide desired features, function and performance.
  - a) Programs
  - b) Profile
  - c) Prospect
  - d) Problem
- 5) Software Engineering is a ----- technology.
  - a) Level
  - b) Layered
  - c) Lengthy
  - d) Left
- 6) S/w is ----- that enables the program to adequately manipulate information.
  - a) Data format
  - b) Data structure
  - c) Design structure
  - d) Decode instruction
- 7) S/w is developed or engineered; it is not ----- in the classical sense.
  - a) Maintain
  - b) Manufactured
  - c) Modeled
  - d) Master
- 8) The foundation for s/w engineering is the ----- layer.
  - a) Product
  - b) Program
  - c) Process
  - d) People
- 9) Agile software development is based on ----- development.
  - a) Increased
  - b) Incremental
  - c) Interrupted
  - d) Interested
- 10) The waterfall model sometimes called the ----- life cycle model.
  - a) Core
  - b) Classic
  - c) Code
  - d) Craft