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FACULTY OF SCIENCE AND TECHNOLOGY
B.Sc_(PATTERN-2013) (T.Y SEM V)
Examination April / May - 2024

Computer Science Paper CS 015(Software Engineering)

[Time: 1:30Hours]

[Max. Marks:50]

Please check whether you have got the right question paper.

N. B

- 1) Attempt All question.
- 2) Illustrate your answer with suitable labelled diagram.

- Q.1** A) Explain in brief the various categories of software? 10
 B) Explain the four phases of the unified process. 10

OR

- C) Define Agility? Describe Agility for software projects in your own words. 10
 D) What are the attributes of web apps? What is the essence for software Engineering practices? 10

- Q.2** A) Explain the principles of communication in software engineering. 10
 B) Explain incremental process model with diagram. 10

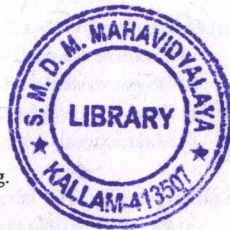
OR

- C) Write short notes on (Any four)** 20
- a) Software myths.
 - b) Evolutionary Process Models.
 - c) Agility and the cost of change in software engineering.
 - d) Extreme Programming (XP) Values in Agile.
 - e) Principles of planning in software engineering.
 - f) Concurrent Model

- Q.3 Multiple choice questions.** 10

1. User requirements are expressed as _____ in Extreme Programming.
 - a) Implementation tasks.
 - b) Functionalities.
 - c) Scenarios
 - d) None of the above

2. What are the four framework activities are found in the Extreme Programming (XP) process model?



- a) Analysis, design, coding, testing.
- b) Planning, analysis, design, coding.
- c) Planning, design, coding, testing.
- d) Planning, analysis, coding, testing.

3. Which document is created by system analyst after the requirements are collected from various stakeholders?

- a) Software requirement specification.
- b) Software requirement validation.
- c) Feasibility study.
- d) Requirement Gathering.

4. Evolutionary software process models _____

- a) Are iterative in nature.
- b) Can easily accommodate product requirements changes.
- c) Do not generally produce throwaway systems.
- d) Do not generally produce.

5. Compilers, Editors software come under which type of Software?

- a) System software.
- b) Application software.
- c) Scientific software.
- d) None of the above.

6. Process models are described as agile because they _____

- a) Eliminate the need for cumbersome documentation.
- b) Do not waste development time on planning activities.
- c) Emphasize maneuverability and adaptability.
- d) Make extensive use of prototype creation.

7. Software engineers collaborate with customers to define which of the following?

- a) Customer visible usage scenarios
- b) Important software features.
- c) System inputs and outputs.
- d) All of the above.

8. Which one of the items listed below is not one of the software engineering layers?

- a) Method.
- b) Manufacturing.
- c) Process
- d) Tools.

9. Processes for evolving a Software product depend on _____

- a) Type of software to be maintained.

- b) Development processes used
- c) Skill and experience of the people involved
- d) All of the above.

10. Agile software Development is based on _____

- a) Incremental Development
- b) Iterative Development.
- c) Linear Development.
- d) Both incremental and Iterative Development

