

M.C.M. (Part—II) Semester—III Examination
SOFTWARE ENGINEERING—II

Paper—3 MCM 5

Time—Three Hours]

[Maximum Marks—80

Note :—(1) Due credit will be given to neatness and adequate dimensions.

(2) Assume suitable data wherever necessary.

(3) Illustrate your answers wherever necessary with the help of neat sketches.

1. (a) What are the principle of software design ? 8
- (b) Explain the effective modular design. 8

OR

2. (a) Explain design model with diagram. 10
- (b) What are the mapping requirements into a software architecture ? 6
3. (a) Explain Task Analysis and Modeling. 8
- (b) What do you mean by user interface design ? 8

OR

4. (a) Explain structured programming with comparison to design notation. 10
- (b) What are the golden rules ? 6

5. (a) What are software testing fundamentals ? 6
 (b) Explain the following terms :
 (i) Basic path testing 5
 (ii) System testing. 5

OR

6. (a) Explain black box testing in detail with example and diagram. 10
 (b) Explain the art of debugging. 6
 7. (a) Explain and identify the element of an object model. 8
 (b) Explain in detail the process of object oriented analysis. 4
 (c) What do you mean by object oriented programming ? 4

OR

8. (a) Explain in detail object oriented analysis. 8
 (b) Explain the following terms :
 (i) The object design process 4
 (ii) Management of OO software projects. 4
 9. (a) Explain Broadening the view of testing. 8
 (b) What are the testing methods applicable at the class level ? 8

OR

10. (a) What are the metrics for object oriented projects ? 8
 (b) Explain software engineering for client/server system. 8