D 102141 **(Pages : 2)** **Name.....**

Reg. No.....

SECOND SEMESTER M.Sc. DEGREE (REGULAR/SUPPLEMENTARY) EXAMINATION, APRIL 2024

(CBCSS)

Computer Science

CSS 2C 10—PRINCIPLES OF SOFTWARE ENGINEERING

(2019 Admission onwards)

Time : Three Hours Maximum : 30 Weightage

Section A

Answer any **four** *questions.*

Each questions carries 2 *weightage.*

1. Define spiral model.
2. What is requirement engineering ?
3. Define validation.
4. Give a short note on change management.
5. List out the forms of Communications.
6. What is software reengineering ?
7. Write about real time systems ?

(4 × 2 = 8 weightage)

Section B

Answer any **four** *questions.*

Each questions carries 3 *weightage.*

8. What are the advantages and disadvantages of iterative software development model ?
9. Draw an Activity diagram for telephone connection establishment.
10. Explain about the importance of Coupling and Cohesion.

Turn over

11. Mention the golden rules for interface design.

12. Write a brief note on software configuration management with an example.

13. Describe about the research report writing.

14. What is state chart diagram ? Explain with an example.

(4 × 3 = 12 weightage)

Section C

Answer any **two** *questions.*

Each question carries 5 *weightage.*

15. Explain in detail about the activities of SDLC.

16. Write the importance of object oriented modeling. Draw and explain the interaction diagram for bank ATM transactions.

17. Describe about the steps involved in test plan and test case example.

18. Explain about the software testing strategies.

(2 × 5 = 10 weightage)