## NRT/KS/19/2231

## Bachelor of Computer Application (B.C.A.)Semester–IV Examination SOFTWARE ENGINEERING–I

## Paper-I

| Tim | e:3 | Hours]   | [Maximum Marks : 50 |
|-----|-----|--|---------------------|
| N.B | . : | (1) All questions are compulsory and carry equal marks.                  |                     |
|     |     | (2) Draw neat and labelled diagrams wherever necessary.                  |                     |
|     | EIT | HER  |                     |
| 1.  | (a) | Explain Capability Maturity Model Integration (CMMI) in brief.           | 5                   |
|     | (b) | What is Software Engineering? Explain evolving role of Software.         | 5                   |
|     | OR  |  |                     |
|     | (c) | Explain different changing nature of software.                           | 5                   |
|     | (d) | Differentiate between personal and team process models.                  | 5                   |
|     | EIT | HER  |                     |
| 2.  | (a) | Explain waterfall model with its diagram.                                | 5                   |
|     | (b) | Explain any one evolutionary process model in detail.                    | 5                   |
|     | OR  |  |                     |
|     | (c) | Explain functional and non-functional requirements with example.         | 5                   |
|     | (d) | Explain unified process in detail.                                       | 5                   |
|     | EIT | HER  |                     |
| 3.  | (a) | Explain data models in detail.   | 5                   |
|     | (b) | What is Feasibility Study? Explain need of Feasibility study.            | 5                   |
|     | OR  |  |                     |
|     | (c) | Explain requirement validations for engineering process.                 | 5                   |
|     | (d) | Explain context model in detail.   | 5                   |
|     | EIT | HER  |                     |
| 4.  | (a) | Explain architecture in Design concept.                                  | 5                   |
|     | (b) | Explain principles of designing output.                                  | 5                   |
|     | OR  |  |                     |
|     | (c) | What are different elements considered in designing software?            | 5                   |
|     | (d) | Explain Data Design elements and architectural design elements in deta   | il. 5               |
| 5.  | (a) | What is Software Myths? Explain.   | 21/2                |
|     | (b) | Write a note on user requirements.                                       | 21/2                |
|     | (c) | What is object models ? Explain.   | 21/2                |
|     | (d) | Explain the software quality guidelines and attributes in design process | . 2½                |