

**Bachelor of Computer Application (B.C.A.) Semester—IV (C.B.S.) Examination**

**SOFTWARE ENGINEERING—I**

**Paper—I**

Time : Three Hours]

[Maximum Marks : 50

**Note :—** (1) All questions are compulsory and carry equal marks.

(2) Draw neat and labelled diagram wherever necessary.

**EITHER**

- |   |   |
|---|---|
| 1. (A) Explain personal and team process model.                   | 5 |
| (B) What is Software Engineering ? Explain evolution of Software. | 5 |

**OR**

- |   |   |
|---|---|
| (C) Explain process pattern and process assessment.       | 5 |
| (D) Explain Capability Maturity Model Integration (CMMI). | 5 |

**EITHER**

- |  |   |
|--|---|
| 2. (A) Explain functional and non functional requirements. | 5 |
| (B) Explain Waterfall model in detail.                     | 5 |

**OR**

- |  |   |
|--|---|
| (C) Write notes on :—                      |   |
| (i) System requirements                    |   |
| (ii) User requirements.                    | 5 |
| (D) Explain the unified process in detail. | 5 |

**EITHER**

- |  |   |
|--|---|
| 3. (A) Explain Behavioral models in System models. | 5 |
| (B) What are feasibility studies ? Explain.        | 5 |

**OR**

- |                                      |   |
|--------------------------------------|---|
| (C) Explain Object models in detail. | 5 |
| (D) Write notes on :—                |   |
| (i) Requirement Validation           |   |
| (ii) Context Model.                  | 5 |

**EITHER**

4. (A) What do you understand by the term Design ? Explain. 5  
(B) What is decision table ? Explain with example. 5

**OR**

- (C) Discuss Design steps with example. 5  
(D) What are the principles of designing output ? Explain. 5
5. Attempt **ALL** :—
- (A) Explain Software myths. 2½  
(B) What is Interface specification ? 2½  
(C) Explain Requirement Management. 2½  
(D) What is Design Engineering ? 2½