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BOARD DIPLOMA EXAMINATION, (C-16) OCT/NOV-2018 DCME-FOURTH SEMESTER EXAMINATION

SOFTWARE ENGINEERING

Time: 3 hours [Total Marks: 80

PART—A

 $3 \times 10 = 30$

Instructions: (1) Answer **all** questions.

- (2) Each question carries three marks.
- (3) Answers should be brief and straight to the point and shall not exceed *five* simple sentences.
- 1. Write three differences between programs and software products.
- 2. Write three major responsibilities of a software project manager.
- 3. Write three types of project estimation techniques.
- 4. List the important short comings of LOC.
- 5. What are the characteristics of good SRS document?
- 6. Write an example for bad SRS document.
- 7. What is a good software design?
- 8. What is testing?
- 9. Write three differences between black-box and white-box testing.
- **10.** Define software quality.

PART-B $10 \times 5 = 50$

Instructions: (1) Answer any **five** questions.

- (2) Each questions carries **ten** marks.
- (3) Answers should be comprehensive and the criteria for valuation are the content but not the length of the answer.
- 12. Explain the following metrics for project size estimation is in the following metrics for project size estimation is in the following metrics for project size estimation is in the following metrics for project size estimation is in the following metrics for project size estimation is in the following metrics for project size estimation is in the following metrics for project size estimation is in the following metrics for project size estimation is in the following metrics for project size estimation is in the following metrics for project size estimation is in the following metrics for project size estimation is in the following metrics for project size estimation is in the following metrics for project size estimation is in the following metrics for project size estimation is in the following metrics for project size estimation is in the following metric siz

- **15.** Explain the following two approches of software design :
 - (a) Function oriented design
 - (b) Object oriented design
- 16. Explain integration testing.
- 17. Explain the characteristics of a good user interface.
- 18. Explain any five reliability metrics.

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