



4<sup>th</sup> Semester – B.E  
Model Exam –II

Sub. Title : SOFTWARE ENGINEERING  
Sub. Code :CS6403  
Duration : 3Hrs

Date : 10.3.15  
Branch : CSE | IT  
Max. Marks: 100

Answer all questions  
Part A - (10 x 2 = 20)

1. List two Principles of good design.
2. Define Abstraction.
3. Distinguish Fan in and Fan out.
4. Mention the different views of component.
5. What is Software Component..
6. Define Testing and Attributes of Good test.
7. Define Alpha & Beta Testing.
8. What is a Big-Bang approach?
9. What are the Levels at which testing done?
10. Define Regression Testing.

Part B (5\*16=80)

11. (a) i) Explain in detail about Modular Design in software design (16)  
OR  
(b) i) Explain in detail about Transform and Transaction Mapping. (16)
12. (a) i) Explain the Architectural Styles used in architectural design. (10)  
ii) Discuss the Design Heuristics. (6)  
OR  
(b) i) Explain in detail about Class Based Component Design and Conducting Component Level Design. (16)
13. (a) i) Explain in detail about User Interface Design. (16)  
OR  
(b) i) Write short notes on System Testing. (8)  
ii) Write short notes on Software Testing Strategy. (8)

14. (a) i) Explain in detail about Black Box Testing.  
OR

(16)

(b) i) Write note on Unit Testing.

(8)

ii) Explain Debugging Approaches.

(8)

15. a) i) Explain in detail about White Box Testing.  
OR

(16)

b) i) Explain the Integration Testing in detail.

(16)