Total No. of Printed Pages:2

[Time: Three Hours]   [Max.Marks:80]

Please check whether you have got the right question paper.

N.B
- i.   Q.No.1 from section A and Q.No.6 from section B are compulsory
- ii. Attempt any two questions from the remaining in each section.
- iii. Assume suitable data if necessary.

Section A

Q.1 Solve any five questions.   10
- a) What are the components of software?
- b) Enlist software management myths.
- c) Define Software Engineering.
- d) Justify the term "software is engineered".
- e) What is data flow diagram?
- f) State the objectives of software planning.
- g) What is software design?
- h) List the software design principles.

Q.2 A) With neat diagram, describe SDLC in detail.   08
     B) List out different software process models. Explain any one in detail.   07

Q.3 A) What are different communication Techniques? Explain.   08
     B) Describe data modeling with suitable example.   07

Q.4 A) Explain Loc based and FP based estimation of project.   08
     B) What are the principles of UI design? Explain.   07

Q.5 Write any three short notes.   15
- a) Information hiding
- b) Waterfall model
- c) Requirement analysis and specification
- d) Software scope
- e) Capability maturity model.

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Section B

Q.6 Solve <u>any five</u> questions. 10
- a) What is UML diagram?
- b) Define OOA and OOP.
- c) Write the definition of software Testing?
- d) What do you mean by white box testing?
- e) Write different forms of testing.
- f) What is web app engineering process?
- g) Enlist the attributes of web based system.
- h) Define SCM.

Q.7 A) Explain things and relationship in UML 08
B) Explain use case diagram with suitable example. 07

Q.8 A) Draw the sequence diagram to elaborate working of washing machine. 07
B) Explain planning process for web engineering projects. 08

Q.9 A) Enlist and explain objectives of software testing. 08
B) Explain the project scheduling with timing diagram. 07

Q.10 Write short notes on (<u>Any three</u>) 15
- a) Collaboration diagram
- b) Object oriented design approach
- c) Web app engineering layers
- d) Agile planning
- e) System testing.

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