

B.C.A. DEGREE EXAMINATION, NOVEMBER 2018
III Year VI Semester
Core Elective- Paper II
SOFTWARE ENGINEERING AND TESTING

Time : 3 Hours

Max.marks :75

Section A ($10 \times 2 = 20$) Marks

Answer any **TEN** questions

1. Who is a stakeholder in a project? Name a few.
2. Define the actions of modelling activity
3. What is the significance of prototyping paradigm?
4. Define AOP
5. What is the goal of Business Process Engineering?
6. What is traceability table?
7. Define QFD
8. What are the benefits of analysis patterns
9. Define cyclomatic complexity
10. Define MTTR
11. Mention the benefits of smoke test
12. Define sandwich testing

Section B ($5 \times 5 = 25$) Marks

Answer any **FIVE** questions

13. Describe the generic process framework of a software project
14. Explain about PSP process model briefly
15. List down the restraining factors in constructing a system model
16. Describe the template of analysis pattern
17. List down the attributes of a good test
18. What are the series of different test in system testing ?
19. List down the levels of CMMI model and briefly explain

Section C ($3 \times 10 = 30$) Marks

Answer any **THREE** questions

20. Explain about the Ambler template for describing a process pattern.
21. Describe the unified process in detail.
22. Explain the important functions of requirements engineering in detail
23. Explain about white box testing in detail
24. Explain about the different strategies in integration testing.

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