**C 42759** (Pages : 2) Name...........................................

Reg. No.....................................

# SECOND SEMESTER M.Sc. DEGREE (REGULAR/SUPPLEMENTARY) EXAMINATION, APRIL 2023

(CBCSS)

Computer Science

CSS 2C 10—PRINCIPLES OF SOFTWARE ENGINEERING

(2019 Admission onwards)

Time : Three Hours                                             Maximum : 30 Weightage

## Section A

*Answer any* **four** *questions.*
*Each question carries* 2 *weightage.*

1. What is iterative model ?

2. Define feasibility analysis.

3. Write about software validation.

4. How do you describe software interface ?

5. Give a note on project management.

6. Define SRS.

7. Explain about actor.

(4 × 2 = 8 weightage)

## Section B

*Answer any* **four** *questions.*
*Each question carries* 3 *weightage.*

8. Describe about the activities of SDLC.

9. Draw a use case diagram for library management.

10. Describe about the Requirement Elicitation process and techniques.

11. Write a brief note on different types of information sources.

**Turn over**

12. Explain about the structure of project report.

13. Give a short note on different types of Cohesion.

14. Explain the characteristics of user interface design.

(4 × 3 = 12 weightage)

## Section C

*Answer any* **two** *questions.*
*Each question carries* 5 *weightage.*

15. Explain in detail about agile model.

16. What is the purpose of data flow diagrams ? What are the notations used for the same. Explain by constructing a context flow diagram level -0 DFD and level-1 DFD for a library management system ?

17. Describe about the COCOMO model in detail.

18. How to write a literature review ? Explain.

(2 × 5 = 10 weightage)