D 130143	(Pages : 2)	Name
		Por No

FIFTH SEMESTER (CBCSS—UG) DEGREE EXAMINATION NOVEMBER 2025

Computer Science

BCS 5B 10—PRINCIPLES OF SOFTWARE ENGINEERING

(2019 Syllabus)

Time: Two Hours

Maximum: 60 Marks

Section A (Short Answer Type Questions)

Answer all questions.

Each correct answer carries a maximum of 2 marks. Ceiling 20 marks.

- 1. What is software engineering?
- 2. What is validating in requirements model?
- 3. Difference between validation and verification.
- 4. List any four supporting documents.
- 5. What is a class diagram?
- 6. Which are the evolutionary process models?
- 7. What is a state diagram?
- 8. What are software myths?
- 9. What is a program unit notebook?
- 10. What is automated debugging?
- 11. What does a process pattern describes?
- 12. Which are the different types of restructuring?

Turn over

Section B (Short Essay Type Questions)

Answer all questions.

Each correct answer carries a maximum of 5 marks.

Ceiling 30 marks.

- 13. Explain about Waterfall model and Incremental process model.
- 14. What is requirements engineering? Which are the different tasks in it?
- 15. Discuss about documentation guidelines.
- 16. How to achieve Software quality?
- 17. Explain about framework activities of software engineering
- 18. Describe briefly about Extreme Programming.
- 19. Explain about modern Programming language features.

Section C (Essay Type Questions)

Answer any one question, correct answer carries 10 marks.

- 20. Explain in detail about various agile process models.
- 21. What is Software testing? Explain about different types of system testing.

 $(1 \times 10 = 10 \text{ marks})$