BACHELOR OF TECHNOLOGY (C.B.C.S.) (2014 COURSE)
B.Tech.Sem - IV COMPUTER :SUMMER- 2022
SUBJECT : FUNDAMENTALS OF SOFTWARE ENGINEERING

Day : Wednesday   Time : 10:00 AM-01:00 PM
Date : 22-06-2022   **S-12720-2022**   Max. Marks : 60

N.B.:
   1) All questions are **COMPULSORY**.
   2) Figures to the right indicate **FULL** marks.
   3) Draw neat and labeled diagram **WHEREVER** necessary.
   4) Assume suitable data if necessary.

Q.1   What is software? List and explain software engineering ethics.   **[10]**

<div align="center">OR</div>

"Software does not wear out". Justify.   **[10]**

Q.2   Explain general process models of the requirement elicitation and analysis **[10]**
           process.

<div align="center">OR</div>

Describe various categories of non-functional requirements and their **[10]**
importance.

Q.3   List and explain all the golden rules of user interface.   **[10]**

<div align="center">OR</div>

Draw a context model for online shopping. How the interaction are modeled? **[10]**

Q.4   What is software testing? Explain software testing strategies for software **[10]**
           development.

<div align="center">OR</div>

Differentiate between verification and validation.   **[10]**

Q.5   Define software reliability and explain SCM process in detail.   **[10]**

<div align="center">OR</div>

Define the terms review and inspection and discuss about change central **[10]**
mechanism in SCM.

Q.6   What is the need of project estimation? What are the steps while estimation **[10]**
           of software?

<div align="center">OR</div>

Explain the role of people, project, product and process in project **[10]**
management.

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