CLASS: BCA   SEMESTER : IV
BRANCH: BCA   SESSION : SP/2024

SUBJECT: CA253 PRINCIPLES OF SOFTWARE ENGINEERING

TIME: 02 Hours   **FULL MARKS: 25**

INSTRUCTIONS:
1. The question paper contains 5 questions each of 5 marks and total 25 marks.
2. Attempt all questions.
3. The missing data, if any, may be assumed suitably.
4. Tables/Data handbook/Graph paper etc., if applicable, will be supplied to the candidates

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			CO	BL
Q.1(a)	What is software Engineering? Explain difference between Program and Product.	[2]	1	1
Q.1(b)	Discuss the causes of and solutions for software crisis.	[3]	1	2
Q.2(a)	What are the important activities that are carried out during the feasibility study phase?	[2]	2	2
Q.2(b)	Explain iterative waterfall model of software development with suitable diagram.	[3]	2	2
Q.3(a)	What are the important parts of Software Requirement Specification (SRS) document?	[2]	3	1
Q.3(b)	List the important properties of a good Software Requirement Specification (SRS) document.	[3]	3	1
Q.4(a)	Explain the responsibilities of a Software Project Manager.	[2]	2	2
Q.4(b)	Explain the development effort and time for the three different classes of software products in Basic Constructive Cost Estimation Model.	[3]	2	2
Q.5(a)	What according to you is a good software design?	[2]	4	1
Q.5(b)	Classify the different types of cohesion that a module may possess.	[3]	4	4

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