Seat No.: Enrolment No.

GUJARAT TECHNOLOGICAL UNIVERSITY

MCA - SEMESTER-V • EXAMINATION – WINTER 2013					
•	de: 650001 Date: 26-11-2013	3			
Subject Name: Software Engineering Time: 02.30 pm - 05.00 pm Total Mark Instructions: 1. Attempt all questions.					
			ke suitable assumptions wherever necessary. ures to the right indicate full marks.		
Q.1		(a)	List three golden rules of user interface design. Explain each golden rule in detail.	07	
		(b)	Explain waterfall and spiral process model. List the differences between them.	07	
Q.2		(a)	 Fill in the blanks refers to the set of tasks that ensures that software correctly implements a specific function. is an indication of the relative functional strength of a module. diagram in UML indicates how events cause transitions from object to object. is a design concept that suggests that any complex problem can be easily handled if it is subdivided into pieces that can each be solved and optimized independently. testing techniques enables to derive sets of input conditions that will fully exercise all functional requirements for a program. is a software metric that provides a quantitative measure of the logical complexity of a program. testing executes a system in a manner that demands resources in abnormal quantity, frequency or volume. 	07	
		(b)	Explain User Interface of a WebApp design principles and guidelines. OR	07	
		(b)	Explain WebApp testing process and content testing.	07	
Q.3		(a)	What is refactoring? Briefly describe four elements of the design model.	07	
		(b)	What is a component? Explain three views of the component.	07	
			OR		
Q.3		(a)	Define Archetype? Briefly describe different architectural styles.	07	
		(b)	What is coupling? Explain different coupling categories/ List out basic design principles of class based components.	07	
Q.4		(a)	Explain core principles that guide software process and practice of Software Engineering. Which do you believe is most important?	07	
		(b)	Explain seven Requirement Engineering tasks in detail.	07	
			OR		
Q.4		(a)	Explain in detail, different steps to perform when creating a behavioral model.	07	
Q.4		(b)	Explain different elements of Requirements model.	07	
Q.5		(a)	Define metrics and measures. Explain design metrics for WebApp.	07	
		(b)	What is error density? Explain different types of system testing. OR	07	

(a) What is software project scheduling? Explain following model.

Define testability. Explain control structure testing in detail.

1.COCOMO II

2. Software equation model.

Q.5

(b)

07

07