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**School of Computer Science and Engineering**  
**Make-up Examinations – December 2025**

<b>Semester:</b> MK	<b>Date:</b> 27 – 12- 2025
<b>Course Code:</b> CSE2014	<b>Time:</b> 01:00pm – 04:00pm
<b>Course Name:</b> Software Engineering	<b>Max Marks:</b> 100
<b>Program:</b> B.TECH	<b>Weightage:</b> 50%

**Instructions:**

- (i) Read all questions carefully and answer accordingly.
- (ii) Do not write anything on the question paper other than roll number.

**Part A**

<b>Answer ALL the Questions. Each question carries 2marks.</b>		<b>2Mx10Q=20M</b>		
<b>1</b>	Define software engineering	<b>2 Marks</b>	<b>L1</b>	<b>C01</b>
<b>2</b>	What is feasibility study? Why is it needed?	<b>2 Marks</b>	<b>L1</b>	<b>C01</b>
<b>3</b>	What is functional independence? Name the two criteria used to assess it.	<b>2 Marks</b>	<b>L1</b>	<b>C02</b>
<b>4</b>	What are non functional requirements? List four non functional requirements	<b>2 Marks</b>	<b>L1</b>	<b>C02</b>
<b>5</b>	Define agile methodology? List any two agile frameworks	<b>2 Marks</b>	<b>L1</b>	<b>C03</b>
<b>6</b>	Define the term software project stakeholder. Name the various stakeholders of a project.	<b>2 Marks</b>	<b>L1</b>	<b>C03</b>
<b>7</b>	What are user stories? Give an example	<b>2 Marks</b>	<b>L1</b>	<b>C03</b>
<b>8</b>	Compare manual testing and automated testing	<b>2 Marks</b>	<b>L2</b>	<b>C04</b>
<b>9</b>	What is regression testing?	<b>2 Marks</b>	<b>L1</b>	<b>C04</b>
<b>10</b>	What are the objectives of risk management?	<b>2 Marks</b>	<b>L1</b>	<b>C04</b>

**Part B**

<b>Answer ALL Questions. Each question carries 20 marks.</b>			<b>4QX20M=80M</b>		
<b>11</b>	<b>11a</b>	Describe the ethics of software engineering	<b>6 Marks</b>	<b>L1</b>	<b>C01</b>
	<b>11b</b>	Choose an appropriate SDLC model for a project where the requirements are not clear or are changing quickly and the final product will involve a lot of user interaction. Give reasons for your choice	<b>6 Marks</b>	<b>L3</b>	<b>C01</b>
	<b>11c</b>	What is CMMI? Why is it used? Draw and explain the various levels in staged CMMI model?	<b>8 Marks</b>	<b>L2</b>	<b>C01</b>
<b>or</b>					
<b>12</b>	<b>12a</b>	Explain the essence of software practice.	<b>6 Marks</b>	<b>L1</b>	<b>C01</b>
	<b>12b</b>	Choose an appropriate SDLC model for a large, complex project which requires risk management and frequent releases. Give reasons for your choice	<b>6 Marks</b>	<b>L3</b>	<b>C01</b>
	<b>12c</b>	Draw a neat diagram and explain iterative waterfall model. List its advantages and drawbacks	<b>8 Marks</b>	<b>L2</b>	<b>C01</b>
<b>13</b>	<b>13a</b>	Draw the use case diagram for an online shopping system. Clearly mention the following relationships i) association between an actor and a use case ii) association between two use cases iii) generalization between two use cases	<b>6 Marks</b>	<b>L3</b>	<b>C02</b>
	<b>13b</b>	Compare functional and non functional requirements	<b>6 Marks</b>	<b>L2</b>	<b>C02</b>
	<b>13c</b>	Discuss the eight golden rules of interface design	<b>8 Marks</b>	<b>L2</b>	<b>C02</b>
<b>or</b>					
<b>14</b>	<b>14a</b>	Draw a swimlane diagram for ATM management system to withdraw amount.	<b>6 Marks</b>	<b>L3</b>	<b>C02</b>
	<b>14b</b>	Draw and explain the architecture of CASE environment	<b>6 Marks</b>	<b>L2</b>	<b>C02</b>
	<b>14c</b>	Draw suitable diagrams and explain the different types of architectural styles	<b>8 Marks</b>	<b>L2</b>	<b>C02</b>
<b>15</b>	<b>15a</b>	What are the key values and principles of Agile manifesto	<b>6 Marks</b>	<b>L2</b>	<b>C03</b>
	<b>15b</b>	List and explain the various Scrum activities	<b>6 Marks</b>	<b>L2</b>	<b>C03</b>
	<b>15c</b>	Explain any four agile estimation techniques	<b>8 Marks</b>	<b>L2</b>	<b>C03</b>
<b>or</b>					

<b>16</b>	<b>16a</b>	Compare DevOps and Agile methodology	<b>6 Marks</b>	<b>L2</b>	<b>C03</b>
	<b>16b</b>	Draw a diagram and explain the DSDM lifecycle	<b>6 Marks</b>	<b>L2</b>	<b>C03</b>
	<b>16c</b>	Explain the DevOps architecture	<b>8 Marks</b>	<b>L2</b>	<b>C03</b>

<b>17</b>	<b>17a</b>	Differentiate between verification and validation	<b>6Marks</b>	<b>L2</b>	<b>C04</b>
	<b>17b</b>	Define the following i) Unit testing ii) integration testing iii) system testing iv) Acceptance testing	<b>6Marks</b>	<b>L1</b>	<b>C04</b>
	<b>17c</b>	What is black box testing? Construct the test cases to perform blackbox testing of a bank account program that offers 6% interest for the first Rs.50000 savings, 7.5% for Rs.150000 and 8% for amount above 1000000	<b>8Marks</b>	<b>L3</b>	<b>C04</b>

**or**

<b>18</b>	<b>18a</b>	What is risk management? Explain the risk management process	<b>6Marks</b>	<b>L2</b>	<b>C04</b>
	<b>18b</b>	What is the purpose of software maintenance? Explain the process of software maintenance	<b>6Marks</b>	<b>L1</b>	<b>C04</b>
	<b>18c</b>	What is white box testing? Construct the test cases to perform white box testing of the given code segment (show all steps)  <pre>If (num1 &gt; num2)     { if (num1 &gt; num3)         print(num1 is the greatest)       else print(num3 is the greatest) } Else if (num2 &gt; num3)     print(num2 is the greatest) else print(num3 is the greatest)</pre>	<b>8Marks</b>	<b>L3</b>	<b>C04</b>