Code: 23CS3403, 23IT3403

II B.Tech - II Semester - Regular Examinations - MAY 2025

SOFTWARE ENGINEERING

(Common for CSE, IT)

Duration: 3 hours Max. Marks: 70

Note: 1. This question paper contains two Parts A and B.

- 2. Part-A contains 10 short answer questions. Each Question carries 2 Marks.
- 3. Part-B contains 5 essay questions with an internal choice from each unit. Each Question carries 10 marks.
- 4. All parts of Question paper must be answered in one place.

BL – Blooms Level

CO – Course Outcome

PART – A

		BL	CO
1.a)	How has software development evolved?	L1	CO1
1.b)	What are the core values and principles of Agile	L1	CO1
	development model?		
1.c)	What are the critical elements of software project	L2	CO2
	planning?		
1.d)	What are the key advantages of empirical	L1	CO2
	estimation techniques?		
1.e)	Define design process.	L2	CO3
1.f)	What is a Data Flow Diagram (DFD)?	L1	CO3
1.g)	Define system testing.	L1	CO3
1.h)	What is the importance of software	L1	CO4
	documentation?		
1.i)	What is software reverse engineering?	L1	CO4
1.j)	What are the major factors affecting software	L1	CO4
	maintenance costs?		

PART - B

			BL	СО	Max. Marks					
UNIT-I										
2	a)	Describe Waterfall model advantages and	L2	CO1	5 M					
		disadvantages.								
	b)	Write a short note on Software	L1	CO1	5 M					
		development projects.								
OR										
3	a)	Discuss rapid application development	L2	CO1	5 M					
		model.								
	b)	Explain Exploratory style of software	L2	CO1	5 M					
	ŕ	development.								
UNIT-II										
4	a)	Summarize the Responsibilities of a	L2	CO1	5 M					
		Software Project Manager.								
	b)	Explain about COCOMO a Heuristic	L2	CO1	5 M					
		Estimation Technique.								
		OR								
5	a)	Discuss about Metrics for Project Size	L2	CO2	5 M					
		Estimation.								
	b)	What are the key challenges in gathering	L2	CO2	5 M					
		accurate and complete software								
		requirements from stakeholders?								
	1			ı	1					
	UNIT-III									
6	a)	What are the key characteristics of a	L2	CO3	5 M					
		good software design? Explain								

	b)	Discuss Shneiderman's Golden Rules of	12	CO3	5 M				
	0)	UI Design.			J 1V1				
	OR OR								
7	<u>a)</u>		1.2	CO2	5 N I				
7	a)	Compare and contrast the different	L3	CO3	5 M				
	1 \	approaches to software design.	T 0	000	7.) 4				
	b)	Describe the essential characteristics of a	L2	CO3	5 M				
		good user interface.							
		UNIT-IV	I	1					
8	a)	Explain the difference between black-box	L3	CO3	5 M				
		testing and white-box testing.							
	b)	Demonstrate the ISO 9000 standard for	L2	CO3	5 M				
		software quality management.							
		OR							
9	a)	How does testing object-oriented	L3	CO3	5 M				
		programs, differ from testing procedural							
		programs?							
	b)	What is debugging? Discuss the common	L2	CO3	5 M				
		debugging techniques used in software							
		development.							
	<u> </u>	UNIT-V	<u> </u>	1					
10	a)	Explain the importance of Computer-	L2	CO4	5 M				
10	<i>u)</i>	Aided Software Engineering in modern			J 141				
		software development.							
	h)	*	L2	CO4	5 M				
	b)	Describe the key characteristics of CASE		004	J 1 VI				
		tools.							
1.1		OR	1.0	004	<i>7</i> 3 <i>6</i>				
11	a)	Explain the characteristics of Software	L2	CO4	5 M				
		maintenance.							

b)	Explain	the	architecture	of	a	CASE	L2	CO4	5 M
	environment.								