

*ii)* PART-B: Answer any **TWO** sub questions (from a, b, c) from each unit for a Maximum of 18 marks.

Q. No.	Questions	Marks
1. a.	I: PART - A Define software Engineering.	10 2
b.	Define Object and classes.	2
с.	What is release testing?	2
d.	Differentiate between Testing and Inspection.	2
e.	Define program Evolution dynamics.	2
	PART - B	90
	UNIT - I	18
1 a.	What are the attributes of good software? Explain the key challenges facing software engineering.	9
b.	Explain professional and ethical responsibility of software engineer.	9
с.	Mention and explain the complete structure of SRS.	9
	UNIT- II	18
2 a.	Explain in brief class model; state model and Interaction model.	9
b.	What is object oriented development? Explain different stages of Object oriented development.	9
c.	Design a DFD for Library management system.	9
	UNIT - III	18
3 a.	Explain the different levels of development testing.	9
b.	Mention and explain the different types of software testing.	9
c.	Explain Clean room software development process.	9

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	UNIT - IV	18
4 a.	Mention the two approaches used for estimation techniques and explain algorithm	nic 9
	cost modeling.	7
b.	List and explain factors affecting software pricing.	9
с.	Compare Quality planning and Quality control.	9
	UNIT - V	18
5 a.	State Lehman's law for program evolution process.	9
b.	Explain the activities involved in Reengineering process with illustrative figures.	9
с.	Explain software maintenance process.	9

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