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**SIDDHARTH INSTITUTE OF ENGINEERING & TECHNOLOGY:: PUTTUR**  
(AUTONOMOUS)

**B.Tech III Year II Semester Supplementary Examinations February-2022**  
**SOFTWARE ENGINEERING**

(Computer Science and Engineering)

Time: 3 hours

Max. Marks: 60

**PART-A**

(Answer all the Questions 5 x 2 = 10 Marks)

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|---|--|----|
| 1 | a Represent the wearing out nature of Hardware and Software pictorially.             | 2M |
|   | b Mention the types of requirements identified by QFD (Quality Function Deployment). | 2M |
|   | c Define procedural abstraction and data abstraction.                                | 2M |
|   | d What are the design issues to be handled during user interface design?             | 2M |
|   | e Explain Regression testing.  | 2M |

**PART-B**

(Answer all Five Units 5 x 10 = 50 Marks)

**UNIT-I**

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|---|--|----|
| 2 | a Define the term Software Engineering – A Layered Technology. | 5M |
|   | b Examine in detail about Spiral model.                        | 5M |

**OR**

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|---|--|-----|
| 3 | What is Agile Process? Write a note on Extreme Programming (XP). | 10M |
|---|--|-----|

**UNIT-II**

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|---|---|-----|
| 4 | Illustrate Eliciting Requirements in software requirements gathering. | 10M |
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**OR**

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| 5 | Write about scenario-based modeling? Also write about the UML models that supplement the usecase. | 10M |
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**UNIT-III**

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|---|---|-----|
| 6 | Determine software design concepts in detail. | 10M |
|---|---|-----|

**OR**

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|---|--|----|
| 7 | a How to assess alternate Architectural design | 6M |
|   | b Identify Architectural patterns              | 4M |

**UNIT-IV**

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|---|---|-----|
| 8 | Elaborate golden rules to form the basis for a set of user interface design principles. | 10M |
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**OR**

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| 9 | a Design pyramid for WebApps.   | 5M |
|   | b Identify the navigation pathways to access WebApp content and Function. | 5M |

**UNIT-V**

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|----|--|----|
| 10 | a Discuss the process of Art of debugging. | 5M |
|    | b What is the need of beta testing?        | 5M |

**OR**

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|----|---|----|
| 11 | a Explain in detail about Black box testing.                  | 5M |
|    | b Illustrate Testing Strategies for Object Oriented software. | 5M |

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