



SAIVA BHANU KSHATRIYA COLLEGE
(Aruppukottai Nadargal Uravinmurai Pothu Abi Viruthi Trustuku Pathiyappattathu)

ARUPPUKOTTAI
QUESTION BANK

Name of the Department :	Computer Science	UG / PG :	UG
Semester (UG - III & V; PG - III) :	V	Subject Code :	SCSJC53
Name of the Subject :	Software Engineering		

Section A (Multiple Choice Questions)

Unit I: (Introduction & Planning)

- In Software Engineering, Computer Software means
(a) Software Product (b) Source Code (c) Programs (d) None
- A project involves one programmer working for few weeks and results in a program of less than 500 lines
(a) Trivial (b) Small (c) Medium (d) Large
- Define quality in terms of
(a) Objectives (b) Deliverables (c) Project (d) Assignments
- The phased life cycle model is also known as
(a) Waterfall Chart (b) Cost Model (c) Prototype Model (d) None
- Democratic team is also known as
(a) Egoless team (b) Chief Programmer Team (c) Hierarchical Team (d) None

Unit II: (Software Cost Estimation)

- The development time for an application program $TDEV = \dots\dots\dots$
(a) $2.5*(PM)**0.38$ (b) $2.5*(PM)**0.35$ (c) $2.5*(PM)**0.32$ (d) $2.5*(PM)**0.30$
- can be expressed in terms of accuracy of the source code
(a) Reliability (b) Consistency (c) Robustness (d) None
- Is top down cost estimation technique
(a) Expert Judgment (b) Delphi Cost (c) COCOMO (d) None
- activity includes adding enhancement to the product
(a) Planning (b) Design (c) Maintenance (d) Implementation
- The number of personal required throughout a software development project is
(a) Constant (b) Increasing (c) Decreasing (d) None

Unit III: (Software Requirement Definitions)

- The Software Requirement Specification is based on
(a) System Definition (b) User Manual (c) Data Flow Diagram (d) None
- Diagrams are not concerned with algorithmic details
(a) Data Flow (b) Flow Chart (c) UML (d) None
- Mathematical systems are defined by
(a) Axioms (b) Annexure (c) Notation (d) Appendix
- Provide a mechanism for recording complex decision logic
(a) Decision Table (b) Regular Expressions (c) Transition Table (d) None
- A is represented as a bipartite directed graph
(a) Petri net (b) Decision Table (c) Transition Table (d) None

Unit IV: (Software Design)

- A is an in-depth, technical review of some aspect of a Software System.
(a) Distributed system (b) Real Time system (c) Structure Walkthrough (d) Detailed design
- The Relative independence among modules is known as
(a) Coupling (b) Cohesion (c) Relationships (d) Sequence
- are useful for specifying algorithmic logic during detailed design
(a) Decision Table (b) Flow Table (c) Relational Table (d) Structure Table



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19. _____ abstraction Involves the use of parameterized subprograms.
(a) Control (b) Data (c) address (d) Functional.
20. Stepwise refinement is a _____ design strategy.
(a) Modular (b) Top-down (c) Good (d) Bottom-up

Unit V: (Verification & Validation, Software Maintenance)

21. What is the normal order of activities in which software testing is organized?
(a) Unit, Integration, system, validation (b) system, Integration, Unit, validation
(c) unit, integration, validation, system (d) none of the above
22. Validation is define as _____
(a) are we building the right product? (b) are we building the product right ?
(c) both(a) and (b) (d) are we building the project right ?
23. _____ is a validation technique in which the input variable of a program unit are assigned symbolic values rather than literal values.
(a) System Testing (b) Unit Testing (c) Symbolic Execution (d) Debugging
24. The main purpose of integration testing is to find
(a) Design errors (b) analysis errors (c) Procedure errors (d) Interface errors
25. Which activity refers to the action Are we building the right product ?
(a) Verification (b) Validation (c) Testing (d) Debugging

Section B (7 mark Questions)

Unit I: (Introduction & Planning)

26. Explain about Distribution of Effort
27. Explain about Managerial Issues
28. Explain about developing a solution strategy
29. Explain about the phased life cycle model
30. Explain about project size categories

Unit II: (Software Cost Estimation)

31. Explain any one software cost factors
32. Explain about Delphi Cost Estimation Technique
33. Explain about Staffing Level Estimation
34. Explain about Estimating Software Maintenance Cost
35. Explain about Work Breakdown Structure

Unit III: (Software Requirement Definitions)

36. Explain the desirable properties of Software Requirement Specification
37. Explain about Relational Notations
38. Explain about Transition Table
39. Explain about Decision Table
40. Explain about SSA

Unit IV: (Software Design)

41. Discuss about Modules and Modularization.
42. Write Short Notes on Test Plan.
43. What is structure Design? What are the benefits of structure design?
44. Write a short note on real-time and distributed system design.
45. Write a short note on abstraction and information hiding



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Unit V: (Verification & Validation, Software Maintenance)

46. Write a short note on software maintenance tools.
47. What is static analysis? Write down its capabilities
48. Discuss about Quality Assurance.
49. Discuss in detail, any one source-code metrics.
50. Explain the various steps involved in debugging by induction.

Section C (10 mark Questions)

Unit I: (Introduction & Planning)

51. Explain about Quality & Productivity Factors
52. Explain about planning an organizational structure

Unit II: (Software Cost Estimation)

53. Explain about COCOMO Model
54. Explain about Software Cost Factors

Unit III: (Software Requirement Definitions)

55. Explain about Software Requirement Specification
56. Explain about languages & processors for Requirement Specification

Unit IV: (Software Design)

57. Describe the structure problem statement analyzer.
58. Explain about Fundamental Design Concepts.

Unit V: (Verification & Validation, Software Maintenance)

59. Explain the development activities that enhance software maintainability.
60. Describe about other Maintenance Tools and Techniques.