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SECOND YEAR (BSC Computer Science)
COM23405: Software Engineering
(Semester III)

Program: B.Sc Computer Science
Program Specific: BSc(comp05)
Course Type: S.Y.BSc(Computer Science)
Paper: COM23405 Major-II Software Engineering

Credits: 2
Time: 2 Hours
Max. Marks: 30
SET: A

Instructions to the candidate:

- 1) All questions are compulsory.
- 2) Figures to the right indicate full marks.
- 3) Draw a well labeled diagram wherever necessary.

SECTION: A

Q1) Answer the following

[5 X 1= 5]

1. State the role of product owner in scrum.
2. Define Use case.
3. State the Full form of DSDM.
4. Write definition of Functional Requirements and Non-Functional Requirements.
5. Define Agility.

SECTION: B

Q2) Answer the following (Attempt any 5/7)

[5 X 2 =10]

1. Prepare the Activity Diagram of the Library Management System.
2. State the Agility Principles in agile development.
3. Describe the term "Software Requirements Specification" (SRS).
4. Define software engineering.
5. Describe the Generic Process Model.
6. List any two advantages and disadvantages of the waterfall model.
7. List and explain any two human factors in the agile process.

SECTION: C

Q3) Answer the following (Attempt any 2/4) [2 X 5 = 10]

1. Explain the Waterfall Model with a suitable example.
2. Describe Changing Nature of Software in Software Engineering.
3. Sketch the Sequence Diagram for Online Career Guidance Portal.
4. Discuss the term Structural Modeling and Behavior Modeling with Suitable Example.

SECTION: D

Q4) Answer the following (Attempt any 1/2) [5 X 1 = 5]

1. Explain Process of Scrum with suitable diagram, explain roles involved in scrum and Define product backlog , sprint backlog & Sprint.
2. Imagine a scenario where a customer interacts with an Automated Teller Machine (ATM) to withdraw cash. Develop a Use Case diagram illustrating the interactions between the user, the ATM system, and the bank during the withdrawal process.
