

M.C.M. (Part-II) Semester—III Examination
SOFTWARE ENGINEERING-II
Paper-3 MCM 5

Time : Three Hours]

[Maximum Marks : 80

Note :— (1) Due credit will be given to neatness and adequate dimensions.
(2) Illustrate your answer wherever necessary with the help of neat sketches.

1. (a) What do you mean by effective modular design ? Explain. 8
- (b) Explain design principles. 8

OR

2. Explain transform mapping with suitable example and diagram. 16
3. (a) Give "Theo mandal" golden rules for user interface design with example. 8
- (b) Describe in brief user interface design and also explain its process. 8

OR

4. (a) What do you mean by task analysis and modelling ? Explain the following :
(1) Use case with example.
(2) Task elaboration with example. 8
- (b) Explain structured programming with comparison to other design notation. 8
5. (a) What do you mean by testability ? Explain each attribute of testability. 8
- (b) Explain control structure testing. 8

OR

6. (a) Explain basis path testing with example. 10
- (b) Explain the following terms :
(1) Unit testing.
(2) Integration testing. 6
7. (a) Explain object-oriented concept with example. 8
- (b) How will you manage object-oriented software projects ? Explain. 8

OR

8. (a) Explain project metrics and estimation. 8
- (b) Explain object-oriented paradigm. 8
9. (a) What are the different object-oriented testing strategies ? Explain. 8
- (b) Explain object-oriented testing. How will you apply testing for OOA and OOD model ? 8

OR

10. (a) Explain the following terms :
(1) Class-oriented metrics
(2) Operation-oriented metrics. 8
- (b) Explain structure of client-server system. 8

