

**Subject : Software Engineering**

Day : Thursday  
Date : 02/06/2016



Time : 02.00 PM TO 05.00 PM  
Max Marks : 80 Total Pages : 1

**N.B.:**

- 1) Attempt **ANY THREE** questions from Section – I and attempt **ANY TWO** questions from Section - II.
- 2) Answers to both the sections should be written in the **SAME** answer book.
- 3) Figures to the right indicate **FULL** marks.

**SECTION - I**

- Q.1 a) Who are the members in a software development team? Explain their role. [08]
- b) Explain waterfall model. [08]
- Q.2 a) What is conceptual data modeling? Explain in short. [08]
- b) Write a note on qualities required for a team leader. [08]
- Q.3 a) Explain golden rules for user interface design. [08]
- b) Explain principles of software engineering. [08]
- Q.4 a) Explain types of architectures. [08]
- b) Write a note on black box testing. [08]
- Q.5 a) Explain modern methods of data for requirement gathering. [08]
- b) What is software? Explain its characteristics. [08]

**SECTION - II**

- Q.6 Being technical recruiter, what different skill sets you would look into while recruiting system analyst? [16]
- Q.7 Design a software system for University Exams Management offering various courses. [16]
- Q.8 Draw DFDs at various level and ER diagram for hospital management system to be developed. [16]

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