

**Subject : Software Engineering**

Day : Tuesday  
Date : 06/12/2016



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) What do you mean by architecture design in software engineering? Explain in short. [08]
- b) According to you, what should be the different rules for designing user interface? [08]
- Q.2** a) Develop E – R model for Library Management System. [08]
- b) Explain software team organization. [08]
- Q.3** a) “Decision trees are useful in structuring systems requirements”. Explain. [08]
- b) What are software categories? Explain in detail. [08]
- Q.4** a) What are the qualities that a software team leader should possess? Explain. [08]
- b) Explain white box testing in detail. [08]
- Q.5** Explain **ANY TWO** models: [16]
- a) RAD Model
  - b) Spiral model
  - c) Waterfall model

**SECTION - II**

- Q.6** Design a system for mobile store management having brands of various companies by using SDLC phases. [16]
- Q.7** A customer needs a software for automizing his auto spares management. The dealer deals with three categories of the four wheelers: [16]
- a) SUV (Special Utility Vehicles)
  - b) Family car
  - c) Transport vehicles upto two ton carriage capacity
- Design a system for the dealer.
- Q.8** Write short notes on **ANY TWO** of the following: [16]
- a) Traditional V/s modern techniques of data gathering
  - b) Management skills of system analyst
  - c) Principles of Software Engineering

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