



“Investing in Africa’s future”

COLLEGE OF BUSINESS, PEACE, LEADERSHIP AND GOVERNANCE (CBPLG)

Software Engineering 2 - NCSC 413

END OF FIRST SEMESTER EXAMINATIONS

August 2021

LECTURER: Dr. Yogesh Awasthi

DURATION: 7 HOURS

INSTRUCTIONS

Answer the question as per the instructions given in the sections

Start **each** question on a new page on your answer sheet.

The marks allocated to **each** question are shown at the end of the section.

Section A (60 Marks)

Q1. Answer any six questions from Section A. (10×6=60)

- a. Distinguish between Verification and Validation.
- b. What is Software Configuration Management (SCM)? Explain the functions of SCM Repository with neat diagram
- c. Why the software reliability is important in development of any product?
- d. How do explain the component based software engineering? What are the major activities of component based software engineering?
- e. Difference between Equivalence Partitioning and Boundary value Analysis.
- f. Why the Capability Maturity Model is required to access the quality of software engineering product?
- g. Why maintenance of software is important? Discuss some of the problems that are faced during maintenance of software.
- h. Compare the reverse engineering and forwarded engineering process.

Section B (40 Marks)

Q2. Answer any two questions from Section B. (20×2=40)

- a. A software engineering students who is a very good programmer produces software with a low number of defects but consistently ignores organizational quality standards. How should her lecturer react to this behavior?
- b. Testing, including debugging and fixing of bugs, is the most expensive task in a project. List the major activities in the entire testing process, and give your view on what % of the testing effort each consumes.
- c. Some people argue that developers should not be involved in testing their own code but that all testing should be the responsibility of a separate team. Give arguments for and against testing by the developers themselves.

END OF PAPER
Good Luck