

**BACHELOR OF COMPUTER APPLICATIONS  
(BCA) (Pre-Revised)**

**Term-End Examination**

00105

June, 2018

**CS-70 : INTRODUCTION TO SOFTWARE  
ENGINEERING**

*Time : 3 hours.*

*Maximum Marks : 75*

*Note : Question number 1 is compulsory. Answer any three questions from the rest.*

1. (a) Explain the typical phases of SDLC and corresponding development CASE tools. 5
- (b) How do 4GL's help to solve problems ? Also mention their limitations, if any. 5
- (c) Perform the tasks given, after reading the following case of an Assignment Management System :

“Assignments or continuous evaluation plays a vital role in the evaluation scheme. Each and every course of BCA has 25% marks allocated for assignments. Assignments are required to be submitted at the concerned study centre, in the respective schedules. They are then

evaluated by the evaluators and the evaluated responses are returned to the students, with proper feedback.” For the above said requirements for the “Assignment Management System”, perform the following :

- (i) Design the DFDs up to the 2<sup>nd</sup> level. 10
  - (ii) Design an ER diagram (following all the conventions). 5
  - (iii) Prepare an SRS document. List assumptions, if any. 5
2. (a) Explain the concept of project tracking with the help of the following charts : 8
- (i) Usual project progress chart
  - (ii) Ideal project progress chart
- (b) Explain the role and functions of a System Analyst in the overall project development. 7
3. (a) How does a product differ from a process ? Discuss the qualities of both. 7
- (b) Define GUI and explain its components. Also explain the significance of GUI in the overall User Interface designs of any project. 8

4. (a) With the help of an example, explain "Iterative Enhancement Model". Suggest for which kind of projects can we use this paradigm. 7
- (b) Identify and elaborate all the risk factors in a software project. 8
5. Write short notes on the following :  $3 \times 5 = 15$
- (a) Software Reliability
- (b) Benchmark Testing
- (c) Software Crisis from the User's point of view
-