

**III B.Tech II Semester Supplementary Examinations, Apr/May 2006**  
**SOFTWARE ENGINEERING**  
**(Electronics & Computer Engineering)**

**Time: 3 hours**

**Max Marks: 80**

**Answer any FIVE Questions**  
**All Questions carry equal marks**

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1. Define a Software and Explain the software characteristics. [16]
2. What is meant by software scope in software project planning? Why is it very important to have a software scope that is understandable, unambiguous and bounded? [16]
3. (a) Justify how OOA is similar to Requirement analysis? [8]  
(b) Define the term Object-oriented as for the definition of Coad and Yourdon and explain in detail. [8]
4. (a) What are Entity-Relationship (E-R) diagrams? How E-R notation is useful for data modeling? [8]  
(b) What are the common characteristics and differences in different requirement analysis techniques? [8]
5. Explain clearly about how transaction analysis is useful in the dataflow-oriented design. [16]
6. (a) Explain how human skill level will have influence in user interface design? [6]  
(b) Explain how the users of a system can be categorized? [5]  
(c) Explain the term "System perception" according to interface design models. [5]
7. (a) Discuss in detail about condition testing. [8]  
(b) Discuss about data flow testing. [8]
8. (a) Why is completeness more difficult to achieve as abstraction level increases?  
(b) Why interactivity must increase if completeness is to increase?  
(c) Explain the differences between restructuring and forward engineering. [5+5+6]

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