62461

Reg. No. [ ][ ][ ][ ][ ][ ][ ]

II Semester M.C.A. Degree Examination, December - 2024
COMPUTER SCIENCE
Software Engineering
(CBCS 2020-21Y2K20 Scheme)
Paper - 2MCA4

Time : 3 Hours

Maximum Marks : 70

Instructions to Candidates :

Answer **All the Parts**

PART-A

Answer **any FIVE** questions .

(5×6=30)

1. Discuss the three perspectives on Software Engineering.

2. Develop a Use case diagram for a travel and tourism management system.

3. Explain Stephen Covey's "First Things First" framework for prioritising tasks based on urgency.

4. What is the purpose of using measures in software development projects? Explain various measures used in the context of Agile software development.

5. Discuss the Game Theory Perspective in Software Development.

6. What challenges arise in global software development, and how can they be addressed?

7. Explain the retrospective facilitator's roles and responsibilities in agile software development.

8. Discuss the Henry Plotkin's notion of change

PART - B

Answer **any FOUR** questions .

(4×10=40)

9. a) Discuss four core values of the Agile Manifesto. (5)

   b) Explain the role scheme in agile teams. (5)

10. a) Explain customer collaboration in Agile development. (5)

    b) What are User stories ? Explain their usage in Agile with examples. (5)

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11. a) Explain the Agile approach to Quality Assurance. (5)

    b) What is Test-Driven Development , and how does it work? (5)

12. a) How does Agile software Development support Learning Processes? (5)

    b) Define refactoring. Explain how refactoring is used in Agile development. (5)

13. a) Discuss the Software Engineering code of Ethics and Professional practice. (5)

    b) Define leadership . Explain the change leader model. (5)

14. a) Explain how Agile principles can be applied to non-software projects. (5)

    b) Describe the key activities involved towards the end release in Agile. (5)

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