Model Question paper for online examination S.Y.B.Sc.CS CS -III Software Engineering

- Q1. Choose the correct option in terms of Issues related to professional responsibility
- 1. Confidentiality
- 2. Intellectual property rights
- 3. **Both Confidentiality & Intellectual property rights
- 4. Managing Client Relationships
- Q2. "Software engineers should not use their technical skills to *misuse* other people's computers."Here the term *misuse* refers to:
- 1. Unauthorized access to computer material
- 2. Unauthorized modification of computer material
- 3. Dissemination of viruses or other malware
- 4. **All of the mentioned
- Q3. Explain what is meant by *PRODUCT* with reference to one of the eight principles as per the ACM/IEEE Code of Ethics?
- 1. The product should be easy to use
- 2. **Software engineers shall ensure that their products and related modifications meet the highest professional standards possible
- 3. Software engineers shall ensure that their products and related modifications satisfy the client
- 4. It means that the product designed /created should be easily available
- Q4. The longer a fault exists in software
- 1. the more tedious its removal becomes
- 2. the more costly it is to detect and correct
- 3. the less likely it is to be properly corrected
- 4. **All of the mentioned
- Q5. Arrange the following steps to form a basic/general Engineering Process Model.
- i. Test
- ii. Desian
- iii. Install
- iv. Specification
- v. Manufacture
- vi. Maintain
- 1. 2, 4, 5, 1, 6, 3
- 2. **4, 2, 5, 1, 3, 6
- 3. 2, 4, 5, 1, 3, 6
- 4. 4, 2, 5, 1, 6, 3
- Q6. Which of the following diagram is not supported by UML considering Data-driven modeling?
- 1. Activity
- 2. **Data Flow Diagram (DF4.
- 3. State Chart
- 4. Component
- Q7. _____ allows us to infer that different members of classes have some common characteristics.

- 1. Realization
- 2. Aggregation
- 3. **Generalization
- 4. dependency

Q8. UML interfaces are used to:

- 1. **specify required services for types of objects
- 2. program in Java, but not in C++ or Smalltalk
- 3. define executable logic to reuse across classes
- 4. define an API for all classes

Q9. Referring to the attached diagram, the arrow indicates

- 1. **Navigability
- 2. Dependency
- 3. Association
- 4. Refers to

Note: Option marked with asterisk (**) is correct option.