

**BONAM VENKATA CHALAMAYYA INSTITUTE OF TECHNOLOGY & SCIENCE
(AUTONOMOUS)**

I – M. Tech I - Semester Regular Examinations (BR25), Feb - 2026

ADVANCED SOFTWARE ENGINEERING (CSE)

Time: 3 hours

Max. Marks: 60

Answer any Five Questions One Question from One UNIT

ALL the Questions Carry Equal Marks

UNIT-I		Marks	CO	BL
1.a)	Summarize the concept of the nature of software to explain how software differs from hardware with respect to development, wear, and maintenance.	5M	CO1	2
b)	Discuss the role of the software process in achieving quality software products. How does an inappropriate process impact project outcomes?	7M	CO1	3
OR				
2.a)	Compare and analyse prescriptive process models and perspective process models with respect to flexibility and risk management.	6M	CO1	3
b)	Apply the principles of agility to explain how an agile process addresses changing customer requirements during development.	6M	CO1	3
UNIT-II		Marks	CO	BL
3.a)	Examine various requirements monitoring and validation techniques to ensure consistency between customer needs and system requirements.	6M	CO2	4
b)	Analyse the requirements modelling process by comparing behavioural models and class-based models in terms of clarity and completeness.	6M	CO2	4
OR				
4.a)	Relate core software engineering principles that guide effective software engineering practice across different development activities.	6M	CO2	4
b)	Demonstrate how principles guiding framework activities can be applied during the planning and execution of a software project.	6M	CO2	4
UNIT-III		Marks	CO	BL
5.a)	Describe different architectural styles and justify their suitability for various types of software systems.	6M	CO3	3
b)	Categorize different techniques for assessing alternative architectural designs to select the most appropriate solution for a given problem.	6M	CO3	3
OR				
6.a)	Infer user interface design rules to design an effective interface for a mobile or desktop application.	6M	CO3	3
b)	Interpret the significance of user interface evaluation and usability analysis in improving user experience.	6M	CO3	3

UNIT-IV		Marks	CO	BL
7.a)	Explain the concept of software quality to explain how quality attributes can be ensured throughout the software development life cycle.	5M	CO4	3
b)	Analyse the quality dilemma in software engineering and discuss how time, cost, and quality constraints affect decision-making.	7M	CO4	4
OR				
8.a)	Apply the principles of Software Quality Assurance (SQA) to design an SQA process for a medium-scale software organization.	5M	CO4	3
b)	Illustrate the goals and metrics of SQA and explain how they contribute to continuous quality improvement.	7M	CO4	4
UNIT-V		Marks	CO	BL
9.a)	Write about regression testing techniques to ensure software stability after changes are introduced.	6M	CO5	3
b)	Discuss the role of integration testing in an object-oriented context and mention the challenges involved.	6M	CO5	3
OR				
10.a)	Describe the validation testing principles to verify whether a software product meets user requirements.	6M	CO5	3
b)	Demonstrate the need for mobile testing guidelines when testing applications across different mobile devices and platforms.	6M	CO5	3
