

JK

Roll No. _____

O.M.R. Serial No. :

--	--	--	--	--	--	--

Question Booklet Number

3679834

BCA IV Semester (NEP Back Paper) Examination, 2025-26

SOFTWARE ENGINEERING

Paper Code

B	C	A	4	0	0	3
---	---	---	---	---	---	---

Question Booklet
Series

B

Time : 1 : 30 Hours]

[Maximum Marks : 75

Instructions to the Examinee :

1. Do not open the booklet unless you are asked to do so.
2. The booklet contains 100 questions. Examinee is required to answer 75 questions in the OMR Answer-Sheet provided and not in the question booklet. **All questions carry equal marks.**
3. Examine the Booklet and the OMR Answer-Sheet very carefully before you proceed. Faulty question booklet due to missing or duplicate pages/questions or having any other discrepancy should be got immediately replaced.
4. Four alternative answers are mentioned for each question as – A, B, C & D in the booklet. The candidate has to choose the correct answer and mark the same in the OMR Answer-Sheet as per the direction :

(Remaining instructions on the last page)

परीक्षार्थियों के लिए निर्देश :

1. प्रश्न-पुस्तिका को तब तक न खोलें जब तक आपसे कहा न जाए।
2. प्रश्न-पुस्तिका में 100 प्रश्न हैं। परीक्षार्थी को 75 प्रश्नों को केवल दी गई OMR आन्सर-शीट पर ही हल करना है, प्रश्न-पुस्तिका पर नहीं। सभी प्रश्नों के अंक समान हैं।
3. प्रश्नों के उत्तर अंकित करने से पूर्व प्रश्न-पुस्तिका तथा OMR आन्सर-शीट को सावधानीपूर्वक देख लें। दोषपूर्ण प्रश्न-पुस्तिका जिसमें कुछ भाग छपने से छूट गये हों या प्रश्न एक से अधिक बार छप गए हों या उसमें किसी अन्य प्रकार की कमी हो, तो उसे तुरन्त बदल लें।
4. प्रश्न-पुस्तिका में प्रत्येक प्रश्न के चार सम्भावित उत्तर- A, B, C तथा D हैं। परीक्षार्थी को उन चारों विकल्पों में से सही उत्तर छँटना है। उत्तर को OMR उत्तर-पत्रक में सम्बन्धित प्रश्न संख्या में निम्न प्रकार भरना है :

(शेष निर्देश अन्तिम पृष्ठ पर)

1. In Object-Oriented Design, inheritance allows:
 - (A) Code deletion
 - (B) Code reuse
 - (C) Code duplication
 - (D) Code testing
2. Software implementation primarily involves:
 - (A) Requirement gathering
 - (B) Coding and translating design into programs
 - (C) Testing only
 - (D) Maintenance
3. Implementation is directly related to:
 - (A) Requirements
 - (B) Design
 - (C) Testing
 - (D) Maintenance
4. The main goal of implementation is to:
 - (A) Analyze requirements
 - (B) Convert design into executable code
 - (C) Test the system
 - (D) Maintain software
5. Which of the following is part of implementation issues?
 - (A) Coding standards
 - (B) User interface design
 - (C) Requirement analysis
 - (D) System scope
6. Programming support environment includes:
 - (A) Only hardware
 - (B) Tools like compilers, editors, debuggers
 - (C) Only operating system
 - (D) Only database
7. Which tool translates high-level language into machine code?
 - (A) Editor
 - (B) Compiler
 - (C) Debugger
 - (D) Loader
8. Debugging is the process of:
 - (A) Writing code
 - (B) Finding and fixing errors
 - (C) Designing system
 - (D) Documenting code

9. Which of the following is NOT a feature of good coding style?
- (A) Meaningful variable names
 - (B) Proper indentation
 - (C) Unstructured code
 - (D) Comments
10. Coding the procedural design means:
- (A) Designing algorithms
 - (B) Implementing logic into code
 - (C) Testing modules
 - (D) Reviewing requirements
11. Which of the following helps detect syntax errors?
- (A) Debugger
 - (B) Compiler
 - (C) Editor
 - (D) Loader
12. A debugger is used to:
- (A) Write code
 - (B) Execute code line-by-line and find logical errors
 - (C) Compile code
 - (D) Store code
13. Which environment helps programmers write and manage code efficiently?
- (A) IDE (Integrated Development Environment)
 - (B) Database
 - (C) Operating system
 - (D) Network
14. Which of the following is a good coding practice?
- (A) Using global variables excessively
 - (B) Writing lengthy functions
 - (C) Modular programming
 - (D) Avoiding comments
15. Indentation in coding helps:
- (A) Reduce execution time
 - (B) Improve readability
 - (C) Reduce memory
 - (D) Increase errors
16. Which phase follows implementation?
- (A) Design
 - (B) Testing
 - (C) Requirement analysis
 - (D) Planning

17. Programming languages used in implementation are:
- (A) Natural languages
 - (B) High-level languages
 - (C) Assembly only
 - (D) Machine only
18. Software maintenance refers to:
- (A) Writing new software
 - (B) Modifying software after delivery
 - (C) Testing software
 - (D) Designing software
19. Maintenance is a part of:
- (A) Software design
 - (B) Software evaluation
 - (C) Coding
 - (D) Testing only
20. Which of the following is NOT a type of software maintenance?
- (A) Corrective
 - (B) Adaptive
 - (C) Perfective
 - (D) Predictive
21. Corrective maintenance is performed to:
- (A) Add new features
 - (B) Fix errors
 - (C) Improve performance
 - (D) Change environment
22. Adaptive maintenance is required when:
- (A) Bugs are found
 - (B) Environment changes
 - (C) Performance issues occur
 - (D) New features are added
23. Perfective maintenance is done to:
- (A) Fix bugs
 - (B) Improve performance or usability
 - (C) Change hardware
 - (D) Remove code
24. Which type of maintenance focuses on improving efficiency?
- (A) Corrective
 - (B) Adaptive
 - (C) Perfective
 - (D) Preventive
25. Which of the following is a reason for software maintenance?
- (A) Changing user needs
 - (B) Technological advancement
 - (C) Error correction
 - (D) All of the above

26. Designing for maintainability means:
- (A) Making code complex
 - (B) Making software easy to modify
 - (C) Avoiding documentation
 - (D) Reducing features
27. Maintenance cost is usually:
- (A) Low
 - (B) Medium
 - (C) High
 - (D) Zero
28. Software maintenance includes:
- (A) Only debugging
 - (B) Modifying and updating software
 - (C) Only testing
 - (D) Only coding
29. Preventive maintenance aims to:
- (A) Fix current errors
 - (B) Prevent future problems
 - (C) Improve UI
 - (D) Add features
30. Which of the following is a maintenance technique?
- (A) Code restructuring
 - (B) Data flow diagram
 - (C) Requirement analysis
 - (D) Flowchart
31. Reverse engineering is used in:
- (A) Coding
 - (B) Maintenance
 - (C) Testing
 - (D) Design
32. Re-engineering involves:
- (A) Writing new software
 - (B) Improving existing software
 - (C) Deleting software
 - (D) Testing only
33. Maintenance is performed:
- (A) Before development
 - (B) During development only
 - (C) After deployment
 - (D) Only during testing
34. CASE tools stand for:
- (A) Computer Aided Software Engineering
 - (B) Computer Algorithm Software Engineering
 - (C) Code Analysis System Engine
 - (D) Computer Application System Environment

35. CASE tools are used to:

- (A) Replace programmers
- (B) Automatesoftwaredevelopment activities
- (C) Only test software
- (D) Only design hardware

36. Which of the following is a benefit of CASE tools?

- (A) Increased errors
- (B) Reduced productivity
- (C) Improved development efficiency
- (D) No documentation

37. Upper CASE tools are used in:

- (A) Coding phase
- (B) Early stages like analysis and design
- (C) Maintenance only
- (D) Testing only

38. Lower CASE tools are used in:

- (A) Requirement analysis
- (B) Design
- (C) Implementation and testing
- (D) Planning

39. Integrated CASE tools support:

- (A) Only coding
- (B) Only testing
- (C) Entire software lifecycle
- (D) Only design

40. Configuration management deals with:

- (A) Coding standards
- (B) Managing changes in software
- (C) Designing systems
- (D) Testing modules

41. Software configuration includes:

- (A) Only code
- (B) Code, documents, and data
- (C) Only hardware
- (D) Only testing tools

42. Version control is part of:

- (A) Testing
- (B) Configuration management
- (C) Design
- (D) Requirement analysis

43. Baseline in configuration management refers to:
- (A) Initial version of software
 - (B) Final product
 - (C) Testing phase
 - (D) Coding standard
44. Change control ensures:
- (A) Random changes
 - (B) Controlled and approved changes
 - (C) No changes allowed
 - (D) Only testing changes
45. Configuration management helps in:
- (A) Increasing errors
 - (B) Managing software evolution
 - (C) Avoiding documentation
 - (D) Reducing coding
46. Which of the following is NOT a CASE tool function?
- (A) Code generation
 - (B) Documentation support
 - (C) Requirement analysis support
 - (D) Hardware manufacturing
47. Repository in CASE tools stores:
- (A) Hardware components
 - (B) Software project data and documents
 - (C) Only code
 - (D) Only test cases
48. Configuration audit is used to:
- (A) Write code
 - (B) Verify correctness of configuration items
 - (C) Design system
 - (D) Test modules
49. Which activity tracks changes in software?
- (A) Debugging
 - (B) Version control
 - (C) Coding
 - (D) Testing
50. Reverse engineering refers to:
- (A) Developing new software
 - (B) Extracting design from existing software
 - (C) Testing
 - (D) Coding

51. Software Engineering is defined as:
- (A) Writing programs only
 - (B) Application of engineering principles to software development
 - (C) Debugging software
 - (D) Using hardware efficiently
52. Which of the following best describes a "paradigm" in software engineering?
- (A) Programming language
 - (B) Development model or approach
 - (C) Hardware configuration
 - (D) Testing technique
53. The term "software engineering" was first introduced in:
- (A) 1968 NATO Conference
 - (B) 1975 IEEE Meeting
 - (C) 1985 UNIX Summit
 - (D) 1990 ACM Conference
54. Which of the following is NOT a software engineering paradigm?
- (A) Waterfall Model
 - (B) Object-Oriented Model
 - (C) Spiral Model
 - (D) Binary Tree Model
55. A generic view of software engineering includes:
- (A) Only coding
 - (B) Only testing
 - (C) A framework of activities
 - (D) Only maintenance
56. Which of the following is a framework activity in software engineering?
- (A) Painting
 - (B) Communication
 - (C) Marketing
 - (D) Packaging
57. The "planning" activity in software engineering involves:
- (A) Writing code
 - (B) Scheduling and resource allocation
 - (C) Testing software
 - (D) Debugging
58. The "construction" phase includes:
- (A) Coding and testing
 - (B) Planning and designing
 - (C) Requirement gathering
 - (D) Deployment only

59. Software engineering aims to produce:
- (A) Low-cost hardware
 - (B) High-quality software
 - (C) Only documentation
 - (D) Only programs
60. Which paradigm emphasizes iterative development?
- (A) Waterfall
 - (B) Spiral
 - (C) Linear
 - (D) Assembly
61. Object-Oriented paradigm focuses on:
- (A) Functions
 - (B) Objects and classes
 - (C) Hardware
 - (D) Algorithms only
62. The primary goal of software engineering is:
- (A) Fast coding
 - (B) Reliable and efficient software
 - (C) Cheap hardware
 - (D) Simple UI
63. Which of the following is a key characteristic of software?
- (A) It wears out
 - (B) It is manufactured
 - (C) It is developed
 - (D) It is assembled
64. Software does not "wear out" but:
- (A) Gets rusted
 - (B) Becomes obsolete
 - (C) Gets damaged physically
 - (D) Breaks down mechanically
65. 15. A software process is:
- (A) A coding technique
 - (B) A structured set of activities for development
 - (C) A programming language
 - (D) A testing method
66. Which activity ensures software meets customer requirements?
- (A) Planning
 - (B) Communication
 - (C) Deployment
 - (D) Maintenance
67. Deployment activity includes:
- (A) Coding
 - (B) Delivering software to users
 - (C) Requirement gathering
 - (D) Design

68. Requirements analysis primarily deals with:
- (A) Coding
 - (B) Understanding user needs
 - (C) Testing software
 - (D) Maintenance
69. The first step in requirements analysis is:
- (A) Design
 - (B) Coding
 - (C) Statement of system scope
 - (D) Testing
70. System scope defines:
- (A) Coding standards
 - (B) Boundaries and limitations of the system
 - (C) Testing strategies
 - (D) Maintenance plans
71. Identifying top-level processes is part of:
- (A) Design
 - (B) Requirements analysis
 - (C) Coding
 - (D) Maintenance
72. Entities in requirements analysis refer to:
- (A) Programming languages
 - (B) Real-world objects or data
 - (C) Hardware devices
 - (D) Testing tools
73. Requirement refinement means:
- (A) Removing requirements
 - (B) Detailing and clarifying requirements
 - (C) Coding requirements
 - (D) Ignoring requirements
74. Requirement review ensures:
- (A) Code efficiency
 - (B) Requirement correctness and completeness
 - (C) Hardware compatibility
 - (D) Database performance
75. Which model is commonly used to represent system processes?
- (A) DFD (Data Flow Diagram)
 - (B) ER Diagram
 - (C) Flowchart
 - (D) Gantt Chart

76. Requirement analysis helps to:
- (A) Reduce development cost
 - (B) Increase coding time
 - (C) Delay testing
 - (D) Avoid design
77. A well-defined requirement should be:
- (A) Ambiguous
 - (B) Incomplete
 - (C) Clear and precise
 - (D) Complex
78. Which of the following is a functional requirement?
- (A) System speed
 - (B) User authentication
 - (C) Reliability
 - (D) Maintainability
79. Non-functional requirements include:
- (A) Data processing
 - (B) Performance constraints
 - (C) Input validation
 - (D) Output generation
80. Requirement analysis bridges the gap between:
- (A) User and developer
 - (B) Hardware and software
 - (C) Testing and maintenance
 - (D) Design and coding
81. Which activity validates requirements with stakeholders?
- (A) Coding
 - (B) Review
 - (C) Deployment
 - (D) Debugging
82. Ambiguous requirements lead to:
- (A) Better design
 - (B) Misinterpretation
 - (C) Faster coding
 - (D) Reduced cost
83. Requirement specification document is also known as:
- (A) SRS
 - (B) DFD
 - (C) ERD
 - (D) UML

84. The main goal of requirements analysis is to:
- (A) Write code
 - (B) Define "what" the system should do
 - (C) Define "how" to code
 - (D) Perform testing
85. Software design primarily focuses on:
- (A) Coding
 - (B) Testing
 - (C) Transforming requirements into design
 - (D) Maintenance
86. Refining the software specification is part of:
- (A) Implementation
 - (B) Design
 - (C) Testing
 - (D) Maintenance
87. Which of the following is NOT a type of software design?
- (A) Data design
 - (B) Architectural design
 - (C) Procedural design
 - (D) Compilation design
88. Data design deals with:
- (A) Control flow
 - (B) Data structures and organization
 - (C) Coding standards
 - (D) Testing methods
89. Architectural design defines:
- (A) Algorithms
 - (B) System structure and components
 - (C) Variables
 - (D) Loops
90. Procedural design focuses on:
- (A) Data storage
 - (B) Sequence of operations and logic
 - (C) Hardware configuration
 - (D) Documentation
91. A software blueprint refers to:
- (A) Source code
 - (B) Design representation of the system
 - (C) Test cases
 - (D) User manual
92. Object-Oriented Design is based on:
- (A) Functions
 - (B) Objects and classes
 - (C) Flowcharts
 - (D) Hardware modules

93. Which concept is central to Object-Oriented Design?
- (A) Compilation
 - (B) Encapsulation
 - (C) Debugging
 - (D) Scheduling
94. In software design, abstraction means:
- (A) Ignoring details
 - (B) Hiding unnecessary details and focusing on essentials
 - (C) Writing code
 - (D) Testing modules
95. Modularity in design helps in:
- (A) Increasing complexity
 - (B) Dividing system into smaller components
 - (C) Reducing testing
 - (D) Avoiding documentation
96. Coupling refers to:
- (A) Independence of modules
 - (B) Interdependence between modules
 - (C) Code length
 - (D) Testing coverage
97. Cohesion refers to:
- (A) Relationship between modules
 - (B) Strength of module functionality
 - (C) Code errors
 - (D) Compilation
98. High cohesion and low coupling are:
- (A) Undesirable
 - (B) Ideal for good design
 - (C) Not related
 - (D) Only for testing
99. Software design acts as a bridge between:
- (A) Coding and testing
 - (B) Requirements and implementation
 - (C) Hardware and software
 - (D) Testing and maintenance
100. Which design approach starts from high-level and moves to detail?
- (A) Bottom-up
 - (B) Top-down
 - (C) Object-oriented
 - (D) Functional