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Roll No. \_\_\_\_\_

Question Booklet Number

O.M.R. Serial No. :

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

### SOFTWARE ENGINEERING

Paper Code						
B	C	A	4	0	0	3

Question Booklet Series

C

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)

## Rough Work

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

9. Version control is part of:
- (A) Testing
  - (B) Configuration management
  - (C) Design
  - (D) Requirement analysis
10. Software configuration includes:
- (A) Only code
  - (B) Code, documents, and data
  - (C) Only hardware
  - (D) Only testing tools
11. Configuration management deals with:
- (A) Coding standards
  - (B) Managing changes in software
  - (C) Designing systems
  - (D) Testing modules
12. Integrated CASE tools support:
- (A) Only coding
  - (B) Only testing
  - (C) Entire software lifecycle
  - (D) Only design
13. Lower CASE tools are used in:
- (A) Requirement analysis
  - (B) Design
  - (C) Implementation and testing
  - (D) Planning
14. Upper CASE tools are used in:
- (A) Coding phase
  - (B) Early stages like analysis and design
  - (C) Maintenance only
  - (D) Testing only
15. Which of the following is a benefit of CASE tools?
- (A) Increased errors
  - (B) Reduced productivity
  - (C) Improved development efficiency
  - (D) No documentation
16. CASE tools are used to:
- (A) Replace programmers
  - (B) Automates software development activities
  - (C) Only test software
  - (D) Only design hardware

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

26. 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
27. Which type of maintenance focuses on improving efficiency?
- (A) Corrective
  - (B) Adaptive
  - (C) Perfective
  - (D) Preventive
28. Perfective maintenance is done to:
- (A) Fix bugs
  - (B) Improve performance or usability
  - (C) Change hardware
  - (D) Remove code
29. Adaptive maintenance is required when:
- (A) Bugs are found
  - (B) Environment changes
  - (C) Performance issues occur
  - (D) New features are added
30. Corrective maintenance is performed to:
- (A) Add new features
  - (B) Fix errors
  - (C) Improve performance
  - (D) Change environment
31. Which of the following is NOT a type of software maintenance?
- (A) Corrective
  - (B) Adaptive
  - (C) Perfective
  - (D) Predictive
32. Maintenance is a part of:
- (A) Software design
  - (B) Software evaluation
  - (C) Coding
  - (D) Testing only
33. Software maintenance refers to:
- (A) Writing new software
  - (B) Modifying software after delivery
  - (C) Testing software
  - (D) Designing software
34. Programming languages used in implementation are:
- (A) Natural languages
  - (B) High-level languages
  - (C) Assembly only
  - (D) Machine only

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

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

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

59. Object-Oriented Design is based on:
- (A) Functions
  - (B) Objects and classes
  - (C) Flowcharts
  - (D) Hardware modules
60. A software blueprint refers to:
- (A) Source code
  - (B) Design representation of the system
  - (C) Test cases
  - (D) User manual
61. Procedural design focuses on:
- (A) Data storage
  - (B) Sequence of operations and logic
  - (C) Hardware configuration
  - (D) Documentation
62. Architectural design defines:
- (A) Algorithms
  - (B) System structure and components
  - (C) Variables
  - (D) Loops
63. Data design deals with:
- (A) Control flow
  - (B) Data structures and organization
  - (C) Coding standards
  - (D) Testing methods
64. Which of the following is NOT a type of software design?
- (A) Data design
  - (B) Architectural design
  - (C) Procedural design
  - (D) Compilation design
65. Refining the software specification is part of:
- (A) Implementation
  - (B) Design
  - (C) Testing
  - (D) Maintenance
66. Software design primarily focuses on:
- (A) Coding
  - (B) Testing
  - (C) Transforming requirements into design
  - (D) Maintenance
67. 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

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

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

84. Deployment activity includes:
- (A) Coding
  - (B) Delivering software to users
  - (C) Requirement gathering
  - (D) Design
85. Which activity ensures software meets customer requirements?
- (A) Planning
  - (B) Communication
  - (C) Deployment
  - (D) Maintenance
86. 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
87. Software does not "wear out" but:
- (A) Gets rusted
  - (B) Becomes obsolete
  - (C) Gets damaged physically
  - (D) Breaks down mechanically
88. 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
89. The primary goal of software engineering is:
- (A) Fast coding
  - (B) Reliable and efficient software
  - (C) Cheap hardware
  - (D) Simple UI
90. Object-Oriented paradigm focuses on:
- (A) Functions
  - (B) Objects and classes
  - (C) Hardware
  - (D) Algorithms only
91. Which paradigm emphasizes iterative development?
- (A) Waterfall
  - (B) Spiral
  - (C) Linear
  - (D) Assembly
92. Software engineering aims to produce:
- (A) Low-cost hardware
  - (B) High-quality software
  - (C) Only documentation
  - (D) Only programs

93. The "construction" phase includes:
- (A) Coding and testing
  - (B) Planning and designing
  - (C) Requirement gathering
  - (D) Deployment only
94. The "planning" activity in software engineering involves:
- (A) Writing code
  - (B) Scheduling and resource allocation
  - (C) Testing software
  - (D) Debugging
95. Which of the following is a framework activity in software engineering?
- (A) Painting
  - (B) Communication
  - (C) Marketing
  - (D) Packaging
96. A generic view of software engineering includes:
- (A) Only coding
  - (B) Only testing
  - (C) A framework of activities
  - (D) Only maintenance
97. Which of the following is NOT a software engineering paradigm?
- (A) Waterfall Model
  - (B) Object-Oriented Model
  - (C) Spiral Model
  - (D) Binary Tree Model
98. The term "software engineering" was first introduced in:
- (A) 1968 NATO Conference
  - (B) 1975 IEEE Meeting
  - (C) 1985 UNIX Summit
  - (D) 1990 ACM Conference
99. 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
100. Software Engineering is defined as:
- (A) Writing programs only
  - (B) Application of engineering principles to software development
  - (C) Debugging software
  - (D) Using hardware efficiently

## **Rough Work**

**Example :**

Question :

- Q. 1    (A)    ●    (C)    (D)
- Q. 2    (A)    (B)    ●    (D)
- Q. 3    (A)    ●    (C)    (D)

5. Each question carries equal marks. Marks will be awarded according to the number of correct answers you have.
6. All answers are to be given on OMR Answer Sheet only. Answers given anywhere other than the place specified in the answer sheet will not be considered valid.
7. Before writing anything on the OMR Answer Sheet, all the instructions given in it should be read carefully.
8. After the completion of the examination candidates should leave the examination hall only after providing their OMR Answer Sheet to the invigilator. Candidate can carry their Question Booklet.
9. There will be no negative marking.
10. Rough work, if any, should be done on the blank pages provided for the purpose in the booklet.
11. To bring and use of log-book, calculator, pager & cellular phone in examination hall is prohibited.
12. In case of any difference found in English and Hindi version of the question, the English version of the question will be held authentic.

**Impt. On opening the question booklet, first check that all the pages of the question booklet are printed properly. If there is any discrepancy in the question booklet, then after showing it to the invigilator, get another question booklet of the same series.**

**उदाहरण :**

प्रश्न :

- प्रश्न 1    (A)    ●    (C)    (D)
- प्रश्न 2    (A)    (B)    ●    (D)
- प्रश्न 3    (A)    ●    (C)    (D)

5. प्रत्येक प्रश्न के अंक समान हैं। आपके जितने उत्तर सही होंगे, उन्हीं के अनुसार अंक प्रदान किये जायेंगे।
6. सभी उत्तर केवल ओ.एम.आर. उत्तर-पत्रक (OMR Answer Sheet) पर ही दिये जाने हैं। उत्तर-पत्रक में निर्धारित स्थान के अलावा अन्यत्र कहीं पर दिया गया उत्तर मान्य नहीं होगा।
7. ओ.एम.आर. उत्तर-पत्रक (OMR Answer Sheet) पर कुछ भी लिखने से पूर्व उसमें दिये गये सभी अनुदेशों को सावधानीपूर्वक पढ़ लिया जाये।
8. परीक्षा समाप्ति के उपरान्त परीक्षार्थी कक्ष निरीक्षक को अपनी OMR Answer Sheet उपलब्ध कराने के बाद ही परीक्षा कक्ष से प्रस्थान करें। परीक्षार्थी अपने साथ प्रश्न-पुस्तिका ले जा सकते हैं।
9. निगेटिव मार्किंग नहीं है।
10. कोई भी रफ कार्य, प्रश्न-पुस्तिका में, रफ-कार्य के लिए दिए खाली पेज पर ही किया जाना चाहिए।
11. परीक्षा कक्ष में लॉग-बुक, कैल्कुलेटर, पेजर तथा सेल्युलर फोन ले जाना तथा उसका उपयोग करना वर्जित है।
12. प्रश्न के हिन्दी एवं अंग्रेजी रूपान्तरण में भिन्नता होने की दशा में प्रश्न का अंग्रेजी रूपान्तरण ही मान्य होगा।

**महत्वपूर्ण :** प्रश्न-पुस्तिका खोलने पर प्रथमतः जाँच कर देख लें कि प्रश्न-पुस्तिका के सभी पृष्ठ भलीभाँति छपे हुए हैं। यदि प्रश्न-पुस्तिका में कोई कमी हो, तो कक्षनिरीक्षक को दिखाकर उसी सीरीज की दूसरी प्रश्न-पुस्तिका प्राप्त कर लें।