NATIONAL OPEN UNIVERSITY OF NIGERIA,

PLOT 91, CADASTRAL ZONE, UNIVERSITY VILLAGE, JABI – ABUJA

FACULTY OF SCIENCES

DEPARTMENT OF COMPUTER SCIENCE

2024_1 EXAMINATION

Course Code: CIT 333
Course Title: SOFTWARE ENGINEERING
Time: 2 HOURS
Credit: 2 UNITS
Instruction: ANSWER QUESTION 1 AND ANY OTHER TWO (2)

QUESTION ONE (30 Marks)

a.   With four (4) examples each, differentiate between System and Application software. *(6 marks)*

b.   What is a computer program *(2 marks)*

c.
   i. Briefly explain the following: *(6 marks)*
      * Software requirements
      * Software design
      * Software development
      * Software testing
   ii. The above terms in question 1(c) (i) are categorized as what? *(1 mark)*
   iii. Software Engineering is simply the application of what concept? *(1 mark)*
   iv. What is the purpose of Abstraction in Software Engineering? *(2 marks)*
   v.   Briefly discuss any (1) Goal of Software Engineering. *(2 marks)*

d.
   i. Mention two (2) important software engineers in the history of Software Engineering. *(2 marks)*
   ii. Mention four (4) areas where the evolution of software engineering is notable. *(4 marks)*
   iii. Describe any two (2) knowledge requirements of a software engineer. *(4 marks)*

QUESTION TWO. (20 Marks)

a.
      (i)   Describe the Top-Down Design programming style.   *(4 marks)*
      (ii) Highlight four (4) merits/advantages of Top-Down Design.   *(6 marks)*
      (iii) Mention any four (4) languages that formally support module concept. *(2 marks)*