BOWEN UNIVERSITY IWO, OSUN STATE COLLEGE OF COMPUTING AND COMMUNICATION STUDIES COMPUTER SCIENCE PROGRAMME

B. SC. DEGREE FIRST SEMESTER EXAMINATION SESSION: 2022/2023

COURSE CODE: CIT 405 COURSE TITLE: SOFTWARE ENGINEERING

COURSE CREDIT: 3 DATE:

TIME ALLOWED: 2 HOURS 30 MINUTES

INSTRUCTION:

Answer any Five questions

Question 1

Design patterns are reusable solutions to recurring problems in software design. They capture best practices and provide a proven way to solve specific design problems. As a student of computer science:

a. Classify design patterns with examples.

15 marks

b. State the importance of design patterns to a software developer

5 marks

Question 2

Architectural styles in software architecture are a set of principles that shape the overall design and structure of a software system. These styles define the organization of components and the interactions between them.

a. Highlight any 5 impact of architectural styles on software development.

10 marks

b. Identify 5 things considered when choosing an architectural style

10 marks

Question 3

Application Programming Interface is a set of rules and protocols that allows different software applications to communicate with each other. As a student of computer science:

a. List and explain any 8 types of API

10 marks

b. Differentiate between REST and SOAP

5 marks

c. Identify the Importance API documentation

5 marks

Question 4

It is believed that as a consulting project manager, you understand class browser as a software tool used in object-oriented programming environments to display and interact with classes, their methods, attributes, and relationships within a codebase. In relation to this believe,

a. Highlight 8 features of class browses

10 mark

b. Explain the relationship between a class browser and object oriented programming

5 marks

c. Give 5 examples of class browsers.

5 marks

Question 5

Critically xray the concept of componentbased computing detailing the meaning, principles, advantages and disadvantages,

20 marks

Question 6

a. Modelling is very key to software development. As a student of computer science identify and explain any 5 diagrams that are synonymous to Unified Modeling Language (UML).