

## **PART - C**

### **UNIT - 1**

1. DEFINE AGILE AND THE PRINCIPLES OF AGILE
2. EXPLAIN IN DETAIL THE ELEMENTS AND FEATURES OF SCM
3. EXPLAIN IN DETAIL THE SCM PROCESS LAYERS AND SCM REPOSITORY
4. LIST OUT THE STRATEGY ON HOW TO HANDLE RISKS IN A PROJECT (ANS : RISK MITIGATION , MONITORING AND MANAGEMENT)
5. EXPLAIN ON HOW RISK FACTOR BE ESTIMATED AND PROJECTED ?( EXPLAIN ABOUT IMPACT FACTORS OF RISK AND RISK TABLE)

### **UNIT - 2**

1. DESCRIBE IN DETAIL THE VARIOUS SOFTWARE DESIGN CONCEPTS AND SOFTWARE DESIGN PROCESS
2. ELUCIDATE IN DETAIL THE ARCHITECTURAL DESIGN., STYLES OF ARCHITECTURAL DESIGN
3. DISCUSS IN DETAIL THE COMPONENT LEVEL DESIGN.
4. WHAT IS COUPLING AND COHESION , EXPLAIN ANY FOUR TYPES OF COUPLING AND COHESION TECHNIQUES.
5. DESCRIBE THE EVOLUTION OF SOFTWARE DESIGN IN DETAIL.
6. ILLUSTRATED IN DETAIL HOW THE DESIGN MODEL CAN BE VIEWED IN TWO DIFFERENT DIMENSIONS.
7. EXPLAIN THE CHARACTERISTICS OF A GOOD SOFTWARE DESIGN WITH A NEAT DIAGRAM.
8. DESCRIBE THE TWO METHODS FOR DESIGNING SOFTWARE PRODUCTS OR COMPONENTS.
9. DESCRIBE SOME OF THE DESIGN CHARACTERISTICS OF THE SOFTWARE PROJECT.
10. DISCUSS DIFFERENT TYPES OF SOFTWARE DESIGN TECHNIQUES.
11. WHAT ARE THE GOLDEN RULES TO FORM USER INTERFACE DESIGN? EXPLAIN.
12. DESCRIBE USER INTERFACE DESIGN PROCESS WITH A NEAT DIAGRAM.
13. ELABORATE THE DIFFERENT KINDS OF INTERFACE ANALYSIS.
14. DISCUSS USER INTERFACE DESIGN STEPS OF A SOFTWARE PROJECT.
15. EXPLAIN THE INTERFACE DESIGN WORKFLOW FOR WEBAPPS.
16. EXPLAIN DESIGN PATTERN ALONG WITH ITS CHARACTERISTICS AND VARIOUS KINDS OF PATTERNS
17. WITH A NEAT DIAGRAM EXPLAIN WEB APPS INTERFACE DESIGN.
18. DESCRIBE THE WEB APPS ARCHITECTURE OF A SOFTWARE PROJECT.

### **UNIT - 3**

1. CATEGORISE THE VARIOUS CODING STANDARDS AND EXPLAIN ITS CHARACTERISTICS WITH EXAMPLES.
2. CLASSIFY THE DIFFERENT KINDS OF REVIEWS DONE AT DIFFERENT STAGES IN SOFTWARE CODE WRITING.
3. LIST THE TECHNIQUES TO ENSURE THE QUALITY OF WRITTEN CODE AND DISCUSS THEM IN DETAIL.
4. ELABORATE IN DETAIL ABOUT QUALITY CONTROL.
5. CATEGORISE THE VARIOUS CODING METHODS AND EXPLAIN THEM IN DETAIL.
6. CLASSIFY THE DIFFERENT KINDS OF PROGRAMMING TECHNIQUES AND ELABORATE IN DETAIL.
7. COMPARE AND CONTRAST UNIT TESTING AND INTEGRATION TESTING WITH APPROPRIATE SCENARIOS.
8. DISCUSS IN DETAIL ABOUT A. PAIR PROGRAMMING B. TEST DRIVEN DEVELOPMENT C. OBJECT ORIENTED PROGRAMMING.
9. EXPLAIN THE FOLLOWING IN DETAIL A. STRUCTURED PROGRAMMING
10. AUTOMATIC CODE GENERATION C. SOFTWARE CODE REUSE 10. EXPLAIN IN DETAIL ABOUT A. CONFIGURATION MANAGEMENT B. SOFTWARE CONSTRUCTION ARTIFACTS.

## **UNIT - 4**

1. DISCUSS IN DETAIL TEST STRATEGY AND PLANNING.
2. EXPLAIN A CASE STUDY ON SOFTWARE TESTING.
3. (I) LIST OUT THE PROBLEMS WITH TRADITIONAL DEVELOPMENT MODEL WITH NEAT DIAGRAM  
(II) DESCRIBE ABOUT VERIFICATION AND VALIDATION.
4. (I) WRITE SHORT NOTES ON RISK MANAGEMENT IN SOFTWARE TESTING.  
(II) STATE THE IMPORTANCE OF EFFORT ESTIMATION.
5. (I) EXPLAIN ABOUT TEST POINT ANALYSIS AND ITS COMPONENTS.  
(II) ELABORATE IN DETAIL THE TEST AUTOMATION.
6. (I) DESCRIBE ABOUT DEFECT TRACKING.  
(II) WRITE SHORT NOTES ON SOFTWARE TESTING IN ITERATIVE MODEL.
7. ELABORATE IN DETAIL TEST PROJECT MONITORING AND CONTROL WITH NEAT SKETCH.
8. DESCRIBE IN DETAIL THE TECHNIQUES USED FOR TESTING SOFTWARE.

## **UNIT - 5**

1. EXPLAIN IN DETAIL ABOUT PROJECT RELEASE MANAGEMENT.
2. LIST OUT THE SOFTWARE MAINTENANCE TYPES AND DESCRIBE IN DETAIL.
3. DISTINGUISH BRIEFLY ABOUT SOFTWARE MAINTENANCE PROCESS MODEL.
4. ILLUSTRATE ABOUT SOFTWARE MAINTENANCE TECHNIQUES IN DETAIL.
5. DISCUSS IN DETAIL ABOUT SOFTWARE MAINTENANCE LIFE CYCLE.
6. WRITE DOWN THE STEPS FOR SOFTWARE PRODUCT IMPLEMENTATION.