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| 3 | What are the generic activities needed in requirement engineering process. | 3 |
| 4 | Explain any three design concepts in Software Engineering. | 3 |

Module - 2

- 13 a) How can scenarios help in identifying usability issues and enhancing user experience? 7
- b) What is a user story and what are the benefits of involving stakeholders in the creation of user stories? 7
- 14 a) How does requirements traceability reflect the ease of finding related requirements? 6
- b) Discuss the steps involved in the Architectural design process. 8

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| 3 | Mention any three reasons to justify software architecture is important. | 3 |
| 4 | List out the generic activities needed in requirement engineering process. | 3 |

Module -2

- 13 a) Explain functional and non-functional requirements in software engineering. 7
- b) What is a software component? Explain the process of designing class-based components. 7

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- 14 a) Explain the different stages in requirement elicitation. 7
- b) Define Personas in software process. Also explain the different aspects of Persona. 7

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| 3 | How do you prepare a software requirement specification? | 3 |
| 4 | Compare functional and non-functional requirements. | 3 |

Module -2

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| 13 | a) Describe the various activities under Requirements engineering process. | 7 |
| | b) Outline the concept of traceability matrix and Requirements management planning. | 7 |
| 14 | a) What are Use cases? Draw the Use case diagram for an ATM. | 7 |
| | b) Explain Personas, Scenarios and Feature identification. | 7 |

- 3 Summarize the structure of a SRS document. (3)
- 4 Explain Personas, Scenarios, User stories and Feature identification. (3)

Module -2

- 13 a) Illustrate Requirement elicitation and analysis process with the help of a diagram. (8)
- b) Why is requirements elicitation considered as a critical task in requirements engineering? Explain any two methods for requirements elicitation. (6)
- 14 a) Briefly explain design concepts in Software Engineering. (8)
- b) Explain different architectural styles used in Software design. (6)