MANIPAL UNIVERSITY JAIPUR SCHOOL OF COMPUTING AND IT

V Semester B. Tech - End Semester Examination: 2017-18
Branch: CSE

CS1502-Software Engineering (CLOSED BOOK)

Duration: 3 Hours

Max. Marks: -80

[3*4]

[3*4]

Instructions:

- Answer any five full questions
- Missing data if any may be assumed suitably.
- Apply waterful model and prototype model for development of e-commerce software.

 State how the prototype model is better suitable for e-commerce software system. Indicate in detail, each of the steps with diagram.

 [4]
 - Assume that you are a project manager of three projects with the following characteristics:
 Project 1. A complex real-time system whose requirements can be relatively easily identified and are stable.

Project 2. A web-site for a local library. Requirements are vague and are likely to change in the future.

Project 3. An order processing system with a web-site for a local business. Requirements are vague but stable (i.e. unlikely to change in the near future).

Consider also the following software development approaches/models: waterfall, incremental, prototyping, RAD, Agile development. Which of the above models would you choose for each of your projects? Your choices should be properly justified.

- Suppose that a project was estimated to be 400000 lines of code. Calculate the effort and development time for each of the three modes i.e organic, semidetached and embedded.

 [4]
 - b) A project consists of a series of tasks labeled A, B, ..., H, I with the following relationships (W+X, Y) means X and Y cannot start until W is completed; X, Y<W means W cannot start until both X and Y are completed). With this notation construct the network diagram having the following constraints: Tasks A, B, C, ..., H, I constitute a project. The precedence resultionships are A<D; A<E; B<F; D<F; C<G; C<H; F<I; G<I Minimum time of completion of the project when time, in days, of each task is as follows:</p>

A B C D E F G H 1 8 10 8 10 16 17 18 14 9

- (i) Draw a network graph to represent the project
- (ii) Calculate ES.EF,LS.LF and find out the critical path
- (iii) Calculate the length of critical path
- a) Identify the cohesion in the c program below;

ш b) int Function! (int a) (public void sample(int flag) if(z>0)swimm (flag) myGlobalVar++; case ON: n = 0; bunch of an stuff break case OFF: return a: bunch of off stuff break void Function2 (void) CISC CLOSE: bunch of close stuff iff(myGlobalVar > 0) breakt case COLOR: myGlobalVar = 42: bunch of color stuff break; eise

myGlobalVar = -1;

[2*2]