

Software Re-Engineering (SE4001)

Date: February 24, 2025

Course Instructor(s)

Dr. Farooq Ahmed

Sessional-I Exam

Total Time: 1 hour

Total Marks: 30

Total Questions: 3

Roll No

Section

Student Signature

Do not write below this line

Attempt all questions on the answer sheet

CLO 1: Describe Software Re-Engineering principles

Question 1

[5 marks]

Describe the concept of Technical Debt in the context of Software Re-Engineering. Give an example of how it may occur?

CLO 2: Explain the activities involved in Software Re-Engineering

Question 2

[5 marks]

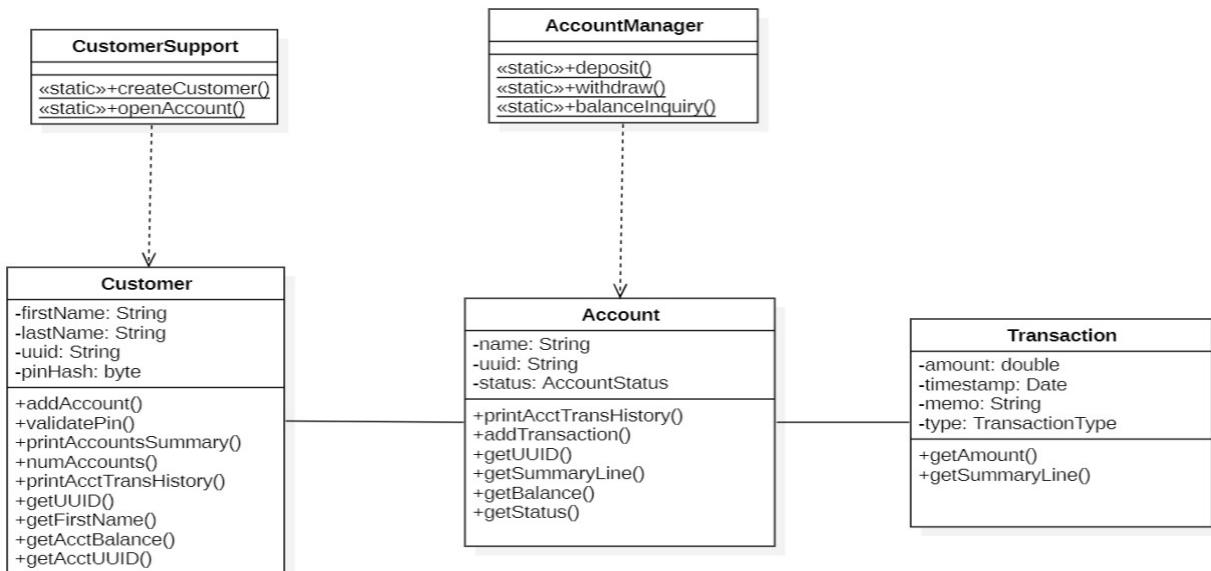
List down three steps required for a systematic Reverse Engineering exercise. Which tools can facilitate each step?

CLO 4: Compute metrics to analyze design documents

Question 3

[10+5+5 marks]

Consider the design of a simple Digital Wallet application:



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Customer class maintains the information of wallet holder and **Account** class tracks details of his account linked to wallet. Record of transactions (debit or credit) in the account is maintained through **Transaction** class where **TransactionType** and **AccountStatus** are enumerations. If the account is active, **AccountManager** can make a deposit or withdrawal. If the account is suspended (temporarily) or closed (permanently) only a balance inquiry can be made. **CustomerSupport** class can be used to create customers and their accounts.

Considering that Account and Transaction classes use the following set of attributes in each of their methods:

Account	Transaction
printAcctTransactionHistory: { transactions, uuid} addTransaction: { transactions } getUUID: { uuid } getSummaryLine: { uuid, name } getBalance: { transactions } getStatus: { status }	getAmount: { amount } getSummaryLine: { amount, timestamp, memo }

Also, given that LCOM (HS) is computed using the following formula:

$$LCOM^* = \frac{\left(\frac{1}{a} \sum_{j=1}^a m(A_j) \right) - m}{1 - m}$$

Answer the following:

1. Compute LCOM (HS) for both **Account** and **Transaction** classes and show complete working.
2. Identify the design defects / antipatterns in the given design with proper reasoning
3. Suggest the design patterns to improve the design with proper reasoning