SWE Assignment

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Q1) Various Types of COCOMO

→ COCOMO (constructive cost model) is a regression based model, based on number of lines of code (LoC)

→ It is a procedural cost estimate model for software projects & it is often used as a process of reliably predicting the various parameters associated with the projects like, size, effort, cost, time & quality.

Types of COCOMO

(i) Basic COCOMO Model
(ii) Intermidiate COCOMO Model
(iii) Detailed COCOMO Model

(I) Basic COCOMO Model

→ used for quick & slightly rough calculation of software cost.

→ Accuracy is restricted to some extent ~~data~~ due to absence of sufficient factor consideration

$$\text{Effort} = a\,(\overset{\text{kilo}}{\swarrow}\,kLoC)^b$$

$$\text{time} = c\,(\text{effort})^d$$

$$\text{person\_required} = \frac{\text{effort}}{\text{time}}$$

where a, b, c, d are constants.

II Intermidiate COCOMO Model

→ No system's effort & schedules can be calculated using only LoC as metric.

→ here factors like reliability, experiance, capability, etc are taken into account.

→ These factors are known as cost drivers & intermidiate COCOMO Model utilizes 15 such drivers for cost estimation.

→ These attributes are.

- (a) Product Attributes
  - (i) → Required Software Reliability extent
  - (ii) → Size of application database
  - (iii) → Complexity of the problem
- (b) ~~Personel~~ Hardware Attributes
  - (i) → ~~Analyst Capability~~ Runtime performance
  - (ii) → Memory Constraints
  - (iii) → The volatility of the VM Enviorment
  - (iv) → Required Turnaround time
- (c) Personal Attributes
  - (i) → Analyst Capability
  - (ii) → Software Engineering Capability
  - (iii) → Applications Experience
  - (iv) → Virtual Machine Experience
  - (v) → Programming Language Experience
- (d) Project Attributes
  - (i) → Use of Software tools
  - (ii) → Application of Software Engineering Method
  - (iii) → Required Development Schedule

→ These 15 values are taken together to calculate EAF (Effort Adjustment Factor)

$$Effort = a(kLoC)^b \times EAF$$

(iii) Detailed COCOMO incorporates all characteristics of intermediate Cocomo with an assessment of the cost driver's impact on each step of the software engineering process.

→ Here, the whole software is divided into different modules & then COCOMO is applied in different modules to estimate effect & sum the effort.

→ The six phases of detailed COCOMO
- (i) Planning & Requirement
- (ii) System Design
- (iii) Detailed Design
- (iv) Module code & test
- (v) Integration & Test
- (vi) Cost Constructive Model

→ The effort is calculated as a function of program size & a set of cost drivers.

Q2) Risk Information Sheet & Risk Table

(I) Risk Information ~~Table~~ Sheet (RIS)

→ A risk information sheet is a means of capturing information about a risk.

→ RIS are used to document new risks as they are identified.

→ They are also used to modify information about all the risks that are managed.

→ It is a form that can be submitted to the appropriate person or included in a database with other project risks.

→ In absence of database, this becomes the primary means of documenting & retaining information about a risk.

→ The basic feature of a ~~risk~~ RIS is that it provides a standardized formate so risks information is readily accessible & understandable.

→ Components of RIS
  → risk id, date, probability, impact, description
  → refinement, mitigation/monitoring
  → management/contingency plans/trigger
  → current status
  → originator, assigned staff member.

(II) Risk Table

→ A Risk Table is a simple technique for risk projection which involves structured tabulation of numerical representation of various risks, their implications & probability, thereby providing a way to prioritise risk management.

→ Components / fields in a risk table.

(i) Category:
- → The risks are categorised as per standard categorisation codes (such as "PS" for "project size" risk) in order to enlist them properly.

(ii) Probability
- → The probability of occurence of each risk
- → ~~calculated by~~

(iii) Impact
- → Determined based on their individual implication
- → Categorised as → catastrophic
  - critical
  - marginal
  - negligible.

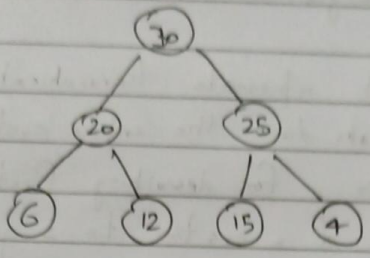
(iv) RMMM plan

Q3 Max heap creation algorithm through Desk Checking.

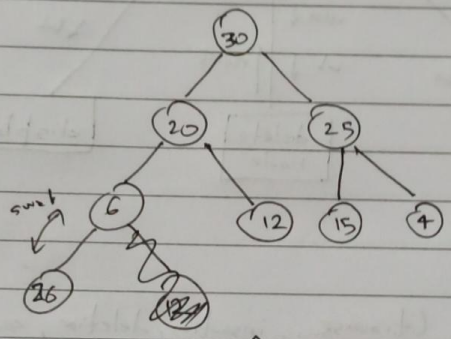
Max-heapify Pseudocode

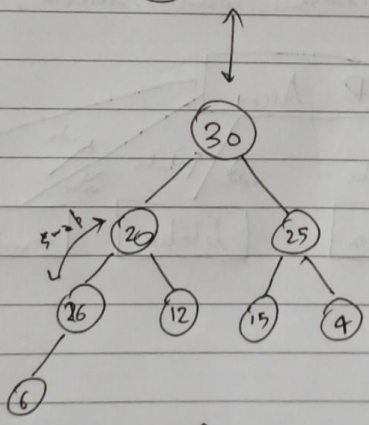
```
Procedure Max-Heapify (B, s) {        // B: array, s: index of node
    left  = 2s        // left parent
    right = 2s + 1    // right parent

    if left ≤ B.length && B[left] > B[s] then
        largest = left
    else
        largest = s

    if right ≤ B.length && B[right] > B[largest] then
        largest = right
    else
        largest = s

    if largest ≠ s then
        swap (B[s], B[largest])
        Max-Heapify (B, largest)
}
```

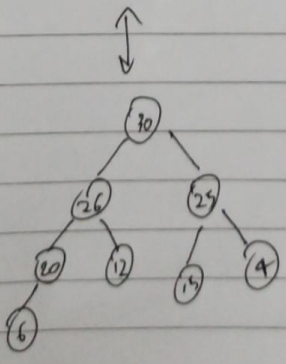
Eg: consider already made tree.



→ lets say we add 26 have to then, heapify



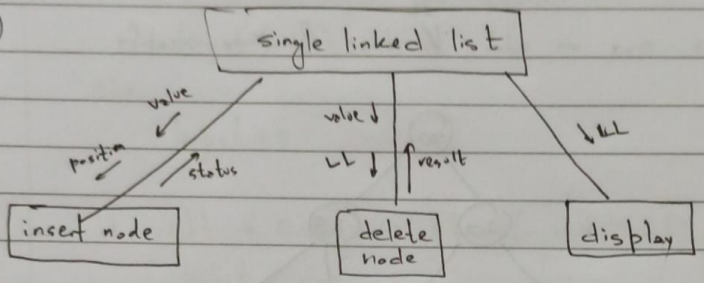




Q4) Structure chart of basic operations (insert, delete, display) of a singly linked list & an 1D array

→ Structure Chart represents hierarchical structure of modules & breaks down the entire system into lowest functional modules & for describing functions & subfunctions of each module of a system to a greater detail

(a)



(b) 1D array (traverse., insertion, deletion, search, update)