Software Engineering / Spring 2018

CS 310- Section 172

Quiz 01 – 26 February 2018

Q: 01- Define in your own words any 02 attributes of a good software? [2]

- Maintainability

  - Software should be written in such a way that it may evolve to meet the changing needs of customers. This is a critical attribute because software change is an unavoidable consequence of a changing business environment.

- Dependability

  - Software dependability has a range of characteristics, including reliability, security and safety. Dependable software should not cause physical or economic damage in the event of system failure

- Efficiency

  - Software should not make wasteful use of system resources such as memory and processor cycles. Efficiency therefore includes responsiveness, processing time, memory utilization, etc.

- Usability

  - Software must be usable, without undue effort, by the type of user for whom it is designed. This means that it should have an appropriate user interface and adequate documentation.

Q: 02- Write 02 factors that you will keep in mind while selecting your team for the software development. [2]

- Difficulty of the problem

- Size of the resultant program

- Team lifetime

- Degree of Modularization

- The Required Quality

- Rigidity of the delivery date

- The Degree of Sociability

Q: 03- When and why you will select the following software process Models? [3+3]

Process Model	When to Use	When not to use
• Waterfall	• Well Planned Projects, • Requirements are well defined • Critical Project • Long duration	• Early delivery • Less Planning • Requirements changing frequently
• Spiral	• Minimization & Control of risk is required	• Requirements are well defined • Known environment/problems • Quick delivery required
• Prototype	• Requirements are unclear • Customer is unable to specify requirements • Useful for verification and validation	• Design strategy is decided. • Requirements are clear