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21CST601

Sixth Semester B. E. Degree Semester End Examination (SEE)

Model Question Paper - 2

SOFTWARE ENGINEERING AND PROJECT MANAGEMENT

Time: 3 Hours [Maximum Marks: 100

Instructions to Students:

Q No		Questions	Marks	CO	RBT Cognitive Level		
1	a)	List various prescriptive process models. Explain any two models in detail.	7	CO1	L2		
	b)	With a neat diagram, describe the unified process model for software development.	7	CO1	L2		
	c)	With a neat diagram, illustrate the Extreme Programming process.	6	CO1	L3		
		OR					
2	a)	Define software engineering and the software process. Describe a generic process framework for software engineering.	10	CO1	L2		
	b)	Explain the following agile process models: Scrum, DSDM and Agile Modeling.	10	CO1	L2		
3	a)	Develop a complete use cases for the following activities: (i) University Library System (ii) Buying a Stock using an online brokerage account (iii) Using credit card at a Restaurant	9	CO2	L4		
	b)	Suggest who might be stakeholders in a Hospital management system. Explain why it is almost inevitable that the requirements of different stakeholders will conflict in some way.	6	CO2	L4		
	c)	How to validate requirements? Describe with suitable examples.	5	CO2	L2		
	OR						
4	a)	Prepare a complete SRS for Gasoline pump control system.	8	CO2	L4		

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	b)	Discuss the significance of use cases in requirements	7	CO2	L5
		engineering process. Design various use cases for University			
		Employee management system.			
	c)	Briefly explain Scenario-based modeling.	5	CO2	L2
			1	1	
5	a)	What is meant by design classes? List and explain four	6	CO3	L2
		characteristics of a well-formed design class.			
	b)	Suggest and justify the architectural style for the online	6	CO3	L4
		Jewellery Mart system. Also identify major components used			
		in designing online Jewellery Mart system.	0	002	1.2
	c)	Describe basic design principles applicable to Component level	8	CO3	L3
		design.			
-	\	OR	l o	1 002	1.0
6	<u>a)</u>	Illustrate dimensions of the design model with a neat sketch.	8	CO3	L2
	b)	Design architectural context diagram for the following	4	CO3	L4
		systems:			
		(i) Online Gaming System(ii) Agricultural Products Management System			
	c)	Describe Component based development in detail.	8	CO3	L3
	()	Describe Component based development in detail.	0	1 003	L3
7	a)	Distinguish between white her and block her testing	6	CO4	L3
/	a) b)	Distinguish between white-box and black-box testing.	6	CO4	L3
	b)	Describe any three system testing types with real time examples.	0	004	
	c)	Explain Basis path testing in detail.	8	CO4	L2
	C)	OR	1 0	1004	L2
8	a)	Design various test cases for digital advertisement agency	6	CO4	L4
o	a)	management system.	0	004	L-4
	b)	Distinguish between Top-down Integration testing and	6	CO4	L3
	U)	Bottom-up Integration testing.		004	
	c)	Explain graph based testing methods and boundary value	8	CO4	L3
	()	analysis with suitable real time examples.			
		analysis with salatic roal time examples.	<u>!</u>		<u> </u>
9	a)	Briefly explain an empirical estimation models for computer	6	CO5	L2
		software.			
	b)	Illustrate the roles of software teams and team leaders in	6	CO5	L3
	- /	software project management.			
	c)	How to establish a software metrics program? Illustrate with	8	CO5	L3
		various steps and goals.			
		OR			
10	a)	"Effective software project management focuses on four P's".	8	CO5	L4
		Justify this statement with suitable analogy.		<u> </u>	
	b)	Illustrate the concept of integrating metrics within the software	7	CO5	L3
		process using collection process.			
	c)	List and explain various project resources.	5	CO5	L2

1. Answer FIVE FULL questions as per choice.

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