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Question Paper Code: 27169

B.E./B.Tech. DEGREE EXAMINATION, NOVEMBER/DECEMBER 2015.

Fourth Semester

Computer Science and Engineering

CS 6403 — SOFTWARE ENGINEERING

(Common to Information Technology)

(Regulations 2013)

Time: Three hours

Maximum: 100 marks

Answer ALL questions.

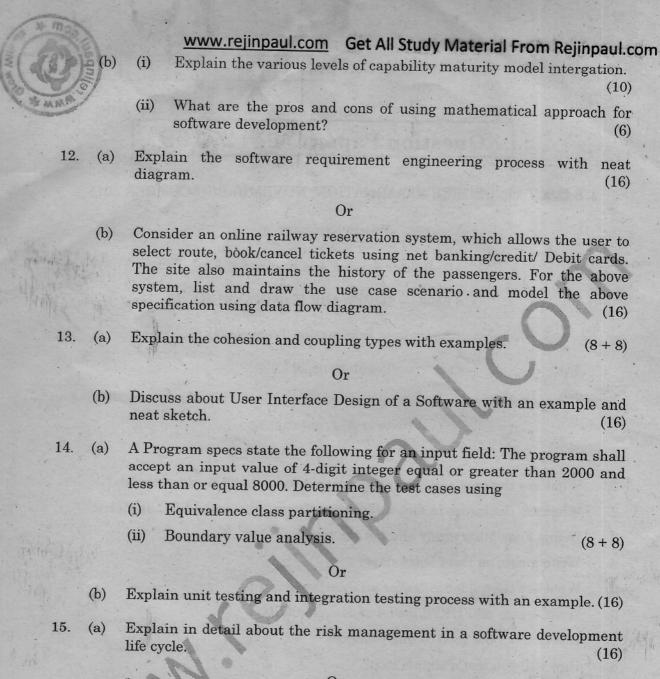
PART A — $(10 \times 2 = 20 \text{ marks})$

- 1. What are the pros and cons of Iterative software development models?
- 2. What are the issues in measuring the software size using LOC as metric?
- 3. Define Feasibility study and list the types.
- 4. Write a note on Data Dictionary.
- 5. What are the golden rules for an interface design.
- 6. Write a note on FURPS model of design quality.
- 7. List some of the good coding practices.
- 8. How will you test a simple loop?
- 9. Define Risk and list its types.
- 10. Mr. Koushan is the project manager on a project to build a new cricket stadium in Mumbai, India. After six months of work, the project is 27% complete. At the start of the project. Koushan estimated that it would cost \$50,000.000, What is the Earned Value?

PART B — $(5 \times 16 = 80 \text{ marks})$

11. (a) Assume that you are the technical manager of a software development organization. A client approached you for a software solution. The problems stated by the client have uncertainties which lead to loss if it not planned and solved. Which software development model you will suggest for this project – justify. Explain that model with its pros and cons and neat sketch.





Or

(i) Discuss about COCOMO II model for software estimation. (10)(ii) Discuss about the metrics for small organizations. (6)