

Total No. of Questions : 8]

SEAT No. :

PC4422

[6352]-158

[Total No. of Pages : 2

S.E. (Computer Science and Engineering (Data Science))

SOFTWARE ENGINEERING AND PROJECT MANAGEMENT

(2019 Pattern) (Semester-III) (210645)

Time : 2½ Hours]

[Max. Marks : 70

Instructions to the candidates:

- 1) Solve Q.1 or Q.2, Q.3 or Q.4, Q.5 or Q.6, Q.7 or Q.8.
- 2) Neat diagrams must be drawn wherever necessary.
- 3) Figures to the right indicate full marks.
- 4) Assume suitable data if necessary.

Q1) a) What is project scheduling? What are the basic principles of project scheduling? [9]

b) What is need of Project estimation? What are the steps while estimation of software? [9]

OR

Q2) a) Explain COCOMO Model for project estimation with suitable example. [9]

b) How LOC and FP used during project Estimation? Explain both Estimation techniques with suitable example. [9]

Q3) a) Explain any four design concepts with appropriate example. [9]

b) What is design pattern? How patterns can be used in design? [9]

OR

Q4) a) Explain the Data-flow architecture and Layered Architecture in detail. [9]

b) Explain the golden rules for User Interface Design. [9]

Q5) a) What is SCM? Write short note on SCM Elements. [8]

b) What is RMMM? Write short note on it? [9]

OR

PTO.

Q6) a) What is Risk? Explain the reactive and proactive risk strategies with appropriate examples. [8]

b) Write note on [9]

i) Risk Identification

ii) Risk Refinement

iii) Risk Mitigation

Q7) a) Write Note on [8]

i) Integration Testing

ii) Unit Testing

b) Explain phases in Verification and Validation model with suitable diagram. [9]

OR

Q8) a) Discuss the following with suitable diagram: [10]

i) Compare Conventional Software Testing and Object-Oriented Software testing.

ii) Compare Black box and white box testing.

b) Explain the software testing life cycle in detail. [7]

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[6352]-158

2