

Number of user enquires = 35

Number of user files = 06

Number of external interfaces = 04

Assume all complexity adjustment factors and weighting factors are averages.

Compute the function points for the project.

OR

Suppose you are the project manager of a large software development project. List three common types of risks that your project might suffer. Point out the main steps that you would follow to effectively manage risks in your project.

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Unit - V

- What is version control in project?
- How many types of feasibility analysis apply in a project?
- How COCOMO model work for the cost estimation?
- A project size of 3000 KLOC is to be developed. Software development team has average experience on similar types of projects. The project schedule is not very tight. Calculate the effort, development time, average staff size and productivity of the project.

Consider a project with the following functional unit

Number of user inputs = 20

Number of user outputs = 40

Total No. of Questions :5]

[Total No. of Printed Pages :4

Roll No .....

**CS-603**

**B.E. VI Semester**

Examination, December 2015

**Software Engineering and Project Managements**

**Time : Three Hours**

**Maximum Marks: 70**

- Note:**
- Answer five questions. In each question part A, B, C is compulsory and D part has internal choice.
  - All parts of each question are to be attempted at one place.
  - All questions carry equal marks, out of which part A and B (Max. 50 words) carry 2 marks, part C (Max. 100 words) carry 3 marks, part D (Max. 400 words) carry 7 marks.
  - Except numericals, Derivation, Design and Drawing etc.

**Unit - I**

- What is a Model? What are the benefits with model?
  - What are the advantages of developing the prototype of a system?
  - What are the characteristics to be considered for the selection of a life cycle model?
  - How prototype model solve the problems over the waterfall model?

OR

"Traditional software process modes do not deal sufficiently with the uncertainty". Which model and how solve this problem?

**Unit - II**

2. a) What are the steps are involve in Requirement engineering?
- b) How many types of requirements are possible and why?
- c) List out requirements elicitation techniques, Which one is most popular and why?
- d) Why is Software Requirements Specification (SRS) need in a software Project. And what are advantages with it.

OR

What should be parameter and methods to check an SRS document for the requirement validation?

**Unit - III**

3. a) What is a design? Describe the difference between conceptual design and technical design.
- b) What is modularity? List the important properties of a modular system.
- c) Define the module coupling and explain different type of coupling.
- d) Explain why it may be necessary to design the system architecture before the specification is written.

OR

If some existing modules are to be re-used in building a new system, which design strategy is used and why?

**Unit - IV**

4. a) What are the error, fault and failure regarding to system? And why it occurs in system?
- b) Explain the boundary value analysis testing technique with the help of an example.
- c) Gives the three examples where when we apply black box testing we don't find errors but when we apply white box testing we find errors and also in case of vice - versa.
- d) Compute the cyclomatic complexity by all three methods for finding greater number between two variables.

OR

What is integration testing technique? How many types of it? Explain.

**Unit - V**

5. a) What is version control in project?
- b) How many types of feasibility analysis apply in a project?
- c) How COCOMO model work for the cost estimation?
- d) A project size of 2000 KLOC is to be developed. Software development team has average experience on similar types of projects. The project schedule is not very tight. Calculate the effort, development time, average staff size and productivity of the project.

Consider a project with the following functional unit:

Number of user inputs = 50

Number of user outputs = 40