RAMAIAH UNIVERSITY OF APPLIED SCIENCES

Faculty of Engineering and Technology			
Ramaiah University of Applied Sciences			
Department	Computer Science and Engineering	Programme	B.Tech
Semester/Batch	4th/2017		
Course Code	CSC210A	Course Title	Software Development Fundamentals
Course Leader(s)	Ms.Sahana.P.Shankar and Ms.Supriya M S		

Assignment – 2

Reg.No.		Name of Student	

Sections		Marking Scheme	Max Marks	First Examiner Marks	Moderator
Part A	A 1.1	Introduction to the topic	1		
	A 1.2	Critical comparison	3		
	A 1.3	Conclusion	1		
		Part-A Max Marks	**5**		
Part B.1	B 1.1	Introduction to state chart	2		
	B 1.2	State chart design	7		
	B 1.3	Conclusion	1		
		B.1 Max Marks	**10**		
Part B.2	B 2.1	Introduction to ER diagram	2		
	B 2.2	ER diagram design	7		
	B 2.3	Conclusion	1		
		B.2 Max Marks	**10**		
		Total Assignment Marks	**25**		

Course Marks Tabulation

Component-1 (B) Assignment	First Examiner	Remarks	Moderator	Remarks
A				
B.1				
B.2				
Marks (Max 25)				

1

Assignment-2

Term -2

Instructions to students:

1. The assignment consists of 3 questions: Part A – **1** Question, Part B – **2** Questions.

2. Maximum marks is 2**5**.

3. The assignment has to be neatly word processed as per the prescribed format.

4. The maximum number of pages should be restricted to **10**.

5. Restrict your report for Part-A to 2 pages only.

6. Restrict your report for Part-B to a maximum of 8 pages.

7. The printed assignment must be submitted to the course leader.

8. **Submission Date: 18/03/2019**

9. **Submission after the due date is not permitted.**

10. **IMPORTANT**: It is essential that all the sources used in preparation of the assignment must be suitably referenced in the text.

11. Marks will be awarded only to the sections and subsections clearly indicated as per the problem statement/exercise/question

This course is intended to make the students learn and apply the fundamental concepts, principles, techniques and methodology of creating software. Any software application development involves requirements collection and analysis, high level and low level design, development, software testing, software installation at customer's place and software maintenance. Students are trained in concepts used to design, develop, test and evaluate software based on given requirements. This assignment is framed to make the students evaluate and apply the object oriented and structured approach of software engineering.

Part-A   **(05 Marks)**

Software testing is the process of finding the defects in software, those bugs / defects once found can be fixed to improve the quality of the end product. Quick and frequent software development cycles affect the test engineer's ability to execute the test cases within the project deadlines. The main aim of test automation is to do more work in less time. Software test engineers play a vital role in developing the test cases and automation tools.

In this context, debate on the statement: ***"Software Test Engineer's job is at stake with increase in emphasis on automation testing".***

Your debate should emphasize on:

A1.1   Introduction to the topic

A1.2   Critical comparison between manual and automation software testing

A1.3   Justification with stance taken and conclusion

Part B   **(20 Marks)**

Scenario: An online reservation system aids in the efficient management of activities such as reservation and cancellation of train, bus, flight and movie tickets, and hotel rooms. You are required to develop an online reservation system in consultation with your course leader:

Based on the previously completed design assignment (Assignment 1: B.1 and B.2), you are to:

B.1 **(10 Marks)**

Design the state chart for the system developed. Your report should include the following:

    B1.1 Introduction to state chart

    B1.2 State chart design

    B1.3 Conclusion

B.2 **(10 Marks)**

Design the Entity-Relationship diagram for the entire online reservation software. Your report should include the following:

    B1.1 Introduction to Entity-Relationship diagram

    B1.2 Entity-Relationship design diagrams

    B1.3 Conclusion