Department of Computer Science &Engg.

Question Bank

Subject: Software Engineering

Unit 3:

1. Explain With a neat diagram the flow of Analysis model into the design model.
2. Compare and contrast in between Agile method and iterative development process.
3. Draw an Activity diagram (Process Perspective) for Attendance management system of college.
4. Explain different perspectives to develop various software design models?
5. Design a Use-case diagram and sequence diagram for Attendance management system of college.
6. Develop a Use-case diagram for E-Commerce applications with tabular description.
7. List and explain the principles of Agile methods? Give its applicability and problems involved?
8. Analyze the agile method to develop story card and 3 task cards 2 test cards for credit card balance checking system in banking app. Stakeholders for a given system are 1.Credit card holder 2.Bank 3.Bank employees.
9. Briefly discuss the extreme programming release cycle with a neat diagram.
10. Explain the practices followed in extreme programming
11. Analyze the agile method to develop story card and 3 task cards 2 test cards for website development of college. Stakeholders for a given system are 1.College 2.Student 3.Faculty.
12. Draw sequence diagram for make payment use case in Amazon E-commerce web application.