

Sixth Semester B.E. Degree Examination, June/July 2024
Software Engineering and Project Management

Time: 3 hrs.

Max. Marks: 100

Note: Answer any FIVE full questions, choosing ONE full question from each module.

Module-1

- 1 a. Define software process. Explain generic software process framework. (10 Marks)
 b. Define process patterns. Explain the means of describing the patterns. (10 Marks)

OR

- 2 a. Explain the different types of evolutionary process models. (10 Marks)
 b. Explain waterfall model. (10 Marks)

Module-2

- 3 a. Define requirements engineering. Explain its distinct tasks. (10 Marks)
 b. Explain various approaches in requirements modeling. (10 Marks)

OR

- 4 a. Explain requirements elicitation. (10 Marks)
 b. Explain preliminary use case diagram for the Safe Home system. (10 Marks)

Module-3

- 5 a. Explain principles of agility. (10 Marks)
 b. Explain the process of extreme programming. (10 Marks)

OR

- 6 a. Explain scrum process model. (10 Marks)
 b. Explain Feature Driven Development (FDD). (10 Marks)

Module-4

- 7 a. Explain the significance of efficient project management. (10 Marks)
 b. Define project. Explain the characteristics of a project. (10 Marks)

OR

- 8 a. Explain the different ways of categorizing software projects. (10 Marks)
 b. Explain the activities of management in doing management control. (10 Marks)

Module-5

- 9 a. Define software quality. Explain quality specification in detail. (10 Marks)
 b. Why do we need software quality models? Explain Garvin's quality dimension. (10 Marks)

OR

- 10 a. Explain McCall's model. (10 Marks)
 b. Explain ISO 9126's major external software quality characteristics. (10 Marks)

Important Note : 1. On completing your answers, compulsorily draw diagonal cross lines on the remaining blank pages.
 2. Any revealing of identification, appeal to evaluator and /or equations written eg, 42+8 = 50, will be treated as malpractice.