Code :R7321905

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III B.Tech II Semester(R07) Regular & Supplementary Examinations, April/May 2011
SOFTWARE ENGINEERING
(Electronics & Computer Engineering)

Time: 3 hours

Max Marks: 80

Answer any FIVE questions
All questions carry equal marks
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1. What is Legacy software? What types of changes are made to Legacy systems? Why do Legacy systems evolve as time passes?

2. Discuss in detail any two evolutionary process models.

3. Explain about requirements management.

4. What are the various types of design patterns are available for software engineer? And describe about pattern based software design.

5. Explain the rules that form basis for a set of user interface design principles.

6. (a) How can project scheduling affect after integration testing?
   (b) Write a framework for product metrics.

7. (a) What is software quality? Explain the different measures of software quality.
   (b) Explain Defect Removal Efficiency.

8. (a) What are the objectives of Formal Technical Reviews?
   (b) Can a program be correct and still not be good quality? Explain.

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1. Explain about software myths and different types of the myths.

2. Clearly explain about unified process model and how many Phases in this model and explain.

3. What is the importance of system models and explain about various types of system models that you might create during analysis process?

4. (a) How do we assess the quality of a software design?
   (b) Describe software architecture in your own words.

5. (a) Explain the four different models for user interface analysis and design.
   (b) Explain the user interface design process.

6. (a) What is the art of debugging? Explain.
   (b) Explain the metrics for source code.

7. (a) What is the difference between reactive versus proactive strategies?
   (b) Explain the two characteristics of software risks.
   (c) Explain different categories of risks.

8. (a) Write about Review Meeting and Review Reporting in detail.
   (b) Explain Guidelines for the Formal Technical Review.

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Time: 3 hours   Max Marks: 80

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1. How do we define software engineering? Explain what are the software engineering layers with help of diagram.

2. Discuss about nonfunctional requirements with the help of diagram.

3. Why we are using the behavioral models ?And discuss two types of models?

4. What is meat by architecture? Why is architecture important?

5. (a) Explain about user analysis element of the interface analysis.

   (b) Write about analysis of display content and work environment.

6. (a) What is alpha and beta testing? Explain configuration review.

   (b) Explain metrics for the design model.

7. (a) What is risk estimation? What are the steps for risk estimation?

   (b) Explain how to prioritize risks by taking the impact values?

   (c) Explain the development of risk table.

8. Explain Statistical Software Quality Assurance with an example.

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1. What is a process pattern? And Ambler what has proposed the template for describing a process pattern?

2. Describe user requirements and system requirements compare the both requirements.

3. Clearly explain about object models with diagrams.

4. What is a architectural style? Describe about different architectural styles.

5. Explain about task analysis and modeling.

6. (a) Explain Verification and Validation.
   (b) How to organize the software testing?
   (c) Explain the considerations and procedures of unit testing.

7. (a) Explain how a software team defines a project risk with an example.
   (b) Explain project and process metrics in detail.

8. (a) Explain in detail about Software Safety.
   (b) Explain core steps for Six Sigma for software engineering.

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