R07

Max Marks: 80

[16]

10+6]

III B.Tech II Semester Examinations, December 2010 SOFTWARE ENGINEERING Electronics And Computer Engineering

Time: 3 hours

Code No: 07A60511

Answer any FIVE Questions All Questions carry equal marks ****

- 1. Elaborate on concurrent development model in detail.
- 2. (a) What is meant by software quality measurement? What are the things that are covered in SQA?
 - (b) Discuss the importance of quality assurance.
- 3. (a) Discuss the steps in Bottom-up integration.
 - (b) Bottom-up integration eliminates the need for complex stubs. Discuss.
 - (c) Regression testing is an important strategy for reducing "side effects". Discuss. [6+6+4]
- 4. (a) Discuss the relationship between lines of code and function points.
 - (b) What is Object-Oriented metrics and how it is different from LOC and FP metrics? [8+8]
- 5. (a) How do we determine the format and aesthetics of content displayed as part of the user interface?
 - (b) Discuss the importance of analysis of the work environment in user interface design. [10+6]
- 6. (a) Define coupling and cohesion.
 - (b) What is desirable coupling and cohesion in software design. [8+8]
- 7. (a) Define scenario. Differentiate between scenario and interviewing.
 - (b) How are scenarios are useful for describing requirements. [8+8]
- 8. (a) What is process pattern? Differentiate between task and stage patterns.
 - (b) Elaborate on related patterns. [8+8]

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1.	Elab	porate on software design engineering in detail.	[16]	
2.	(a)	Discuss the importance of software process and project metrics.		
	(b)	What are the determinants for software quality and organizational eness?	[8+8]	
3.	(a)	Explain about software evolution in detail.		
	(b)	Differentiate between system and application software.	[8+8]	
4.	(a)	Describe the benefits that smoke testing provide, when it is applied plex, time critical software engineering projects.	on com-	
	(b)	What is a "Critical Module" and why should we identify it?		
	(c)	Discuss about integration test documentation.	[6+6+4]	
5.	(a)	Define spiral model. Explain the characteristics of it.		
	(b)	Differentiate between spiral and prototyping models.	[8+8]	
6.	(a)	Discuss about product standards and process standards.		
	(b)	What are the areas covered by ISO 9001 model for quality assurance	. [8+8]	
7.	What the o	at are the different static and dynamic models that UML provides to de design? Discuss them clearly with suitable examples.	ocument [16]	
8.	(a) Discuss the statement, "requirements elicitation is a human-centered activity			
	(b)	Explain about feasibility studies.	[10+6]	

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1.	(a) Discuss clearly the class-oriented metrics.	
	(b) Describe the Object-Oriented metrics proposed by Lorenz and Kidd.	[8+8]
2.	Explain various incremental process models in detail.	[16]
3.	(a) Define software. Explain various types of software available.	
	(b) Explain various characteristics of software.	[8+8]
4.	(a) List various questions which will help the interface designer better under the users of a system.	rstand
	(b) What is task analysis and modeling? Discuss the goal of task analysis.	[8+8]
5.	(a) What is a volatile requirement? Give a classification of it.	
	(b) Discuss about various requirements traceability policies.	[10+6]
6.	(a) Discuss about ISO 9000 quality standards.	
	(b) Discuss about software quality management tools.	[8+8]
7.	Elaborate on mapping data flow into a software architecture in detail.	[16]
8.	(a) Describe the difference between "Known risks" and "Predictable risks".	
	(b) Suppose if you are the project manager for a major software company	. You

(b) Suppose if you are the project manager for a major software company. You have been asked to lead a team that's developing "next generation" word-processing software. Create a risk table for the project. [6+10]

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Answer any FIVE Questions All Questions carry equal marks $\star \star \star \star \star$

1.	Exp	ain about various personal and team process models in detail.	[16]
2.	(a)	Explain how human perception, and skill level will have influence interface design.	n user
	(b)	State and explain the generic tasks that always performed in user in design.	terface [8+8]
3.	Elab	orate on unified process in detail.	[16]
4.	Exp	ain clearly the Web Engineering project metrics.	[16]
5.	(a)	Explain about Sample-Driven reviews.	
	(b)	What is statistical SQA? What steps are required to perform it?	[8+8]
6.	(a)	What is an architectural context diagram? Explain with an example.	
	(b)	What is an archetype? How would you define it.	[8+8]
7.	(a)	What is CK metrics suite? State and explain the six class-based design r for Object-Oriented systems.	netrics
	(b)	Discuss the MOOD metrics suit.	[10+6]
8.	(a)	What are mutable requirements? Differentiate between mutable and quential requirements.	conse-
	(b)	Discuss about various emergent requirements.	[10+6]
