ROLL NO.

Code: AC63/AT63

Subject: SOFTWARE ENGINEERING

# AMIETE – CS/IT

Time: 3 Hours

# **DECEMBER 2014**

Max. Marks: 100

 $(2 \times 10)$ 

## PLEASE WRITE YOUR ROLL NO. AT THE SPACE PROVIDED ON EACH PAGE IMMEDIATELY AFTER RECEIVING THE QUESTION PAPER.

### NOTE: There are 9 Questions in all.

- Question 1 is compulsory and carries 20 marks. Answer to Q.1 must be written in the space provided for it in the answer book supplied and nowhere else.
- The answer sheet for the Q.1 will be collected by the invigilator after 45 Minutes of the commencement of the examination.
- Out of the remaining EIGHT Questions, answer any FIVE Questions. Each question carries 16 marks.
- Any required data not explicitly given, may be suitably assumed and stated.

#### Q.1 Choose the correct or the best alternative in the following:

a. Requirements can be refined using:

(A) The waterfall model	( <b>B</b> ) Prototyping model
( <b>C</b> ) The evolutionary model	( <b>D</b> ) The spiral model

- b. A fault simulation testing technique is:
  - (A) Mutation testing (B) Stress testing
  - (C) Black box testing (D) White box testing
- c. Modules X and Y operate on the same input and output data, then the cohesion is:

(A) Sequential	( <b>B</b> ) Communicational
(C) Procedural	<b>(D)</b> Logical

- d. The model in which the requirements are implemented by category is:
  - (A) Evolutionary Developments Model
  - (**B**) Waterfall Model
  - (C) Prototyping
  - (**D**) Iterative Enhancement Model
- e. The desired level of coupling is:

(A) No coupling	( <b>B</b> ) Control coupling
(C) Common coupling	( <b>D</b> ) Data coupling

- f. What is / are the correct statement(s) with respect to software quality?
  - (A) Static testing of single module
  - (B) Dynamic testing of single module
  - (C) Static testing of single and multiple modules
  - (D) Dynamic testing of single and multiple modules

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	g. If every requirement can be checked by a cost-effective process, t is:		be checked by a cost-effective process, then the SRS
		<ul><li>(A) Verifiable</li><li>(C) Modifiable</li></ul>	<ul><li>(B) Traceable</li><li>(D) Complete</li></ul>
	h. All activities lying on critical path have slack time equal to		
		(A) 0 (C) 2	<ul><li>(B) 1</li><li>(D) None of these</li></ul>
	i. In function point analysis, number of general system characteristics used to rate the system are		
		(A) 10 (C) 20	<ul><li>(B) 14</li><li>(D) 12</li></ul>
	j.	j. If P is risk probability, L is loss, then Risk Exposure (RE) is computed as	
		<ul> <li>(A) RE = P/L</li> <li>(C) RE = P*L</li> </ul>	( <b>B</b> ) $RE = P + L$ ( <b>D</b> ) $RE = 2*P*L$
		· ·	Questions out of EIGHT Questions. uestion carries 16 marks.
Q.2	a.	Elaborate the technical a	and interpersonal skills required for a system analyst. (4)
	b.	Give example of the typ analysis process.	pe of system models that you might create during the (6)
	c.	Describe Key process ar	eas of Capability Maturity Model (CMM). (6)
0.3	a.	What do you underst	and by requirement elicitation? Discuss any two

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- Q.3 a. What do you understand by requirement elicitation? Discuss any two techniques in detail.
  b. Consider the program given below (8)
  - void main()
    {
     int i i k;
    - int i,j,k; readln (i,j,k); if ((i < j) || (i > k)) { writeln("then part"); if (j < k) writeln (" j less then k"); else writeln ( " j not less then k"); } else writenln("else Part"); } (i) Draw the flow graph (ii) Determine the cyclomatic complexity (iii) Arrive at all the independent paths
- Q.4 a. List the benefits of prototyping. Differentiate between the objectives of evolutionary and throw-away prototyping. (6)

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#### Code: AC63/AT63 Subject: SOFTWARE ENGINEERING b. Compute function point value for a project with the following domain characteristics: No. of I/P = 30No. of O/P = 62No. of user Inquiries = 24No. of files = 8No. of external interfaces = 2Assume that all the complexity adjustment values are average. Assume that 14 algorithms have been counted. (6) c. Explain the general principles of user interface design. (4) Q.5 a. What is meant by design patterns? What are the advantages of using design patterns? (4) b. Discuss the important characteristics of distributed approach to system development? (6) c. What is difference between module coupling and module cohesion? List different types of coupling and cohesion. (6) **Q.6** a. Discuss the benefits and problems of software reuse. (6) b. Explain: $(5 \times 2)$ (i) Reverse Engineering (ii) Re-Engineering **Q.7** a. What is ripple effect? How does it affect the stability of a program? (4) b. Explain fault-tolerant architecture with suitable diagram. (6) c. Write a brief note on the following estimation techniques: $(3\times 2)$ (i) Algorithmic cost modelling (ii) Expert judgement (iii) Estimation by analogy a. Explain various types of debugging techniques used in Software testing. **Q.8** (6) b. What are the advantages of using testing tools? Explain in detail different type of testing tools. (6) c. Explain some of the limitations of testing. (4) **Q.9** a. Write short notes on: $(4\times 2)$ (i) Configuration Management (ii) Decision Table

b. With the help of a figure, explain the key stages of software measurement process which is a part of a quality control process. (8)