27/5/13/2

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Reg. No.:					

Question Paper Code: 65086

5 Year M.Sc. DEGREE EXAMINATION, MAY/JUNE 2013.

Elective

Software Engineering

XSE 001/10677 SWE 11 — SOFTWARE REUSE

(Regulation 2003/2010)

Time: Three hours

Maximum: 100 marks

Answer ALL questions.

PART A — $(10 \times 2 = 20 \text{ marks})$

- 1. How do you classify reuse experiences? What criteria's have to be considered?
- 2. Write short notes on reuse target.
- 3. Draw a reusable component diagram for a Fire Alarm System.
- 4. How will you identify the types of errors in the reused code?
- 5. Documentation is the glue between the producer and the consumer of the reusable component. Comment on this statement.
- 6. Mention the different types of models used in development process.
- 7. What is domain analysis?
- 8. How do you select a component for reuse?
- 9. How do you decompose the testing?
- 10. Why do we need usage model?

PART B — $(5 \times 16 = 80 \text{ marks})$

11.	(a)	diagrams. (8)						
		(ii) Explain the characteristics of reuse projects. (8)						
		Or						
	(b)	(i) Explain the significance of management view and the support view in reusable projects. (8)						
		(ii) Discuss the impact of reuse on project planning and reporting. (8)						
12.	(a)	Explain in detail about REBOOT Component Model.						
		Or						
	(b)	How you measure the size of a system when you have reused parts of it? Explain.						
13.	(a)	(i) How do you develop for reuse? What steps and resources have to be considered? (8)						
		(ii) Discuss the activities in development with reuse. (8)						
		\mathbf{Or}						
	(b)	Discuss the various phases in object-oriented life cycle with suitable diagrams.						
14.	(a)	Explain the implementation phase and testing phase of the life cycle for development with reuse.						
		Or						
	(b)	Explain the different life cycle for the reuse of components.						
15.	(a)	(i) Compare and contrast Re-engineering for reuse versus Re-engineering. (8)						
		(ii) Explain the importance of box structures algorithm. (8) Or						
	(b)	Discuss the various steps for retrieving object in non-object oriented code.						
		그 아니라 그림, 요즘 모든 얼마를 하는 것이다. 그리고 그림을 다 그리고 있다면 하다.						