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Question Paper Code : 65082

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

Sixth Semester

Software Engineering

XSE 361/10677 SW 601 — SOFTWARE DESIGN

(Regulation 2003/2010)

Time : Three hours

Maximum : 100 marks

Answer ALL questions.

PART A — (10 × 2 = 20 marks)

1. What is meant by design? Give its importance and its elements.
2. Define Software Process.
3. Write a note on decomposition.
4. List the importance of design documentation.
5. What is Backtracking?
6. Define State Vector in JSD.
7. Mention any four tools that are used for designing the software.
8. Define task analysis.
9. Mention the metrics that are used to measure object oriented system.
10. List the features of building a quality class.

PART B — (5 × 16 = 80 marks)

11. (a) Explain the roles of Designer in capturing, explaining and checking design with a Suitable example. (16)

Or

- (b) Explain the use of text, diagrams and mathematical form in representing the view point of
- (i) The hierarchy of pages in the website. (8)
 - (ii) The procedure that make use of a particular data type in a program. (8)

12. (a) A Car Company which sell both the used cars and new cars of various model, design the system by using Top_Down approach of the Object oriented design. Consider the following requirements for designing.
- (i) Customers are allowed to perform test drive before purchasing the car.
 - (ii) The company also sell car parts and do servicing
 - (iii) The customer either purchases the parts available in the part department directly or the service department can replace the parts of the car during servicing the car. (16)

Or

- (b) (i) Explain the function oriented design in detail. (10)
 - (ii) Describe Coupling and Cohesion. (6)
13. (a) What is structural analysis? Explain with an example. Also describe the limitations in it and how to overcome that. (16)

Or

- (b) Draw the Context diagram for ATM, elaborate it into three levels of DFD and derive Structure chart using SSADM. (16)
14. (a) What do you mean by user interface design? How its framework is useful in the software design? Explain with an example: (16)

Or

- (b) Explain the various phases of evaluating the interface design with an example. (16)
15. (a) Explain the various activities involved in managing and planning of an object oriented project. (16)

Or

- (b) What is a Pattern? In what way it is used for modeling? Explain the modeling techniques that are used to model the Design Pattern of an application. (16)