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**Question Paper Code: 41845**

B.E. / B.Tech. DEGREE EXAMINATION, NOV 2016

Fourth Semester

Information Technology

01UIT405 - OBJECT ORIENTED SOFTWARE ENGINEERING METHODOLOGIES

(Regulation 2013)

Duration: Three hours

Maximum: 100 Marks

Answer ALL Questions.

PART A - (10 x 2 = 20 Marks)

1. Identify the umbrella activities in software engineering process.
2. State any two features of agile models.
3. What are the outcomes of feasibility study?
4. State the need for analysis and list the different types of analysis.
5. Define coupling and cohesion.
6. What are the various modes of abstraction?
7. What is the difference between black box and white box testing?
8. Sketch the debugging process.
9. State the different techniques used for estimation.
10. What do you mean by EVA?

PART - B (5 x 16 = 80 Marks)

11. (a) Explain in detail about Perspective process model with neat diagram. (16)

Or

- (b) Compare and contrast waterfall, RAD and spiral models. (16)

12. (a) How does analysis model helps to capture consistent requirements? Discuss several methods for requirement validation. (16)

Or

(b) Explain the ways and means for collecting the software requirements. How are they organized and represented? (16)

13. (a) Briefly explain about software design concepts. (16)

Or

(b) Explain any four architectural styles. (16)

14. (a) Explain Integration testing with suitable diagrams. (16)

Or

(b) Explain in detail about white box testing. How do you develop test suites. (16)

15. (a) Explain how project cost estimation can be performed by using function point based model. (16)

Or

(b) Briefly explain about the EVA process and project metrics. (16)

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