Reg. No. : | | | | | | | | | | |

Question Paper Code: 31326

B.E. / B.Tech. DEGREE EXAMINATION, NOVEMBER 2015

Third Semester

Computer Science and Engineering

01UCS306 - SOFTWARE ENGINEERING

(Regulation 2013)

Duration: Three hours Maximum: 100 Marks

Answer ALL Questions

PART A - (10 x 2 = 20 Marks)

1. Identify the steps involved in risk identification.
2. Give the significance of agile development model.
3. Define stakeholder and give two examples of stack holder.
4. Define requirement elicitation.
5. Differentiate conceptual design and technical design.
6. List any two types of cohesion.
7. When will an algorithm fault occur?
8. Give the difference between alpha and beta testing.
9. Define cyclomatic number.
10. Give the four process metrics.

PART - B (5 x 16 = 80 Marks)

11. (a) Illustrate the effort estimation using COCOMO with relevant metrics. (16)

Or

(b) The agile process model is an advanced and rational method from the generic process model - analyze and justify. (16)

12. (a) Define non-functional requirement and explain. (16)

Or

(b) Evaluate and justify how the assessment on requirement validation and management can lead to a better software configuration management. (16)

13. (a) Apply the architectural design concept of a software development process on a suitable example and discuss the difficulties you faced. (16)

Or

(b) Explain in detail about user interface design principles. (16)

14. (a) Define test case and analyze how the equivalence partitioning and boundary value analysis are defining initial test cases. (16)

Or

(b) Discuss software implementation techniques in detail. (16)

15. (a) Give brief notes on:

(i) Software maintenance (8)

(ii) Task scheduling with an example (8)

Or

(b) Explain about software cost estimation. (16)