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

Question Paper Code: 33206

B.E. / B.Tech. DEGREE EXAMINATION, MAY 2018

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. What are the fundamental activities of a software process?
2. List the process maturity levels in SEIs CMM?
3. What do you meant by ‘Non-Functional’ requirements?
4. What are the elements of Analysis model?
5. What are the common activities in design process?
6. Specify any four software design quality attributes?
7. What are the common approaches in debugging?
8. How to compute the cyclomatic complexity?
9. What is RMMM?
10. What is meant by software project scheduling?

PART - B (5 x 16 = 80 Marks)

11. (a) Discuss in detail about any two evolutionary process models. (16)

Or

(b) With an example, illustrate the purpose and format of a timeline chart and resource table used in software project scheduling. (16)

12. (a) Identify the four high-level activities of requirements engineering process and describe how these activities are interleaved. (16)

Or

(b) Examine how a perfect prototyping approach can be selected by identifying the merits and demerits of each approach. (16)

13. (a) How the design model can be viewed? Illustrate the different elements of the design model with an example. (16)

Or

(b) (i) List and describe the design steps of the transform mapping. (8)

(ii) How the interrupts are handled in real time system? Explain. (8)

14. (a) Explain about basis path testing and loop testing with suitable example. (16)

Or

(b) With a neat block diagram, explain the various steps involved in the software debugging process. Also describe the various debugging strategies. (16)

15. (a) (i) What is COCOMO –II model? Explain in detail. (8)

(ii) Explain about the basic principles for project scheduling. (8)

Or

(b) Give the general structure of estimation models. Illustrate the COCOMO II estimation model with an example. (16)