

Reg. No. :

--	--	--	--	--	--	--	--	--	--

Question Paper Code: 41083

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

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. Identify in which phase of the software life cycle the following documents are delivered.
(a) Architectural design (b) Test plan
(c) Cost estimate (d) Source code document
3. What are the outcomes of feasibility study?
4. What are non functional requirements for software?
5. Define coupling and cohesion.
6. What are the various modes of abstraction?
7. What is the role of ITG?
8. Sketch the debugging process.
9. Define COCOMO II.
10. List out the project metrics.

PART - B (5 x 16 = 80 Marks)

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

Or

(b) Explain Agile processing models. (16)

12. (a) Explain the requirement engineering process in detail. (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) Describe about the Designing class based components with examples. (16)

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

Or

(b) (i) Distinguish between white box and black box testing. (12)

(ii) What do you mean by SCM? (4)

15. (a) Discuss in detail about Risk management. (16)

Or

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