

Exam.Code:0916
Sub. Code: 6784

1019
B.E. (Computer Science and Engineering)
Fourth Semester
CS-404: Software Engineering

Time allowed: 3 Hours

Max. Marks: 50

NOTE: Attempt five questions in all, including Question No. 1 which is compulsory and selecting two questions from each Unit.

x-x-x

- I. Attempt the following:-
- Discuss the concept of extreme programming.
 - Compare the usage of sequence diagrams and state transition diagrams.
 - Which type of CASE tools are UML tools? Justify your answer.
 - Differentiate between component and use case diagrams.
 - Distinguish between the terms "System Engineering" and "Software Engineering".
 - How is software engineering different from ad-hoc software development?
 - Define the terms Project Velocity and Spike Solutions.
 - Demonstrate coupling between two classes using some source code.
 - How to compute cyclomatic complexity?
 - What do you mean by Critical Path in scheduling of a project? (10x1)

UNIT - I

- II. Compare Agile and Rapid Application Development Models. Discuss their respective pros and cons. Also analyse their suitability for various types of projects using real case studies. (10)
- III. a) Design a Software Requirement Specification (SRS) document for a real life example of a project.
b) Discuss the relevance of Software Engineering in real world and analyse various challenges present in Software Engineering. (5,5)
- IV. a) Implement Object-Oriented Analysis and Design paradigm for a real life project.
b) Compare the concept of "coupling and cohesion" in structured design and object-oriented design respectively using suitable examples. (10)

UNIT - II

- V. Demonstrate cost estimation for a project using COCOMO model. Also, discuss the changes that have been made in COCOMO - II model in comparison to the original COCOMO model. (10)
P.T.O.

(2)

- VI. Analyse and compare various types of integration testing techniques. Also discuss the concept of smoke testing. (10)
- VII. Explain various software metrics used for each phase of software development life cycle. (10)

x-x-x