

Total No. of Questions : 6]

SEAT No. :

P5089

[Total No. of Pages : 2

TE/Insem.-638

T.E. (Computer Engineering) (Semester-I)

SOFTWARE ENGINEERING & PROJECT MANAGEMENT

(2015 Pattern)

Time : 1 Hour]

[Maximum Marks : 30

Instructions to the candidates:

- 1) Attempt questions Q.1 or Q.2 or Q.3 or Q.4 and Q.5 or Q.6.
- 2) Neat diagrams must be drawn wherever necessary.
- 3) Assume suitable data if necessary.

Q1) a) Define terms 'Software' and 'Software Engineering'. "Software does not wear out".-State whether this statement is true or false. Justify your answer. **[3]**

b) What are customer myths? Discuss the reality of these myths. **[3]**

c) Explain the following terms: **[4]**

- i) Refactoring
- ii) Peer programming
- iii) Spike solutions
- iv) CRC

OR

Q2) a) Define Software Engineering. How software engineering is different from Hardware Engineering? Justify. **[2]**

b) Explain different umbrella activities in Software process framework. **[4]**

c) Describe Agile Manifesto. **[4]**

P.T.O

- Q3)** a) What is the difference between requirement inception and requirement elicitation? Why requirement elicitation is difficult? [3]
- b) What are functional and non-functional requirements of Software? [3]
- c) Explain the structured SRS with case study of Insulin Pump. [4]

OR

- Q4)** a) Explain the importance of requirements engineering and list the tasks involved. [3]
- b) What are the characteristics of a good SRS? [3]
- c) State and explain the different methods of requirement elicitation. [4]

- Q5)** a) Explain the different Design concepts. [3]
- b) Enlist and explain the Webapp design principles in detail. [3]
- c) Define following design concepts. [4]
- i) Patterns
 - ii) Information hiding
 - iii) Architecture
 - iv) Refinement

OR

- Q6)** a) What do you mean by the term cohesion and coupling in the context of Software Design? How are these concepts useful in arriving at a good design of a system? [3]
- b) What is Architecture? Explain the architecture context diagram. [3]
- c) Enlist the golden rules for User Interface Design. [4]

