Total No. of Questions: 8]	SE SE	AT No. :
PD4103		[Total No. of Pages : 2

[6402]-63

S.E. (Information Technology) SOFTWARE ENGINEERING (2019 Pattern) (Semester - IV) (214454)

Time : 2½ Hours] [Max. Marks : 70

Instructions to the candidates:

- 1) Answer Q1 or Q2, Q3 or Q4, Q5 or Q6, Q7or Q8.
- 2) Neat diagrams must be drawn wherever necessary.
- 3) Figures to the right indicate full marks.
- 4) Assume suitable data, if necessary.
- Q1) a) Explain the golden rules for user interface design.
 - b) Explain the software quality guidelines and attributes of a software design.

[9]

[9]

OR

- **Q2)** a) What is a design? Explain architectural design pattern in detail. [9]
 - b) How is interface analysis done? What parameters are considered? [9]
- Q3) a) The project manager has obtained the following optimistic, pessimistic and most likely 9 times in weeks related to the various activities of a power project. Draw a PERT network diagram and clearly mark the critical path, also what is the probability of power project to get completed in 32 weeks?

Activity sequence	Optimistic	Most Likely	Pessimistic
	Time	Time	Time
1-2	6	9	7, 18
1-3	5	8	17
2-4	4	70	22
2-5	4	7	10
3-4	4	27 8	16
3-5	2	50	8
4-5	4	(10)	22

b) Explain the typical problems with IT cost estimation.

[8]

Q4) a)	Construct PERT Network critical path for the same		ge mentioned ac	tivities. Calculate		
	ACT Predecessor	Optimistic	Most Likely	Pessimistic		
	A -	100 miles	2	3		
	В -	2	3	4		
	$C \qquad A \sim$	1	2	3		
	$D \qquad B \qquad \qquad $	2	4	6		
	E G	1	4	7		
	F C	1	2	9		
	G D, E	3	4	11		
	H F, G	1	2	3		
b)	What do you understand	l by scope of a	project? What	are the parameters		
	considered in project sco	-	Explain scope	statement for any		
	software of your choice		C C C	[8]		
251		_	20			
Q5) a)	Explain McCall's Qualit	y Factors.	00	[9]		
b)	Write a short note on:			[9]		
7	i) Black Box testing		8.			
	ii) Regression Testing					
	iii) Beta Testing					
06) a)	Explain defeat life explain	OR V	anoma alga stata	the simon out on as of		
Q6) a)	Explain defect life cycle defect reporting.	along with the	igram also state	[9]		
b)	1	² Design a tes	ting strategy fo			
0)	What is software testing? Design a testing strategy for a given software project, considering various testing types and their applicability. [9]					
		6. 8 31	11			
Q7) a)	Explain Test Driven Dev	elopment alon	g with a diagran	n. (5) [9]		
b)	What is risk in a software project? Explain risk management and risk					
,	responses.	1 0		[8]		
		OR				
Q8) a)	What is Software Reuse	e? Explain ben	efits and Draw	backs of software		
	reuse.			[9]		
b)	Write a short note on:		(4) 00	[8]		
	i) JIRA		(A) (S)			
	ii) KANBAN		UY A			
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