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21CS61

Sixth Semester B.E. Degree Examination, June/July 2024
Software Engineering and Project Management

Time: 3 hrs.

Max. Marks: 100

Note: Answer any FIVE full questions, choosing ONE full question from each module.

Module-1

1   a.   Define software process. Explain generic software process framework.   (10 Marks)
    b.   Define process patterns. Explain the means of describing the patterns.   (10 Marks)

OR

2   a.   Explain the different types of evolutionary process models.   (10 Marks)
    b.   Explain waterfall model.   (10 Marks)

Module-2

3   a.   Define requirements engineering. Explain its distinct tasks.   (10 Marks)
    b.   Explain various approaches in requirements modeling.   (10 Marks)

OR

4   a.   Explain requirements elicitation.   (10 Marks)
    b.   Explain preliminary use case diagram for the Safe Home system.   (10 Marks)

Module-3

5   a.   Explain principles of agility.   (10 Marks)
    b.   Explain the process of extreme programming.   (10 Marks)

OR

6   a.   Explain scrum process model.   (10 Marks)
    b.   Explain Feature Driven Development (FDD).   (10 Marks)

Module-4

7   a.   Explain the significance of efficient project management.   (10 Marks)
    b.   Define project. Explain the characteristics of a project.   (10 Marks)

OR

8   a.   Explain the different ways of categorizing software projects.   (10 Marks)
    b.   Explain the activities of management in doing management control.   (10 Marks)

Module-5

9   a.   Define software quality. Explain quality specification in detail.   (10 Marks)
    b.   Why do we need software quality models? Explain Garvin's quality dimension.   (10 Marks)

OR

10 a.   Explain McCall's model.   (10 Marks)
    b.   Explain ISO 9126's major external software quality characteristics.   (10 Marks)

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