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SEAT No. :

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TE/Insem.-638

T.E. (Computer Engineering) (Semester-I)
SOFTWARE ENGINEERING & PROJECT MANAGEMENT
(2015 Pattern)

[Maximum Marks : 30]

[40 min]

ans 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.

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

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

Explain the following terms: [4]

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

OR

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

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

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]

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