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B.TECH PCCS4402

## 7<sup>th</sup> Semester Regular / Back Examination 2015-16 PRINCIPLES AND PRACTICES IN SOFTWARE ENGINEERING

BRANCH: CSE Time: 3 Hours Max Marks: 70 Q.CODE: T645

Answer Question No.1 which is compulsory and any five from the rest.

The figures in the right hand margin indicate marks.

Q1	a)	Answer the following questions: What do you mean by legacy software product?	(2 x 10)					
	b)	Write any four competencies of project management skills.						
	c)	Write two disadvantages of using LOC.						
	d)	What are the main advantages of using CASE tools?						
	e)	State five symptoms of the present software crisis.						
	f)	What is sliding window planning?						
	g)	) What is the difference between process metrics and product metrics?						
	h)	) What is the difference between ISO9000 and ISO9001?						
	i)	What are the metrics are widely used to estimate project size?						
	j)	What are the different levels of SEC CMM Model?						
Q2	a)	Draw the architecture of a CASE environment and explain how the different tools are integrated?	(5)					
	b)	What is the difference between a sequence diagram and a collaboration diagram?	(5)					
Q3	a)	What do you understand by a metaphor in a user interface design? Is a metaphor based user interface design advantageous? Justify it.	(5)					
	b)	What are the drivers and stub modules in the context of integration and unit testing of a software product?	(5)					

Q4 For the following c program estimate the Halstead's length and volume (10)measures. Compare Halstead's length and volume measures of size with the LOC measure. /\* program to calculate GCD of two numbers \*/ int compute-gcd (x,y) Intx,y; { While (x!=y)If(x>y) then x=x-y; else y=y-x; return x; } Q5 a) Discuss how SCCS and RCS can be used to efficiently manage the (5) configuration of source code?. b) What do you mean by software reliability and explain the six metrics to (5) measure software reliability? Q6 a) Why is it important for a software development organization to obtained (5) ISO 9001 certification? b) What are design patterns? What are the advantages of using design (5) patterns? Name some popular design patterns. Q7 a) Draw the schematic diagram to represent the Classical waterfall model (5) in software development life cycle. b) What is a stereotype in UML? Explain with some example situations (5) where as stereotype can be used.  $(5 \times 2)$ Q8 Write short notes on any two: a) Cohesion and coupling **b)** Object oriented design Vs function oriented design. c) Black-box testing Vs white box testing **d)** Personal software process(PSP)