P42

APR - 18/TE/Insem. - 44
T.E. (Computer Engineering)
SOFTWARE ENGINEERING
(2012 Pattern) (Semester - II)

Time : 1 Hour]

[Max. Marks : 30

Instructions to the candidates:

1) Neat diagrams must be drawn wherever necessary.
2) Figures to the right side indicate full marks.
3) Assume suitable data, if necessary.
4) All questions are compulsory.

Q1) a) Explain in detail the purpose of Project planning & Management practices in IT industries. **[5]**

b) Explain the goals and activities of Personal Software Process (PSP) and Team Software Process (TSP). **[5]**

OR

Q2) a) Explain the processes involved in SCRUM. What are advantages of SCRUM over AGILE methodology? **[5]**

b) Why a late project cannot be placed back on schedule by adding people to the project team? Explain the reason. **[5]**

Q3) a) What is the difference between needs and requirements? What are the problems in requirement validation? **[5]**

b) What is collaborative requirement gathering? Explain with suitable example. **[5]**

OR

Q4) a) For "On Line Shopping System", assume suitably scope of the system. Draw Class and use case diagrams. **[5]**

b) How Scenario modeling is performed? Develop an activity diagram for Rail reservation system. **[5]**

P.T.O.

Q5) a) What is the relationship between analysis and design? What quality attributes design must satisfy? **[5]**

b) What do you understand by refactoring? Give the importance of refactoring in improving the quality of software. **[5]**

OR

Q6) a) What is abstraction? State the importance of abstraction in design. **[5]**

b) The analysis and design process for user interfaces is iterative. Justify with suitable reasons. **[5]**

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