P206

APR -17/ TE/Insem.-42
T.E. (Computer Engineering)
SOFTWARE ENGINEERING
(2012 Pattern) (Semester-II)

Time : 1½ Hour]   *[Max. Marks : 30*

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

Q1) a) What are the characteristics of Software? What are the elements of Rapid Application Development model? **[5]**

    b) Explain the importance of documentation in successful solution development and maintenance. **[5]**

OR

Q2) a) What is Agility? List the principles of Agility. **[5]**

    b) Briefly explain the myths and reality associated with practitioner and management in software project. **[5]**

Q3) a) What are the tasks carried out in requirement engineering? Explain in detail. **[5]**

    b) Write the scope of the user interaction with an ATM system. Design a use case diagram for the same. **[5]**

OR

Q4) a) Write the scope of the user interaction with library system. Draw an activity diagram for the same. **[5]**

    b) What is Use Case? How do we identify the events associated with a use case? **[5]**

Q5) a) Explain in detail the user interface design issues. **[5]**

    b) Explain in detail, the need and significance of HASARD (Hazard Analysis of Software Architectural Designs). **[5]**

OR

Q6) a) What is the relationship between architecture and design? How architecture can be mapped to components? **[5]**

    b) Enlist and explain the Webapp design principles in detail. **[5]**

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