

IV B.Tech I Semester Supplementary Examinations, April/May 2005
PRINCIPLES OF SOFTWARE ENGINEERING
(Electrical & Electronic Engineering)

Time: 3 hours

Max Marks: 80

Answer any FIVE Questions
All Questions carry equal marks

1. (a) Explain the characteristics of software that are considerably different than those of hardware.
(b) Explain software reusability.
2. Suppose that you are faced with developing a system that you expect To have about 100,000 lines of source instructions. Compute the Nominal effort and the development time for each of the three Development modes- organic, semidetached and embedded.
3. (a) Quality and reliability are related concepts, but are fundamentally different in a number of ways. Discuss them.
(b) The MTBF concept for software is open to criticism. Can you think of a few reasons why
4. Write short notes on the following :
 - (a) Feasibility study outline.
 - (b) System specification outline.
 - (c) Functional models and behavioural models.
5. Discuss the design principles for software designing process.
6. Discuss various categories of HCI design guidelines with an appropriate example.
7. Explain different steps in deriving test cases.
8. (a) What are the prerequisites to go for validation testing for software?
(b) What is configuration review? Why it is required?
