

III B.Tech. I Semester Regular Examinations, November -2005
SOFTWARE ENGINEERING
(Information Technology)

Time: 3 hours

Max Marks: 80

Answer any FIVE Questions
All Questions carry equal marks

1. Give a generic view of software engineering. [16]
2. Describe the difference between process and project metrics. [16]
3. Explain why, for large systems development, it is recommended that the prototypes should be throw-away prototypes. [16]
4. (a) Explain briefly various requirement analysis methods. [8]
(b) Describe the difference between an Object used in OOA and an Object used in Data Modeling. [8]
5. (a) State and explain the criteria proposed for judging a design methods ability to achieve modularity. [8]
(b) State and explain the forms that the Design description of an object can take place. [8]
6. Describe the worst interface that you have ever worked with and critique it relative to the concepts that you have studied in user interface design. [16]
7. Explain various software quality standards and discuss how to assure them. [16]
8. What is meant by software testing? What are its types? Explain any two testing techniques. [16]

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1. Describe the Linear sequential model. [16]
2. Define software metrics. Why is it important and what are the steps involved? [16]
3. (a) What is grammatical parsing? Explain how it is useful in object-oriented development? [8]
(b) Differentiate between Object space and Solution space. Explain the different ways that how Object manifest themselves? [8]
4. (a) What are Entity-Relationship (E-R) diagrams? How E-R notation is useful for data modeling? [8]
(b) What are the common characteristics and differences in different requirement analysis techniques? [8]
5. (a) State and explain the criteria proposed for judging a design methods ability to achieve modularity. [8]
(b) State and explain the forms that the Design description of an object can take place. [8]
6. (a) Write short notes on user interface implementation tools. [8]
(b) State and explain some guidelines that focus on Information display in User Interface Design. [8]
7. Explain various software quality standards and discuss how to assure them. [16]
8. (a) Why is completeness more difficult to achieve as abstraction level increases?
(b) Why interactivity must increase if completeness is to increase?
(c) Explain the differences between restructuring and forward engineering. [5+5+6]

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1. Describe the Linear sequential model. [16]
2. Compute the function point value for a project with the following characteristics.
No.of user inputs = 34
No.of user outputs = 66
No.of user inquiries = 24
No.of files = 8
No.of external interfaces = 2
Assume that all complexity adjustment values are average. [16]
3. Discuss the use of 4GLs for prototyping. What are the kinds of applications for which this would be recommended? Justify. [16]
4. (a) What is Warnier-Orr diagram? And explain with an example how it is different from Warnier diagram. [8]
(b) Explain with an example the Entity structure step and the Entity action step in Jackson System Development (JSD). [8]
5. What is procedural abstraction, data abstraction, and control abstraction? Give examples to support your explanation. [16]
6. (a) Write short notes on user interface implementation tools. [8]
(b) State and explain some guidelines that focus on Information display in User Interface Design. [8]
7. Explain various software quality standards and discuss how to assure them. [16]
8. Discuss in detail about Business Process Reengineering. [16]

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1. Explain the recent advances in one of the leading edge software application areas among :
 - (a) Web based application. [8]
 - (b) Virtual Reality. [8]
2. Define software metrics. Why is it important and what are the steps involved? [16]
3. “The activities in a requirements analysis process are highly interactive with continual feedback from each activity to the other activities”. Explain the validity of this statement. [16]
4. (a) Differentiate between Object Oriented Analysis (OOA) and Data Modeling. [7]
 - (b) Explain the following terms in Data Modeling with an example
 - i. Naming attributes [3]
 - ii. Descriptive attributes [3]
 - iii. Reference attributes [3]
5. (a) State and explain the criteria proposed for judging a design methods ability to achieve modularity. [8]
 - (b) State and explain the forms that the Design description of an object can take place. [8]
6. (a) State some guidelines which focus on Data input in User Interface Design. [8]
 - (b) What is Software Procedure? Explain with an example. [8]
7. Discuss about the following:
 - (a) Equivalence partitioning. [5]
 - (b) Boundary Value Analysis. [5]
 - (c) Comparison Testing. [6]
8. (a) Discuss about loop testing. [8]
 - (b) Discuss about software maintenance costs. [8]
