Code No: RR311201 **Set No. 1**

III B.Tech I Semester Regular Examinations, November 2006
SOFTWARE ENGINEERING
(Information Technology)

Time: 3 hours **Max Marks: 80**

Answer any FIVE Questions
All Questions carry equal marks

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1. Explain the Software Applications. [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. Write different steps in Object Oriented Analysis (OOA) approach proposed by Coad and Yourdon and explain them clearly. [16]

4. (a) Differentiate between Assembly Line Diagram and Warmier Diagram. [8]
   (b) Explain Data structure oriented methods of requirement analysis. [8]

5. (a) Explain the different steps to be conducted for software design from project management point of view. [8]
   (b) Explain how each step in Software Engineering process is a refinement in the level of abstraction of the software solution. [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. Describe software maintenance activities and discuss about re-engineering. [16]

8. Discuss in detail about Business Process Reengineering. [16]

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Code No: RR311201 **Set No. 2**

III B.Tech I Semester Regular Examinations, November 2006
SOFTWARE ENGINEERING
(Information Technology)

Time: 3 hours **Max Marks: 80**

Answer any FIVE Questions
All Questions carry equal marks

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1. Compare the incremental model and the spiral model. [16]
2. Describe briefly
   (a) UML [4]
   (b) LCA [4]
   (c) LCO [4]
   (d) IOC [4]
3. (a) Can an object standalone? Justify your answer with an example. [8]
   (b) Write outline for object description, and explain each item in the outline. [8]
4. (a) Explain with an example the Initial modeling step in Jackson System Development. [8]
   (b) Describe the concept of information hiding. [8]
5. (a) What are the goals of the user interface design? [8]
   (b) Explain clearly how effective modular design can be achieved? [8]
6. Describe the best interface that you have ever worked with and critique it relative to the concepts introduced in user interface design. [16]
7. Describe software maintenance activities and discuss about re-engineering. [16]
8. Discuss in detail about Business Process Reengineering. [16]

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Code No: RR311201 **Set No. 3**

III B.Tech I Semester Regular Examinations, November 2006
SOFTWARE ENGINEERING
(Information Technology)

Time: 3 hours **Max Marks: 80**

Answer any FIVE Questions
All Questions carry equal marks

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1. What is Computer Software? Why is it important? Explain the impact of software on our society and culture. [16]
2. Explain the fish bone diagram. Explain the use of it in an organization on your own interest. [16]
3. (a) Differentiate between Classification structure and Assembly structure in OOA modeling. [8]
   (b) Explain with an example what is meant by Subjects, and how they are used in OOA model. [8]
4. Explain the following briefly.
   (a) Alternative Analysis techniques. [8]
   (b) Requirement analysis techniques. [8]
5. (a) Differentiate between Transform analysis and Transaction analysis with suitable examples. [8]
   (b) Clearly indicate the similarities and differences between Object Oriented Design (OOD) and Structured Design. [8]
6. Describe the best interface that you have ever worked with and critique it relative to the concepts introduced in user interface design. [16]
7. Describe software maintenance activities and discuss about re-engineering. [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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Code No: RR311201 **Set No. 4**

III B.Tech I Semester Regular Examinations, November 2006
SOFTWARE ENGINEERING
(Information Technology)

Time: 3 hours **Max Marks: 80**

Answer any FIVE Questions
All Questions carry equal marks

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1. Give a generic view of software engineering. [16]
2. What are the similarities and differences in project estimation based on Lines of Code and Function Points? Give examples of situations in which these may be preferred for project estimation. [16]
3. (a) State and explain different characteristics suggested by Coad and Yourdon that analyst considers each potential object for inclusion in the analysis model, and write an example. [8]
   (b) Explain with an example how processing narrative of a project is useful to develop a meaningful set of attributes for an object. [8]
4. (a) Briefly explain the models used for structures analysis [8]
   (b) Explain about jacks on system development. [8]
5. State and explain the fundamental concepts that are applicable to all software design. [16]
6. (a) State and explain user interface evaluation cycle. [8]
   (b) Write short notes on the Interface Standards. [8]
7. Describe software maintenance activities and discuss about re-engineering. [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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