

[4658] - 602

Seat	
No.	

user-centered design?

OR

T.E. (Information Technology) (Semester – I) Examination, 2014 SOFTWARE ENGINEERING (2012 Course)

Time: 3 Hours Max. Marks: 70 Instructions: 1) Answer Q. 1 or Q. 2, Q. 3 or Q. 4, Q. 5 or Q. 6, Q. 7 or Q. 8, Q. 9 or Q. 10. 2) Neat diagrams must be drawn wherever necessary. 3) Figures to the **right** side indicate **full** marks. 4) Assume suitable data if necessary. a) Define software . Compare software and hardware based on their failure curves. 5 b) Software engineering process framework activities are complemented by which umbrella activities? How do process models differ from one another? 5 OR 2. a) Discuss agility principles used in agile software development. 5 b) Compare scripted testing verses exploratory testing. 5 3. a) Describe the IEEE template for eliciting software requirement specifications. What 5 information is produced as a consequence of requirements gathering? b) What do you need to know in order to develop an effective use case? Describe a standard use case documentation template. 5 OR 4. a) What are different approaches or elements of a requirement analysis model? 5 b) What is the INVEST model of agile requirements gathering? 5 5. a) What are the software design quality attributes and quality guidelines? 8 b) Explain any two software architectural styles. 8 OR 6. a) Give a brief overview of important software design concepts that span both traditional and object-oriented software development. 12 b) Why is software architecture important? 4 7. a) Explain the Seeheim model of human-computer dialog management. 8 b) How do you deal with different stereotypes of users in information gathering phase of

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[4658] – 602



8.	golden rules.		12
	b)	What is Fitt's Law? How is it used in UI design?	4
9.	a)	Explain the cleanroom process model.	10
	b)	How do we certify a software component during cleanroom testing? OR	8
10.	Write short notes on following:		18
	a)	Elements of a Configuration Management System	
	b)	Test Driven Development Process	
	c)	Technology Evolution.	
			

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