

B.E. Sixth Semester (Computer Sci. & Engg., Computer Engg.) (CGS)
10331 : Elective-II : Software Project Management : 6 FEKS 05

P. Pages : 2

Time : Three Hours



AU - 2786

Max. Marks : 80

- Notes :
1. All question carry equal marks.
 2. Due credit will be given to neatness and adequate dimensions.
 3. Assume suitable data wherever necessary.
 4. Illustrate your answer necessary with the help of neat sketches.
 5. Use of pen Blue/Black ink/refill only for writing the answer book.

1. a) Define software process. Explain common process framework in detail. **6**
b) Explain following models with its advantages & disadvantages. **8**
 - i) Spiral model.
 - ii) Linear sequential model.

OR

2. a) Explain 4P's of software project management in detail. **7**
b) Explain evolving role of software. **7**
3. a) State & explain the terms measures, matrices and Indicators. **7**
b) What is risk mitigation, monitoring and management. **6**

OR

4. a) Describe the differences between risk components and risk drivers. **6**
b) Comment on the statement **7**
-"A risk that is 100% probable is a constraint on the software project".
5. a) Describe the concept of baselines in Software Configuration Management (SCM). **7**
b) Explain scheduling with the help of time-line chart in brief. **6**

OR

6. a) Explain the SQA plan in relation to software quality. **7**
b) What are the similarities & differences between a walk through and an inspection. **6**
7. a) Explain the system engineering hierarchy and factors of system modeling. **7**
b) Explain overview of business process engineering. **7**

OR

8. a) Explain requirement analysis and how it bridges gap between system engineering & software engineering. 7
b) Explain the patterns and modularity in design concept. 7
9. a) Describe the data design process and what principles are to be followed in the data design. 6
b) What is term 'Golden Rules'? How are reduce user's memory load in it? 7

OR

10. a) What is Architectural style? Explain taxonomy of style and pattern? 6
b) What is meant by transaction mapping? Discuss various design steps for transaction mapping. 7
11. a) Explain in brief smoke testing? 7
b) Explain the terms verification & validation. How these helps in achieving software quality. 6

OR

12. a) Explain different behavioural testing methods. 6
b) What is integration testing? Explain top-down and bottom-up integration process. 7

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