Full Marks: 80   **Time- 3 Hrs**

Answer any five Questions including Q No.1& 2
Figures in the right hand margin indicates marks

1.   Answer **All** questions   2 x 10

   a.   Define prototype.

   b.   Define project scheduling.

   c.   What do you mean by structured design?

   d.   Write down the characteristics of good interface.

   e.   Define staffing.

   f.   Explain software reliability.

   g.   Write down the responsibilities of project manager.

   h.   Explain error seeding.

   i.   Define unit testing.

   j.   Define DFD.

2.   Answer **Any Six** Questions   6 x 5

   a.   Explain classical water fall model.

   b.   Define UID and classify the user interface.

   c.   Differentiate between cohesion and coupling.

   d.   What is SRS? Explain characteristics of a good and bad SRS document.

   e.   Explain Transform Analysis and Transaction Analysis.

   f.   Define debugging. Write the need and guidelines of debugging.

   g   Discuss various project size estimation metrices.

3   State and explain COCOMO models. Explain various types of COCOMO   10
       models used in field of software development.

4   Why software testing is required? Explain white box testing.   10

5   Identify the symbols used in DFD. Take a suitable example to draw a DFD and   10
       to develop DFD model of a system.

6   Define Software Project Management. How the project is made? Write the   10
       project estimation techniques.

7   Define risk. Explain different activities associated with risk management in   10
       software development.