Nar	ne : .	• • • • • • • •							
Rol	l No. :	:							
Inv	igilate	or's Si	gna	ture :		•••••			
				CS / E	3.TECH (I	T) / SEM	i-6 / IT-601 / 2011		
					2011				
sc	FTW	/ARE	EN	GINEERI	NG AND	PROJEC	T MANAGEMENT		
Time Allotted : 3 Hours							Ful Marks: 70		
		Th	e fig	ures in the	e margin ir	ndicate fu	ıll marks		
Ca	andid	lates d	are r	equired to	give their	answers	in their own words		
				_	far as pro				
					OBOUD.	•			
			(Objectiv	GROUP – . e Type Ç		ıs)		
1.	Ans	swer ti	he fo	ollowing q	uestions :				
	A.			ue / false			$5 \times 1 = 5$		
		i)	Qu	ality Assu	rance is a	pplicable	in product.		
		ii)	MT	TF is elat	ed with n	on-repair	able system.		
		iii)	Ste	p Function	n model is	s unrealis	stic in nature.		
		iv)			_	=	evelopment team.		
		v)		sting objec					
	В.	Choose the correct alternatives for the following:							
							$5 \times 1 = 5$		
		vi)		BF is mea	sured in t				
			a)	day		b)	year		
		•••	c)	hours		d)	minutes.		
		vii)		IAIC is rela	ated with	1 \	OMM		
			a)	ISO	١1	b)	CMM Siz Sigmo		
			c)	ISO-900	71	d)	Six-Sigma.		

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- viii) Performance testing is a type of
 - a) unit testing
 - b) integration testing
 - c) runtime operation testing
 - d) system testing.
- ix) If the project size is same then the development time is maximum in case
 - a) embedded
 - b) semidetached
 - c) organic
- x) Project planning does not include
 - a) Risk identification
- b) Design
- c) Cost estimation
- d) Configuration.

GROUP - B

(Short Answer Type Questions)

Answer any *three* of he following. $3 \times 5 = 15$

- 2. What is performance testing ? Is it a black box testing technique ? Explain. 2 + 3
- 3. Consider the following prog am segment:

Design the test cases using boundary value.

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4. What is formal technical review? List the objectives of FTR. 2 + 35. Differentiate: i) Walkthrough from inspection, ii) Verification from validation. $2\frac{1}{2} + 2\frac{1}{2}$ Explain the use of prototyping in product development. 6. **GROUP - C** (Long Answer Type Questions) Answer any three of the following $3 \times 15 = 45$ 7. a) What are the advantages of function points over the size metric of LOC? 3 Distinguish between static and dynamic testing. 4 b) c) What is symbolic execu ion? Consider the following function: function max (x, y, z: integer): integer; begin if $x \le y$ then max = yelse $\max = x$; if $\max < z$ then

What is the goal of mutation testing?

Draw a symbolic execution tree for the above function

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max = z;

end;

d)

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8.	a)	List the steps for deriving the path coverage based tes cases of a program.						
	b)	Compare top-down and bottom-up Integration testing.						
	c)	What is Acceptance testing?						
	d)	Distinguish between Alpha testing and Beta testing.						
9.	a)	Define Software 'Reliability' and 'Availability'. 3 + 3						
	b)	Discuss the metrics used for specifying software reliability and availability.						
	c)	What is the difference between the basic and logarithmic model of reliability propos d by Musa?						
10.	a)	Discuss the different types of modules in a system.						
	b)	What is a structure chart's role in physical information system design?						
	c)	Define Usability. How an it be measured? 3 + 3						
11.	a)	What is algo ithmic cost estimation?						
	b)	Consider a project to develop a full screen editor. The sizes for t e major modules are estimated to be 4 KLOC, 2 KLOC, 1 KLOC, 2 KLOC and 3 KLOC. Use COCOMO to determine cost and schedule estimates for different phases. Assume that the significant cost drivers adjustment factors to be 1.216.						
	c)	Discuss briefly the standard ways in which the software						
		organization and teams can be structured.						

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