MMS-III (IT) University Exam.
Software Engineering 01-12-2010.

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Con. 5924-10.   (FURTHER REVISED COURSE)   MR-5902
                         (3 Hours)   [Total Marks : 60

Notes :

N.B. :
  i)   Q. 1 is compulsory (20 Marks)
  ii) Answer any Four questions from the remaining (Q. 2 to Q. 6) – each of these question carries 10 Marks
  iii) All answers should be brief and to the point .

1. KBC is a game show for TV. The show involves a show Host who asks general knowledge questions to the contestant on the Hot seat. The contestant gets to see the questions and the 4 optional answers. He can either answer the question and request the Host to lock an answer or use one of the available lifelines such as calling up a friend etc. A correct answer leads to his moving up on the score board and earning a certain amount of money. The contestant at the hot seat is selected from a quick test called the fastest finger first where about 10-12 participants from among the audience participate. The person who gets the correct answer faster than the others get to take the hot seat. Given this background if you were asked to design a computer based system to support this game show answer the following :
   a) Who will be the potential users/actor of the system
   b) List out (only list and do not write details) the Use Cases for each of the Users
   c) For the Host visualize the Use Cases by drawing appropriate screens
   d) Estimate the effort involved in developing a software for the above gameshow.

   Make suitable assumptions

2. Write a note on the Agile Methods for software development. Highlight its key benefits. What are the specific aspects which are involved in an Agile process from a Software engineering point of view.
3. Write a note on best practices for Requirements Gathering.
4. Write short notes on (any 2) :
   a) Broad Outline of a Software Requirements Specification (SRS)
   b) Non-Functional Requirements for a Software
   c) Use Cases
5. Write a note on (any 2) :
   a) Functional Testing
   b) Usability Testing
   c) Automated testing.
6. Write a note on the various documents required as part of a formal Software lifecycle process highlighting the purpose of the document.

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