B.COM(ISM). DEGREE EXAMINATION,NOVEMBER 2018
III Year VI Semester
Core Major - Paper XIII
SOFTWARE PROJECT MANAGEMENT

Time : 3 Hours **Max.marks :75**

Section A $(10 \times 2 = 20)$ Marks

Answer any **TEN** questions

1. What is process?
2. What is software production process?
3. What is meaning of leadership?
4. What are three vital aspects?
5. Define review.
6. Define escalation.
7. Define product specifications.
8. What is test plan.
9. What is decision tables.
10. Explain feasibility study?
11. Define FURPS.
12. Define FTR.

Section B $(5 \times 5 = 25)$ Marks

Answer any **FIVE** questions

13. Explain the Identify the software model.
14. Describe the Top Down and Bottom Up planning.
15. Write to understanding the customer problem to solve.
16. Explain the decision trees and decision tables.
17. Explain the verification and validation.
18. What are product requirements.
19. Explain the software quality assurance.

Section C $(3 \times 10 = 30)$ Marks

Answer any **THREE** questions

20. Briefly explain the waterfall model and prototyping model.
21. Describe the gantt chart and pert chart.
22. What are strategies for determining information requirements? Example.
23. Briefly explain the white box and Black box testing.
24. Describe elaborate the software quality assurance plan.

B.COM(ISM). DEGREE EXAMINATION,NOVEMBER 2018
III Year VI Semester
Core Major - Paper XIII
SOFTWARE PROJECT MANAGEMENT

Time : 3 Hours **Max.marks :75**

Section A $(10 \times 2 = 20)$ Marks

Answer any **TEN** questions

1. What is process?
2. What is software production process?
3. What is meaning of leadership?
4. What are three vital aspects?
5. Define review.
6. Define escalation.
7. Define product specifications.
8. What is test plan.
9. What is decision tables.
10. Explain feasibility study?
11. Define FURPS.
12. Define FTR.

Section B $(5 \times 5 = 25)$ Marks

Answer any **FIVE** questions

13. Explain the Identify the software model.
14. Describe the Top Down and Bottom Up planning.
15. Write to understanding the customer problem to solve.
16. Explain the decision trees and decision tables.
17. Explain the verification and validation.
18. What are product requirements.
19. Explain the software quality assurance.

Section C $(3 \times 10 = 30)$ Marks

Answer any **THREE** questions

20. Briefly explain the waterfall model and prototyping model.
21. Describe the gantt chart and pert chart.
22. What are strategies for determining information requirements? Example.
23. Briefly explain the white box and Black box testing.
24. Describe elaborate the software quality assurance plan.