

Question Bank - 2 2022(CBCS Scheme)

Fifth Semester B.E

SOFTWARE ENGINEERING & PROJECT MANAGEMENT BCS501

Module -2			*Bloom's Taxonomy Level	COs
Q.1	a	Develop a scenario-based model with an example for a Smart Parking System.	L3	2
	b	Construct UML activity diagrams for the process of eliciting requirements.	L3	2
Q.2	a	Develop Scenario-Based Modeling with an example of an Customer Support Chatbot.	L3	2
	b	Develop an explanation of Class-Responsibility-Collaborator (CRC) modeling and data modeling, including an example for each.	L3	2
Module - 3				
Q.3	a	Apply the concept of Agility to demonstrate how it manages the cost of change over time, supported by a diagram.	L2	3
	b	Construct a clear diagram to explain the core principles and workflow of Extreme Programming (XP).	L3	3
Q.4	a	Identify the concepts of extreme programming (XP) with its functional diagram.	L3	3
	b	Explain the key traits must exist among the people on an agile team and the team itself.	L3	3
Q.5	a	Identify and briefly describe the design modeling principles that guide the corresponding framework activity.	L3	3
	b	Develop a diagram of the Scrum process, illustrating how each phase contributes to teamwork and efficiency.	L3	3
Q.6	a	Develop the Agile Process and illustrate agility with an example.	L3	3
	b	Apply a clear diagram to explain the core practices and iterative cycle of Extreme Programming (XP).	L3	3

Module-4				
Q. 7	a	Show that how contract management plays a role in software project management by providing an example scenario.	L3	4
	b	Select and explain various ways to categorize software projects.	L3	4
Q. 8	a	Identify the procedure of setting objectives for successful completion of software project.	L3	4
	b	Apply various project planning techniques to outline a basic project management plan for a software project.	L3	4