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MAY – AUGUST 2021 Ext 1022/23/25

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FACULTY OF SCIENCE

DEPARTMENT OF COMPUTER AND INFORMATION SCIENCE REGULAR PROGRAMME

DIT 015: INTRODUCTION TO SOFTWARE ENGINEERING

Date: AUGUST 2021 Duration: 2 Hours

INSTRUCTIONS: Answer Question ONE and any other TWO Questions

Question 1

a) At what point should a software engineer use business process reengineering?

(4

Marks)

b) What is constituted in an IT project?

- (5 Marks)
- c) Why is software engineering important as a subject and in practice?

(3

Marks)

d) Explain characteristics software engineering?

- (8 Marks)
- e) Identify four good qualities that a software engineer must have?
- (4 Marks)

f) Define a software process.

- (2 Marks)
- g) What is system software testing? Briefly explain key types of system tests
 conducted for software based systems.

 (4 Marks)

Question 2

a) What are the known good quality software attributes? Explain any five. (10 Marks)

b)	Dis	Distinguish between verification and validation in respect to software engineering. (4	
	Ма	arks)	
c)	Pro	ototyping is seen as to address the disadvantages of the waterfall r	model. However
	this	s model has its own limitations. Discuss any three disadvantages.	(6 Marks)
Question 3			
a)	Ex	plain the following software process models.	(9 Marks)
		a. Component based software engineering	
		b. Evolutionary development	
		c. Water fall model	
b)	Wh	nat are the advantages and disadvantages of the model in Questio	n 3(c) ?
			(4
	Ма	arks)	
c)	Explain why in software engineering it is important to compare one specification to		
	and	other one.	(3 Marks)
d)	Gi۱	ve two benefits of comprehensive code reviews.	(4 Marks)
Question 4			
a)	Giving at least four examples explain what is project risk management?(6 Marks)		
b)	Ex	plain the phases of risk management process.	(8 Marks)
c)	Wr	rite brief notes on the spiral model.	(6 Marks)
Question 5			
	a)	According to the chaos report what conclusion can you draw about	ut IT projects? (7
		Marks)	
	b)	Giving examples distinguish between functional and non-functional	
		as used in software engineering.	(6 Marks)
	c)	Giving examples explain what is user interface (UI)?	(4 Marks)
	d)	Explain the following terms in respect to software engineering?	(3 Marks)

- i. Coupling
- ii. Cohesion
- iii. Modularity

END