



THE CATHOLIC UNIVERSITY OF EASTERN AFRICA

A. M. E. C. E. A

MAIN EXAMINATION

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AUGUST – DECEMBER 2018 TRIMESTER

FACULTY OF SCIENCE

DEPARTMENT OF COMPUTER AND LIBRARY SCIENCE

REGULAR PROGRAMME

CMT 311: FUNDAMENTALS OF SOFTWARE ENGINEERING

Date: DECEMBER 2018

Duration: 2 Hours

INSTRUCTIONS: Answer Question ONE and any other TWO Questions

- Q1. a) List and **explain** any FOUR essential attributes of *good software* (4 Marks)
- b) **Differentiate** between *Generic* and *Customized* products as used in Software production (4 Marks)
- c) **Discuss** any THREE principles of *agile* methods (6 Marks)
- d) Using examples, **explain** any TWO *types* of *requirements* (4 Marks)
- e) **Discuss** the *Software Development Life-cycle* (SDLC) in details. (6 Marks)
- f) **Differentiate** between *verification* and *validation* as used in software development (2 Marks)
- g) Compare and contrast between a Systems Analyst and a Systems developer (2 Marks)
- h) Distinguish between functional and non-functional requirements. (2 Marks)
- Q2. a) Choose any piece of software which you use regularly. Briefly describe the **requirements** that the software meets (for you as the user). Suggest TWO ways in which the software could be **improved** (for you), and *estimate* the

amount of **resources** that would be required to make the improvements.
(6 Marks)

- b) Discuss any FOUR software engineering fundamentals that apply to all types of software systems (4 Marks)
- c) Explain what is meant by software project management. Highlight the most vital skills required of a project manager. (4 Marks)
- d) Compare and Contrast between System testing, Acceptance testing and Component testing as used in Software Engineering. (6 Marks)
- Q3. a) **Explain** the software engineering *code of ethics*. What is its **role** and **usefulness**? (3 Marks)
- b) **State** THREE benefits of writing tests before writing the code. (3 Marks)
- c) **Explain** *feasibility study* as used in software development. (2 Marks)
- d) Software engineering has been described as a "soft" engineering discipline but nonetheless an engineering discipline on its own merit. By giving concise examples from the discipline, **explain** why this is so. (6 Marks)
- e) **Discuss** any THREE advantages of *sketching* a proposed *user interface*. (6 Marks)
- Q4. a) **Explain** the THREE generic *process models* used in software engineering. (6 Marks)
- b) **Discuss** any FOUR methods a Systems Analyst can use for *Requirements gathering* purposes. (8 Marks)
- c) What stage/phase is good for doing *prototyping* in the software development process? Explain why. (2 Marks)
- d) **Discuss** the similarities and differences between *user* and *system requirements*. (4 Marks)
- Q5. a) Discuss the main activities performed at the requirements engineering stage. (4 Marks)
- b) It is cheaper and faster to fix known bugs before you write new code. Give TWO reasons Why this is the case. (4 Marks)

- c) Using examples, explain **CASE tools** as used in Software Engineering.
(4 Marks)
- d) You have been asked to develop the Catholic University Cafeteria Enquiries and Orders Information Management System (**CUCOMIS**) The client wants development of a new management information system (MIS) to enable multi-user data entry and querying. It is expected that the system will encompass the following areas:
- User friendly interface
 - Data entry validation
 - Defined reports, especially job control sheets, which the client already uses on paper
 - Querying of data to produce reports.

The client has a Microsoft SQL server database management system that supports Intranet access from several desks.

The development models suggested for this project are: **incremental development** using a series of *prototypes* and **waterfall model** with *progression* through analysis, design, coding, testing and maintenance.

Determine the *suitability* of each of these two life cycles models for this project. Use appropriate examples/illustrations to support your answers.
(8 Marks)

END