

QP CODE: D3BCS2402

(Pages: 2)

Reg. No :

Name :

THIRD SEMESTER FYUGP EXAMINATION, NOVEMBER 2025

Discipline Specific Core (DSC) Courses - Major

CSC3CJ201 : Software Project Management

(Credits: 4)

Time: 2 Hours

Maximum Marks: 70

Section A

Answer the following questions. Each carries 3 marks (Ceiling: 24 marks)

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| 1. Describe the role of the testing phase in SDLC and why it is crucial before software deployment. | BL2 | CO1 |
| 2. Define requirement engineering in software development. | BL1 | CO2 |
| 3. Define software project management. | BL1 | CO2 |
| 4. Define unit testing. | BL1 | CO5 |
| 5. Define system testing and mention one example of a system test in a real application. | BL1 | CO5 |
| 6. List the difference between traditional software development process and Agile process. | BL1 | CO1 |
| 7. Explain how an activity diagram assists developers in visualizing the flow of operations in a system. | BL2 | CO2 |
| 8. What is Scope management in software project? | BL1 | CO3 |
| 9. Explain the relationship between user requirements and software quality. | BL2 | CO5 |
| 10. What is component-level design in software engineering? | BL1 | CO2 |

Section B

Answer the following questions. Each carries 6 marks (Ceiling: 36 Marks)

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| 11. Define Extreme Programming (XP) in software development. List and briefly describe any four core practices of XP. | BL1 | CO1 |
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(PTO)

12.	What is the Incremental model? Describe its key features and explain how it differs from other process models. Provide examples where applicable.	BL1	CO1
13.	Define design model. Explain any two with examples.	BL1	CO2
14.	Describe the purpose of integration testing and explain how it helps in detecting defects between modules.	BL2	CO5
15.	Differentiate between Gantt charts and network diagrams with examples, highlighting their specific uses in resource allocation.	BL2	CO4
16.	Explain what is meant by layered technology in software engineering. List the layers and briefly describe how they assist in software development.	BL1	CO1
17.	Define the software design process. List and briefly explain the key design concepts in software engineering.	BL1	CO2
18.	Write the full form of RMMMM plan and briefly explain its purpose in managing risks.	BL2	CO4

Section C

Answer any one question. Each carries 10 marks (1 x 10 = 10 Marks)

19.	Define debugging and explain its significance in software development. Describe the process and strategies of debugging, and discuss how systematic debugging improves software quality.	BL2	CO5
20.	Describe the Program Evaluation and Review Technique (PERT), its purpose, time estimates and how it handles uncertainty in project scheduling.	BL2	CO4

CO : Course Outcome

BL : Bloom's Taxonomy Levels (1 – Remember, 2 – Understand, 3 – Apply, 4 – Analyse, 5 – Evaluate, 6 – Create)