QP CODE: D3BCS2405	**(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)

1.	Differentiate between the design phase and the implementation phase of SDLC with examples.	BL2	CO1
2.	Explain the importance of requirement engineering in software development.	BL2	CO2
3.	Define risk in software project management. Give examples.	BL1	CO4
4.	List the different levels of software testing.	BL1	CO5
5.	Define debugging in software development.	BL1	CO5
6.	Explain why the Evolutionary process model is suitable for projects with changing requirements and how user feedback is used during the process	BL2	CO1
7.	Explain the importance of the software design process in software development.	BL1	CO2
8.	Define project estimation.	BL1	CO3
9.	Define black box testing and explain its main focus in software testing.	BL2	CO5
10.	Explain how DFD helps in representing the architectural design of a software system.	BL2	CO2

Section B

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

11.	Define ‘Agility’ in software development. Explain its key characteristics and why it is important in today’s software projects.	BL1	CO1

(PTO)

12.	Explain the objectives of Extreme Programming(XP)	BL1	CO1
13.	What is a state chart diagram in UML used for? Explain how it helps in modeling the behavior of an object over time and describe its importance in tracking state transitions with an example.	BL2	CO2
14.	A system has three modules: Login, Payment, and Reporting. Suggest an appropriate testing strategy for each module and justify your choice.	BL3	CO5
15.	Explain the role of a project manager in a software project. Include examples of the tasks performed by the project manager at different stages.	BL2	CO3
16.	Explain the meaning of software engineering. Describe three important features of software engineering and discuss how they help in developing software.	BL2	CO1
17.	Explain the concept of a Data Design Model in software design. How does a user interface design model support developers in creating effective software? Illustrate your answer with suitable examples.	BL2	CO2
18.	Differentiate between Gantt charts and network diagrams with examples.	BL2	CO4
	Section C		
	Answer any one question. Each carries 10 marks (1 x 10 = 10 Marks)		
19.	Describe the major factors that influence software quality, including design, coding practices, testing, and maintenance.	BL2	CO5
20.	Explain in detail the concept of a Gantt chart, its structure, and how it is used in project scheduling and resource allocation. Include examples to show how task durations and dependencies are represented.	BL2	CO4
	CO : Course Outcome		
	BL : Bloom's Taxonomy Levels (1 – Remember, 2 – Understand, 3 – Apply, 4 – Analyse, 5 – Evaluate, 6 – Create)		