Semester:V	Department of ISE and CSE(AI)	AY: 2026-27
Course Code: BCS501	Course Name: **Software Engineering & Project Management**	

Question Bank

Q.	Module-01	M	L	C
1	Discuss David Hooker's seven principles of Software Engineering practice.	8	L2	CO1
2	Explain the five activities of the Generic Process Framework for Software Engineering.	8	L2	CO1
3	Explain the unique nature of Web applications.	8	L2	CO1
4	With a neat diagram explain Incremental Process Models.	10	L2	CO1
5	Briefly explain the Spiral Model with neat diagrams	10	L2	CO1
6	With an example, describe the Class-Responsibility-Collaborator(CRC) modeling.	10	L2	CO1
7	Explain Data Modeling Concepts in detail	10	L2	CO1
8	Describe Prescriptive Models	5	L2	CO1
9	Explain the waterfall model and incremental model, with diagram.	10	L2	CO1
10	Explain new Software Challenges and Software Myths	10	L2	CO1
	Module-02			
11	Explain the scenario-based elements of a requirements model with an example.	8	L3	CO2
12	Provide a brief overview of the key tasks involved in Requirements Engineering.	8	L2	CO2
13	Explain the design task of Requirements Engineering with a neat diagram.	8	L3	CO2
14	Explain negotiating and validating requirements.	8	L2	CO2
15	With an example, describe CRC (Class–Responsibility–Collaborator) modeling.	8	L3	CO2
16	Illustrate the use case diagram for the Safe Home System.	8	L3	CO2
17	Explain three types of requirements.	8	L2	CO2
18	Develop and demonstrate the "Access camera surveillance via Internet – Display camera view" function using a neat activity diagram.	8	L6	CO2
19	Demonstrate class-based modeling and identify the analysis classes.	8	L4	CO2
20	Explain the key steps involved in building a requirements model and their contribution to the software development process.	8	L4	CO2
	Module-03			
20	Explain the Crystal Agile Process Model.	8	L2	CO3

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21	Explain Feature-Driven Development (FDD).	8	L2	CO3
22	List and explain the communication principles guiding framework activities.	8	L2	CO3
23	Explain the planning principles guiding framework activities.	8	L2	CO3
24	Elucidate SCRUM process with a neat diagram	8	L1	CO3
25	List and explain the deployment principles guiding framework activities.	8	L2	CO3
26	Explain the concepts of Extreme Programming (XP) with a neat diagram.	8	L2	CO3
27	Explain design modeling principles that guide the perspective framework activity.	8	L2	CO3
28	Describe Software Engineering knowledge and its core principles.	8	L2	CO3
29	What is Agility? Explain Agility with the cost of change with Diagram. Explain the Principles of Agile Software Development	10	L1	CO3
30	Explain Safe Home Security functions for Flow Oriented Modeling and Behavioral Modeling	10	L1	CO3

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