## **FACULTY OF INFORMATICS**

B.E. 4/4 (IT) II-Semester (Main) Examination, May 2011

Subject : Software Project Management (Elective-V)

Time: 3 Hours Max. Marks: 75 Note: Answer all questions of Part - A and answer any five questions from Part-B. PART - A (25 Marks) LIBRARY 1. What are the characteristics of a well defined software project (3) management objectives? Identify the stable holders in a software project. (2)2. (3)3. Identify the high level project risks associated with a software project. Under what circumstances is an evolutionary approach preferred in 4. software project execution. (2)5. What are the advantages of a fixed price contract? (2)Differentiate between reliability and maintainability of a software application.(3) 6. 7. What are virtual teams? (2)What are the stages that teams go through in the process of development 8. into a team? (3)9. What are the constraints usually encountered during the execution of software projects? (3)10. With respect to PRINCE 2 differentiate between a role of a job. (2)**PART – B** (5x10=50 Marks) 11.(a) List the contents of a project plan. (5)(b) What are the activities recommended to be carried out in the analysis phase of a software project? (5)Developed a framework for managing risk in a software project by 12. explaining the various steps a involved in planning for risk. 13.(a) With respect to software project management, discuss how the obstacles to good decision making can be overcome. (6)(b) How should stress among the project team members be dealt during project execution? (4)14.(a) Discuss briefly the various techniques used for software effort estimation. (6) (b) List the different way in which organization are structured. (4)15.(a) Discuss the steps in planning for a software project as per B S 6079. (b) How is project control carried out in BS6079 framework for software project management? Discuss in detail the activities involved in software project management. (10) 16. Write short notes on any two of the following: (2x5)17. (a) Earned Value Analysis (b) Software Prototyping (c) Influence of culture amongst the software project team