



MURANGA UNIVERSITY COLLEGE
(A constituent College of Jomo Kenyatta University of Agriculture & Technology)

MAIN CAMPUS

SPECIAL/SUPPLEMENTARY UNIVERSITY EXAMINATIONS

2015/2016 ACADEMIC YEAR

SECOND YEAR FIRST SEMESTER EXAMINATIONS

**FOR THE DEGREE OF
BACHELOR OF BUSINESS INFORMATION TECHNOLOGY**

COURSE CODE: ICS 2302

COURSE TITLE: SOFTWARE ENGINEERING

DATE:

TIME:

INSTRUCTIONS TO CANDIDATES

Question ONE (1) is (compulsory) AND any other TWO

MRUC observes ZERO tolerance to examination irregularities

This Paper Consists of 2 Printed Pages. Please Turn Over.



Question ONE (compulsory)

- a) Explain keys features and practices that distinguish the Extreme Programming approach to software development. (8 marks)
- b) In analysing requirements, the software engineer must determine what the customer requires from the new software. In doing this the analyst will produce a requirement specification document.
- i.) Define the term requirement engineering (3 marks)
 - ii.) Highlight four reasons why requirement engineering is difficult (4 marks)
- c) Compare and contrast software inspection and software testing . (8 marks)
- d) Explain why SRS also known as the black box specification of system. (4 marks)
- e) Highlight three activities of risk assessment in software management (3 marks)

Question TWO

- a) Outline five factors that as a software project manager you would need to consider when selecting and building a project team to undertake a new development project. In the case of each factor, discuss relevant issues that need to be taken into consideration to lower any risks. (12 marks)
- b) Briefly describe each of the four elements of the design model. (8 marks)

Question THREE

- a) Sometimes it is necessary to re-engineer a system. Describe what is meant by re-engineering, and explain why it may be essential and how it might be undertaken. (10 marks)
- b) Explain what is meant by “Software Evolution” and discuss the need to plan for the future evolution of software during its initial development. (10 marks)

Question FOUR

- a) Define requirements elicitation in the context of software development and describe four approaches to requirements elicitation. Outline the key steps involved in each approach. (12 marks)
- b) Discuss the various strategies of design. Which design strategy is most popular and practical? (8 marks)