

Department of Computer Science Subject: System Analysis & Design(Paper II) Class:- B.Sc II Sem Question Bank

UNIT I

- 1. Define system in brief and explain components of computerized information system.
- 2. Draw system development life cycle and explain its phases in brief.
- 3. What is feasibility study? Explain organizational and technological feasibility.
- 4. What is questionnaire? Design a questionnaire to know the internet awareness program among different age group users.
- 5. Explain System Development Life Cycle (SDLC).
- 6. Explain following data collection methods:
- (i) Questionnaires
- (ii) Interview
- 7. Give classification of systems. Explain open system and closed system with example.
- 8. What is Feasibility Study? Explain organizational and technological feasibility.
- 9. What for interview technique is used ? Differentiate between structured and unstructured interview.
- 10. Explain the following fact finding techniques:
- (i) Brain storming
- (ii) Observation

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UNIT II

- 1. Explain basic objective of input design and guideline of input design.
- 2. Construct Decision Table for the following problem: A computer file has customer name, type, bill number, bill date, amount and date of payment. If the customer is a dealer and pays his bills within 30 days, 10% discount is allowed. If it is 30 to 45 days, discount and surcharge is zero. If he pays after 45 days, he has to pay 10% surcharge. The corresponding percentages for a manufacturer are 10%, 0, 12.5%.
- 3. What is form design? Explain types of form and write principles of form design.
- 4. Why is training important? Describe training methods in brief.
- 5. What is Decision Tree? Construct Decision Tree for: Co-operative Bank has the following policy on deposit:
 - (1) On deposit of Rs. 10,000/- and above and for 3 years or above, interest 15%.
 - (2) On the same deposit for period less than 3 years 12%.
 - (3) On deposit below Rs. 10,000 /- interest 10% regardless of the period of deposit.
- 6. What is Decision tree? Explain how it is used for making decision with examples.
- 7. List different types of code.
- 8. Explain physical representation of codes.
- 9. Explain the use of data flow diagram and specify the different symbols used in drawing a DFD with suitable example.
- 10. Explain different validation checks which can be applied to input design.
- 11. List main categories of output and explain any four.
- 12. Write principles of code design.

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UNIT III

- 1. Write short note on Data Dictionary.
- 2. Explain principles of code design
- 3. Write objective of system testing and explain any three types of testing
- 4. Write a short note on project monitoring and control.
- 5. What is project planning? Explain different factors considered in project planning.
- 6. What is software maintenance? Give different characteristics of software maintenance.
- 7. What is cost benefit analysis? Explain in brief.
- 8. Write notes on:
 - a. Software Reliability.
 - b. ISO 9000.
- 9. What is training? List different activities in training.
- 10. Write notes on following testing methods:
 - a. Function Testing
 - b. Subsystem Testing
 - c. System Testing.
- 11. What is system testing? State and explain different levels of system testing.
- 12. Explain following conversion methods:
 - a. Cold Turkey
 - b. Pilot method.

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UNIT IV

- 1. What is cost benefit analysis? Explain in brief.
- 2. Explain system tolerance in system design.
- 3. How to make planning to implement change?
- 4. Write a short note on Risk Management.
- 5. What is software maintenance? Give different characteristics of software maintenance.. What is project planning?
- 6. What are different factors that should be considered in project planning? List the major responsibilities of a software project manager.
- 7. Explain work breakdown structure and activity network model.
- 8. Discuss the following attributes which a software product must have:
 - (i) Portability
 - (ii) Maintainability
 - (iii) Reusability
 - (iv) Adaptive
 - (v) Perfective.
- 9. Discuss skills that a software project manager should possess.
- 10. Draw maintenance process model-2.
- 11. Discuss skills that a software project manager should possess.
- 12. Explain critical path method with example.