

ME SEM-II / CBCGS | DT- 29.5.2017 Q. P. Code: 11706
 (Comp/EXTC/EIX)
 (3 Hours)

[Total Marks: 80]

Note:

- 1) Answer any four questions out of the six questions
- 2) Figures to the right indicate full marks
- 3) Answer to the questions should be grouped and written together
- 4) Make suitable assumptions if required and clearly state the assumptions made

Q-1) a) For the project activities in the table draw the AON diagram and calculate the critical path. **(10marks)**

Activity	Duration	Predecessor
A	6	-
B	8	A
C	9	A
D	15	A
E	7	B, C
F	6	E
G	6	D, E
H	12	D
I	6	F, G
J	7	H, I

b) Explain the Project Portfolio Process. **(10marks)**

Q-2) a) Compare bottom-up and top-down budgeting. What types of conflicts can occur during the budgeting process and how can they be negotiated. **(10marks)**

b) Explain why negotiating to a win-win solution is the key to conflict resolution in project management. Explain the common techniques used to achieve a win-win situation in a project conflict. **(10marks)**

Q-3) a) Why constraints in resource scheduling occur in projects? Explain the Goldratt's critical chain. **(10marks)**

b) What are the attributes of a good project manager. Explain with suitable examples. **(10 marks)**

Q-4)a) Explain how Earned Value Analysis is used for monitoring and control of a project. Use a suitable example to illustrate your answer. **(10marks)**

b) What is the purpose of the Project Management Office [PMO]. Explain the important tasks performed by the PMO. **(10marks)**

Q-5)a) What is the purpose of Project Control? What are the three basic types of project control processes widely used. Explain with suitable examples. **(10marks)**

b) Explain the Agile project management technique. What are the challenges faced by an Agile Project Manager. **(10marks)**

Q-6)a) Explain in details the steps involved in the Project Audit lifecycle. **(10marks)**

b) Giving a general flow diagram explain the Project Termination process. What are the after-effects of a project termination. **(10marks)**