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Question Paper Code: 39804

B.E. / B.Tech. DEGREE EXAMINATION, NOV 2018

Elective

Information Technology

01UIT904 - AGILE SOFTWARE DEVELOPMENT

(Regulation 2013)

Duration: Three hours

Maximum: 100 Marks

Answer ALL Questions

PART A - (10 x 2 = 20 Marks)

1. What do you mean by agile modelling?
2. Define refactoring.
3. What is product backlog?
4. What is a burn down chart?
5. Define acceptance testing.
6. Name some tools to support agile tester.
7. Explain liskov substitution principle.
8. Discuss the need and significance of refactoring.
9. What are the roles in an agile project?
10. Give some challenges involved in agile.

PART - B (5 x 16 = 80 Marks)

11. (a) Explain the extreme programming approaches in agile methods. (16)

Or

(b) (i) List the principles behind the agile Manifesto. (8)

(ii) Differentiate scrum and feature driven development in agile development methodologies. (8)

12. (a) Explain the various project phases in Agile Scrum framework. (16)

Or

(b) Write short notes on the following. (16)

(i) Burn down chart

(ii) Scrum Roles

13. (a) Discuss in detail the lifecycle of agile and its impacts on testing. (16)

Or

(b) Explain the following Agile testing techniques: (i) Regression testing (ii) Risk based testing. (16)

14. (a) Explain the role of design principles including single responsibility and open closed principle in detail. (16)

Or

(b) Explain dependency inversion principle in agile design. (16)

15. (a) Discuss about the Agile Rapid Development Technologies (16)

Or

(b) Write short notes on the following.

(i) Challenges and benefits of agile (8)

(ii) Agile projects on Cloud (8)