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Question Paper Code: 49804

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

Elective

Information Technology

14UIT904 AGILE SOFTWARE DEVELOPMENT

(Common to Computer Science and Engineering)

(Regulation 2014)

Duration: Three hours

Maximum: 100 Marks

PART A - (10 x 1 = 10 Marks)

(Answer all Questions)

1. Which one of the following is not an agile method? CO1- R
(a) XP (b) 4GT (c) AUP (d) All of the mentioned
2. Find what is the unit of measurement that is used to measure the size of a user story for an Agile project CO1- R
(a) Line of Code points (b) Story points
(c) Work breakdown points (d) Function Points
3. The team meets daily for minutes, where each member of the team discusses the work they've completed since the last meeting CO2- R
(a) 10 (b) 12 (c) 15 (d) 20
4. Who is responsible for prioritizing the product backlog CO2- R
(a) Tester (b) Developer (c) Product Manager (d) Product Owner
5. Before a tester begins the process of exploratory testing, find what tool should have in place to give him an idea of find what to explore in the systems and find what kind of things to look for CO3- R
(a) A Bug List (b) A Roadmap (c) A Defect Document (d) A Charter

6. Who will test the system in agile development? CO3- R
- (a) software tester (b) Developer
- (c) Business Analyst (d) All the above
7. Find which of the following is not part of the Manifesto for Agile Software Development CO4- R
- (a) Working software over comprehensive documentation
- (b) Teams and interactions over processes and tools
- (c) Responding to change over following a plan
- (d) Customer collaboration over contract negotiation
8. The recommended approach to design in an agile project is CO4- R
- (a) Just enough design up front (b) No design up front
- (c) Use a previous design (d) Big design up front
9. The team meets daily for _____minutes, where each member of the team discusses the work they've completed since the last meeting CO5- R
- (a) 10 (b) 12 (c) 15 (d) 20
10. The working culture of an Agile team is CO5- R
- (a) Collaborative (b) Contemplative (c) Collective (d) Connective

PART – B (5 x 2= 10Marks)

11. Define Agility. CO1- R
12. Give an idea about planning game CO2- R
13. How do you automate test? CO3- R
14. Express the SOLID principles of Agile Software Design CO4- R
15. Summarize the common challenges in adopting agile methods CO5- Ana

PART – C (5 x 16= 80Marks)

16. (a) Construct the Incremental delivery of an infrastructure flyover project in agile software development concept with neat diagram CO-1 U (16)

Or

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| | (b) (i) Define Lean software development and explain its principles. | CO-1 U | (10) |
| | (ii) Discuss about User Story. | CO-1 U | (6) |
| 17. | (a) Develop the product backlog and Sprint backlog for Online Shopping website. | CO-2 U | (16) |
| | Or | | |
| | (b) Explain in detail about SCRUM Framework. | CO-2 U | (16) |
| 18. | (a) Explain in detail the agile lifecycle. | CO-3 U | (16) |
| | Or | | |
| | (b) (i) Explain in detail about Test Automation in Agile | CO-3 U | (10) |
| | (ii) Write Short Notes on Regression testing and Exploratory Testing | CO-3 U | (6) |
| 19. | (a) Write a Brief summary about Single Responsibility Principle and Agile Design Principles | CO4- U | (16) |
| | Or | | |
| | (b) (i) Explain in detail about Version Control. | CO4- U | (8) |
| | (ii) Explain in detail about Liskov Substitution principle | CO4- U | (8) |
| 20. | (a) Build the solutions based on Agile software engineering methodologies for Health care system. | CO5- Ana | (16) |
| | Or | | |
| | (b) Apply Agile Development Process in Cloud | CO5- App | (16) |

