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Question Paper Code: 49804

B.E./B.Tech. DEGREE EXAMINATION, APRIL 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. Find what Agile principle can help in chaotic solution CO1- R
 - (a) Incremental delivery
 - (b) Latest Technology
 - (c) Continuous integration
 - (d) PMO policy
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. Scrum is iterative. The iteration is called CO2- R
 - (a) sprint
 - (b) sprinte
 - (c) sprint
 - (d) sprintae
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. When forming an Agile project team it is BEST to use CO3- R
- (a) Highly Specialized developers (b) Top management officials
(c) Generalized Specialists (d) All of 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)

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| 11. Name any four Basic Principles of Agile Project Management | CO1- R |
| 12. Give an idea about planning game | CO2- R |
| 13. List any four tools to support agile tester | 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)

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| 16. (a) (i) Explain in detail about Feature Driven Development. | CO-1 U | (10) |
| (ii) List any 6 Agile Tools. | CO-1 U | (6) |
| Or | | |
| (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) Illustrate in detail about Burn Down Chart and Sprint Planning. | CO-2 U | (16) |
| Or | | |
| (b) Explain in detail about SCRUM Framework. | CO-2 U | (16) |
| 18. (a) Write short notes on | | |
| (i) Acceptance Testing | CO-3 U | (4) |
| (ii) Risk Based Testing | CO-3 U | (4) |
| (iii) Agile Life Cycle process for Testing | CO-3 U | (8) |
| 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) Demonstrate Agile Adoption process in Financial Services Industry CO5- Ana (16)
- Or
- (b) Apply Agile Development Process in Cloud CO5- Ana (16)