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**Question Paper Code: S31882**

B.E. / B.Tech. DEGREE EXAMINATION, MAY 2017

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. Define Agility in software.
2. List any four principles of Agile Manifesto.
3. What is sprint planning?
4. List the tools for Agile project management.
5. What is Test Driven Development (TDD)?
6. What is the need for acceptance testing?
7. State dependency inversion principle in Agile design.
8. Write short notes on version control.
9. What is Agile Application Lifecycle Management (ALM)?
10. What are the business benefits of Agile software development?

PART - B (5 x 16 = 80 Marks)

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

(16)

Or

- (b) (i) Describe in detail about the design and development practices in Agile projects. (10)
- (ii) What is pair programming? Write its advantages. (6)
12. (a) (i) Explain the various project phases in Agile Scrum framework. (8)
- (ii) Explain briefly about product backlog and sprint backlog. (8)

Or

- (b) Write short notes on the following: (i) Burn down chart (ii) Scrum Roles. (16)
13. (a) (i) Explain in detail about the Agile Lifecycle and its impact on testing. (10)
- (ii) Discuss briefly about Agile test automation. (6)

Or

- (b) Explain the following Agile testing techniques: (i) Regression testing (ii) Risk based testing. (16)
14. (a) Explain the following: (i) Liskov Substitution Principle (ii) Interface Segregation Principle. (16)

Or

- (b) (i) What is Refactoring? When is it needed? Explain with an example. (8)
- (ii) Explain in detail about continuous integration in Agile software development. (8)
15. (a) (i) Explain briefly about the various challenges in Agile. (6)
- (ii) Discuss about the Agile rapid development technologies. (10)

Or

- (b) Discuss the following:
- (i) Agile in Distributed teams (8)
- (ii) Agile projects on Cloud (8)
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