Reg. No. :

Question Paper Code: 39088

B.E. / B.Tech. DEGREE EXAMINATION, NOV 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. What do you mean by agile modeling?

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)

(b) Explain the design and development practices in agile project management. (16)

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

Or

(b) Explain in detail about the scrum and the scrum roles. (16)

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 in detail about agile ALM. (16)

Or

(b) Discuss in detail about the agile projects in cloud. (16)

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