

Roll No.

Total No. of Pages : 02

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B.Tech. (Computer Science & Engg.) (Sem.--7)

AGILE SOFTWARE DEVELOPMENT

Subject Code : BTCS710/18

M.Code : 90501

Date of Examination : 24-04-2024

Time : 3 Hrs.

Max. Marks : 60

INSTRUCTIONS TO CANDIDATES :

1. SECTION-A is COMPULSORY consisting of TEN questions carrying TWO marks each.
2. SECTION-B contains FIVE questions carrying FIVE marks each and students have to attempt any FOUR questions.
3. SECTION-C contains THREE questions carrying TEN marks each and students have to attempt any TWO questions.

SECTION-A

1. Write briefly :

- a) Agile.
- b) Does Waterfall Model follows the Agile flexibility?
- c) Sprint Agile.
- d) Scrum.
- e) Open-Closed principle.
- f) Dependency - Inversion principle.
- g) Software Engineering.
- h) Role of Kanban board in Agile project management.
- i) Coe refactoring.
- j) White Box testing.

SECTION-B

2. Explain the concept of 3 C's model in agile software development in detail.
3. What are the various agile manifesto's principles that are followed in software development?
4. Explain Liskov Substitution Principle used in Agile design methodology.
5. What do you mean by the term Agile Lifecyclic and how it effects the software testing?
6. The current size of the Agile team is increasing from 9 to 15. As a result, it is observed that the team is unable to complete their daily stand-up meetings within the stipulated 15 minutes. As a Scrum Master, what options you are most likely to explore and why?

SECTION-C

7. List down 12 practices of XP.
8. Explain the need and the detailed history of agile in detail.
9. Distinguish between :
 - a) Verification and Validation
 - b) Scrum framework and Kanban framework.

NOTE : Disclosure of Identity by writing Mobile No. or Making of passing request on any page of Answer Sheet will lead to UMC against the Student.