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| Habib University - City Campus  Course Title: CS353 – Software Engineering  Instructor’s Name: Ahsan Jawed  Section: 3 | |
| Examination: Midterm – Spring 2023  Exam Date: 27-Feb-2023 |  |



Student Name: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

Student ID: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

Total Points: 100 Time: 60 min

*Instructions for students:*

* *The question paper must be returned at the end of exam*
* *All answers must be given on the question paper.*

**Q1 Pick the correct ONE response from the given options (60 points)**

1. Which one of these is NOT a typical software development process activity?

𝤿 Software Specification

𝤿 Software Development

𝤿 Software Validation

𝤿 Software Installation

2. What kind of a software development model is waterfall?

𝤿 Plan driven

𝤿 Agile

𝤿 Incremental

𝤿 Focused

3. Which of these is a disadvantage of Waterfall

𝤿 Accommodating changes are difficult once the project has started

𝤿 Sprints can be too short to get measurable work done

𝤿 There is no time for testing

𝤿 Requires a dedicated team just for project management

4. Which software process model emphasizes on continuous feedback and customer involvement?

𝤿 Waterfall model

𝤿 Agile model

𝤿 Spiral model

𝤿 V-model

5. What is Agile development?

𝤿 A specific software development process

𝤿 A set of values and principles for software development

𝤿 A project management methodology

𝤿 A programming language

6. Which of the following is a core principle of agile development?

𝤿 Comprehensive documentation

𝤿 Strict adherence to a predefined plan

𝤿 Emphasis on contract negotiation

𝤿 Responding to change over following a plan

7. What is the primary goal of Agile development?

𝤿 To deliver a working software product

𝤿 To follow a rigid development process

𝤿 To deliver a high-quality software product

𝤿 To follow a pre-determined schedule

8. Which of the following is NOT an Agile value?

𝤿 Individuals and interactions over processes and tools

𝤿 Working software over comprehensive documentation

𝤿 Customer collaboration over contract negotiation

𝤿 Following a pre-determined plan over responding to change

9. Which of the following is NOT an Agile Method?

𝤿 Extreme Programming (XP)

𝤿 Agile Unified Process (AUP)

𝤿 Scrum

𝤿 Spiral

10. What is a Sprint in Scrum?

𝤿 A meeting where the team discusses progress and obstacles

𝤿 A period of time, typically 2-4 weeks, during which the team works on a set of tasks

𝤿 A document that defines the project scope and objectives

𝤿 A tool for tracking the progress of the project

11. What is a Sprint Backlog in Scrum?

𝤿 A list of all the work that needs to be done to complete the project

𝤿 A document that defines the project scope and objectives

𝤿 A tool for tracking the progress of the project

𝤿 A list of the specific tasks the team plans to complete during the current Sprint

12. What is a Sprint Review in Scrum?

𝤿 A meeting where the team discusses progress and obstacles

𝤿 A period of time, typically 2-4 weeks, during which the team works on a set of tasks

𝤿 A meeting where the team presents the work they have completed during the Sprint

𝤿 A document that defines the project scope and objectives

13. What is a user story?

𝤿 A narrative description of a software feature from the perspective of a user

𝤿 A list of technical requirements for a software feature

𝤿 A diagram that shows the user interface of a software feature

𝤿 None of the above

14. Who is writing the user stories?

𝤿 The Product Owner

𝤿 The Scrum Master

𝤿 The Developers

𝤿 All of the above

15. What is the purpose of a user story card?

𝤿 To document the acceptance criteria for a user story

𝤿 To provide a visual representation of the user story

𝤿 To track the progress of the user story during development

𝤿 All of the above

**Q2 Briefly explain the purpose of any 3 of the below elements of Scrum (15 points)**

a)  Daily Stand Up

b)  Sprint Planning Meeting

c)  Scrum Master

d) Product Backlog

e) Product Owner

**Q3 Read the description of a product given below. For the given product answer any 3. (25 points)**

*Fashoo is an online used-clothing marketplace for Karachi, where you can put up your used clothes (description, photo etc) and an asking price. Other users of Fashoo can browse this clothing, and purchase it. Once your piece of clothing has been purchased, a Fashoo rider will come pick up the clothing item from you, and deliver it to the customer. Fashoo will receive payment from the customer, and pay you at the end of every month.*

*You are tasked with building a basic version (MVP) for Fashoo that can be launched to users. Users will be able to upload their clothing info, and browse & purchase clothing from other users. Payment will be offline and handled by the rider.*

1) Create full Product Backlog for the Fashoo app as per given details

2) Draw a Context Diagram for Fashoo app or Use case diagrams for at least 2 actors (identifying at least 5 use cases for each actor),

3) Write 5 user stories for at least 2 actors from the product backlog including Acceptance criteria.