

Assignment-1

1. Mention the principle that is behind the Agile Manifesto.
2. What is Extreme programming?
3. Explain the Extreme Programming Practice.
4. What is SCRUM?
5. Explain the SCRUM Practice.
6. Explain the Sprint in SCRUM Practice
7. What is Spiking, Splitting, and Velocity in Planning?
8. Explain Release Planning, Iteration Planning, Task planning.
9. What is Halfway Point in Planning?
10. Explain Iterating in brief.
11. Explain Test Driven Development in brief.
12. Explain Test Isolation in Test Driven Development with appropriate diagram.
13. Explain Acceptance Test with example
14. What is Refactoring and when should it be used?
15. Explain Extract method with appropriate example in Refactoring.
16. Explain Pull up method with appropriate example in Refactoring.
17. Explain Move method with appropriate example in Refactoring.
18. Explain Extract Super Class method with appropriate example in Refactoring.

Assignment-2

1. What is Agile Design?
2. Mention symptoms of poor design in brief.
Or
3. Mention the odors of Rotting Softwares
4. Explain mention below principle with diagrams and appropriate example
(each for 7 marks)
 - a. SRP: The Single Responsibility Principle
 - b. OCP: The Open-Closed Principle.
 - c. LSP: The Liskov Substitution Principle.
 - d. DIP: The Dependency Inversion Principle.
 - e. ISP: The Interface Segregation Principle.Diagrams.

Assignment-3

1. What is User Experience?
2. Explain UX Design Life cycle process.
3. Mention and explain the fundamental UX Lifecycle Activities with appropriate Diagram.
4. Explain the UX Design Techniques as Life Skills in brief
5. What is Rigor?
6. Explain Domain and interaction complexity with appropriate diagram.
7. What is Scope of Delivery?
8. Mentions Challenges in Building systems.
9. Draw and explain the funnel model of Agile UX

Assignment-4

1. Explain Bottom-up Design approach
2. Explain Top-Down Design approach
3. Differentiate Bottom-up and Top-Down approaches
4. Explain overview of Generative Design
5. List and explain Generative Design activities in brief.
6. What is Ideations?
7. What is Sketching?
8. List advantages of Prototyping
9. Explain Depth and Breadth of prototyping with an appropriate diagram.
10. What is T Prototyping?
11. Explain Wireframe Prototyping.