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# VELAGAPUDI RAMAKRISHNA SIDDHARTHA ENGINEERING COLLEGE

(AUTONOMOUS)

III/IV B.Tech. DEGREE EXAMINATION, AUGUST, 2021 Sixth Semester

## INFORMATION TECHNOLOGY

## 17IT4603D AGILE SOFTWARE DEVELOPMENT

Time: 3 hours

Max. Marks: 70

Part-A is compulsory

Answer One Question from each Unit of Part - B

Answer to any single question or its part shall be written at one place only

## PART-A

 $10 \times 1 = 10 M$ 

- 1. a. What are the three perspectives on software engineering?
  - b. List out four groups of roles in agile software team.
  - c. Why to use business day between two iterations?
  - d. State 'Sustainable Pace'.
  - e. What is called a measure in learning environment?
  - f. What are the uses of burn-down measure?
  - g. Define Quality Assurance.
  - h. What do you mean by Intermediate Course Review?
  - List roles in Agile teams.
  - j. What is stand-up meeting?

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## PART-B

 $4 \times 15 = 60M$ 

### UNIT-I

- a. Briefly discuss about agile software development in learning environments.
  - b. Briefly discuss about Agile manifests. 10M

(or)

- 3. a. Explain about the human perspective on the role scheme. 6M
  - b. Define practice. Explain the application of the role scheme through three kinds of activities.

#### UNIT-II

- a. Briefly describe about two ways in which time is managed effectively by agile methods.
  - b. Discuss about the time-related problems of software projects. 5M

(or)

- 5. a. Illustrate the combination of UCD with agile software development with case study.
  - b. Explain how metaphor can be used to foster customer-teammates communication?7M

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#### UNIT-III

- 6. a. Discuss about various set of activities to perform related to measures. 9M
  - b. Explain in detail about how measures are used for large scale project?6M

(or)

- 7. a. Distinguish process quality and product quality in agile approaches.

  6M
  - b. Describe how Test-Driven Development can help overcome some of the common problems associated with traditional testing?

#### UNIT-IV

- 8. a. Discuss about how does agile software development support learning processes? 9M
  - b. Write a short note on four types of reflective tasks. 6M

(or)

- 9. a. Illustrate difference between diversity and trust in learning environments.
  - b. Discuss about various abstraction levels in agile software development.

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