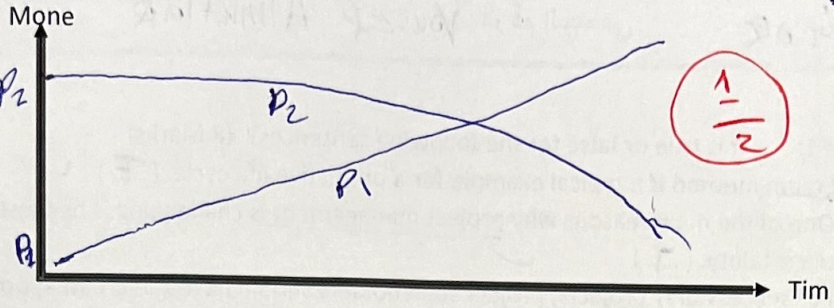


Question 5: Draw a diagram that shows an early payback of projects does not always indicate high profit. (Hint: Just draw two projects). (2 marks)

P1 = No start for low money time is long comment of P2 but needs success because the project not lose more money



P2 = start with money and time less of P1 but we not complete project because the project finish the money

Question 6: What is the purpose of SWOT technique? Apply the technique to a project that seeks developing a gaming App The app will be developed for iOS mobiles. (2 + 2 marks)

Simulation work operation task is ~~the~~ tools of developing management. ~~the~~ before the seeks developing for App game you must determine tools and infrastructure of Application and

Question 7: A) What are the main three roles in Scrum? B) List three useful artifacts used in Scrum? (2+2 marks)

roles three artifacts
1- Product Owner
2- Product Manager
3- For team project and developing
- Product Backlog
- Scrum Backlog
- Scrum Daily Scrum

Question 8: Fill up the missing knowledge areas in the following figure: (5 marks)

