PLACEMENT TEST – INTERN BA

Full Name	Welewattage Ruwani Geethanjali Menike
National ID Number	199964810014
Contact Number	0705019700
Candidate Number	

Important Instructions

✦ Please fill the above table of your details accurately.

✦ Answer all the questions given (1-6).

✦ Provide all the answers in the extra papers given.

✦ You will be given 1 hour only.

✦ Usage of internet and any other helping materials including calculators is prohibited.

✦ **Marks will be allocated out of 100.**

Answer all the questions provided.

I.   What is "Story Points" in Agile?

(5 marks)

II.   Write a user story to schedule a Medical Appointment in an Online Channeling App.

(15 marks)

III.   "The teams following the Agile Methodology can always perform better than the teams following other Software Development Methodologies." State your arguments about this statement whether you accept it or not.

(15 marks)

IV.   List down the UML Diagrams widely in use. Briefly explain the listed diagrams and give one example of any of them.

(20 marks)

V.   Draw wireframe for the user journey of Shopping Cart functionality to use in an online shopping mobile app consisting all needed functionalities. Also, briefly explain the functional elements of the wireframe.

(20 marks)

VI.   *"Mr. Groot is the son of a farmer who lives in Taluhnia. He observed that the farmers live in Taluhnia facing difficulties in bringing their agro-products on time to the nearby towns. Since Mr. Groot is a Software Engineer and interested in Entrepreneurship, he has an idea to develop a mobile app to connect the farmers with vehicle owners who own delivery vehicles in nearby areas to deliver the agro products to the needed places as expected."*
Suggest a suitable business model with the most required features/modules to consider with the mobile app. State some unique features separately to simplify and enhance the end-user experience to facilitate them to use this app without much struggles.

(25 marks)

I.   In a traditional setting, a developer is given a certain time frame as in hours, days, etc. to finish a certain task. In agile, this is shifted in to 'Story Points'. Basically, Story Points are the unit of measurement that expresses how much effort should be put into a given task. To explain further, how much labour a team member has to spend on a Product Backlog item or any other type of work. This unit of measurement depends on several parameters like,

- The complexity of the task or item
- The amount of work that has to be done in order to finish that work
- Risk of Uncertainty

II.

Title:	Priority:	Estimate:

User Story:
 	
    As a Patient
    I want to schedule an appointment with a Doctor
    So that I can confirm my appointment before physically visiting the medical center		

Acceptance Criteria:
  1. I get a notification for my phone.
  2. Can show that message to confirm my appointment.
  3. I get details of the doctor and appointment like charges with the message.		

III.   Agile helps deliver workable products faster than other methodologies. It always accepts changes so the user will have the competitive advantages. Agile makes the team more efficient and the team leaders, and managers are always aware of the state and progress of the product being developed. Flexibility, cost effectiveness, faster deliver are some of the other advantages of agile that had made the agile methodology stand above others.

IV.   **Behavioral Diagrams**

Activity Diagrams

    This diagram describes the flow of different activities and actions and describe the activities performed by each user role. Since these describe the relationships between activities, Activiti Diagrams are important for business processes modeling.

Use Case Diagrams

A Use Case Diagram depicts the functional requirements of a system, each actor relating to those requirements and the relationships between actors and the requirements.

Figure 1: Use Case Diagram Example

Sequence Diagrams

A sequence diagram describes the 'sequence' of interactions and messages within a system. It shows the interconnection and communication between the components.
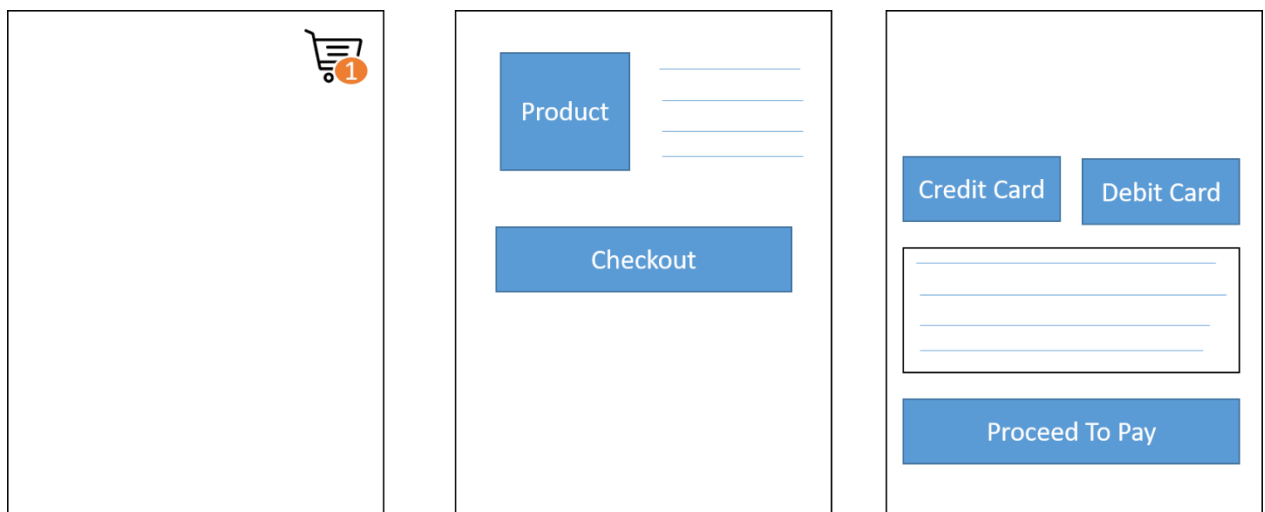
Structural Diagrams

Class Diagrams

Class diagrams are important in OOP. Class diagrams depicts the Classes, their attributes and the behaviors of the classes of the system and the relationships among those classes as well.

Component Diagrams

Component diagrams help break down a complex system into more readable and understandable components. It gives a top-level view of the system.

V.

Functional Elements of wireframe:

Logo – to identify the company

Breadcrumbs – To show the hierarchy of structure and path

Buttons – To show functionality of the page and where to go to next

Search bar – Where the searching option is available

Headers – To show topics and titles of pages

Navigations and share option – To show the path and what can be shared

VI.   B2B business model because he needs to connect different businesses.

- Can use a chat option for farmers to connect with vehicle owners