

Department of Computer Science and Engineering III year I Sem. (R-22) Question Bank

Subject: Agile Software Development MR22-1CS0152

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| **Qno** | **Question** | **Marks** | **SECTION** |
| 1 | What are the benefits of using Agile methodology over traditional methods? | 8 | SECTION-I |
| 2 | What are the Top 5 Misconceptions with regard to Agile Methodology? | 8 | SECTION-I |
| 3 | Write a short notes on “Fundamentals of SCRUM and its Framework”. | 8 | SECTION-I |
| 4 | Explain in brief about Misconceptions and myths relating to the use of tools, modelling and UML. | 8 | SECTION-I |
| 5 | Write a brief notes on   1. Describe Sort of Models 2. Updating Agile Models | 4  4 | SECTION-I |
| 6 | What is Agile Modelling? Give all constraints about Accuracy and Consistency with example. | 8 | SECTION-I |
| 7 | Explain Feature-Driven Development(FDD) with example | 8 | SECTION-I |
| 8 | Write the 12 Agile manifesto principles. | 8 | SECTION-I |
| 9 | What is Agile Software Development? Explain it. | 8 | SECTION-I |
| 10 | Describe Dynamic Systems Development Method (DSDM) with example. | 8 | SECTION-I |
| 11 | What is So Extreme about Extreme Programming (XP)? Explain  Pair Programming methodology. | 8 | SECTION-II |
| 12 | Describe about Extreme Programming (XP). Explain FOUR Core XP Values? | 8 | SECTION-II |
| 13 | Explain Twelve XP Practises for agile continuum with suitable examples. | 8 | SECTION-II |
| 14 | Write a brief note on “Planning XP Projects” | 8 | SECTION-II |
| 15 | How does Extreme Programming (XP) prioritize customer  satisfaction and collaboration throughout the development process? | 8 | SECTION-II |
| 16 | Discuss the role of feedback loops in Extreme Programming (XP)  and how they contribute to the iterative improvement of the development process and product quality. | 8 | SECTION-II |
| 17 | What are the core values of Extreme Programming (XP), and how do they guide the development process? | 8 | SECTION-II |
| 18 | What strategies can teams employ to ensure effective pair programming in an XP environment, especially when dealing with differences in skill levels or personalities? | 8 | SECTION-II |
| 19 | How does Extreme Programming (XP) handle the integration of new features and changes, particularly in relation to continuous integration and refactoring? | 8 | SECTION-II |

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| 20 | What are some key considerations when planning an XP project, particularly in terms of iteration length, scope, and stakeholder  involvement? | 8 | SECTION-II |
| 21 | Explain Common practises between Agile Modelling and eXtreme Programming (XP). | 8 | SECTION-III |
| 22 | Explain Agile Modelling and Planning XP Projects with step by step of project-planning. | 8 | SECTION-III |
| 23 | Describe XP Implementation Phase with refactoring and test-first  coding. | 8 | SECTION-III |
| 24 | XP on Large Projects | 8 | SECTION-III |
| 25 | Give Four rules of thumb that have emerged about where XP and Agile Modelling should be applied. | 8 | SECTION-III |
| 26 | What objections does XP raise against Agile Modelling, and how can these objections be addressed to ensure successful integration? | 8 | SECTION-III |
| 27 | Discuss how Agile Modelling contributes to the implementation phase of XP projects, including its role in guiding coding practices  and architecture decisions. | 8 | SECTION-III |
| 28 | What are some potential challenges or pitfalls associated with Agile Modelling in an XP environment, and how can teams  overcome them? | 8 | SECTION-III |
| 29 | Explain how Agile Modelling contributes to the overall agility and responsiveness of XP teams in delivering high-quality software? | 8 | SECTION-III |
| 30 | What are some best practices for incorporating Agile Modelling into XP projects, especially when dealing with distributed or remote teams? | 8 | SECTION-III |
| 31 | What is need and motivations using Feature-Driven Development behind the agile movement? | 8 | SECTION-IV |
| 32 | Explain Incremental Software Development using waterfall and  Spiral model. | 8 | SECTION-IV |
| 33 | How does Feature-Driven Development (FDD) approach planning in an iterative project, and what are the key principles behind its planning process? | 8 | SECTION-IV |
| 34 | Compare and contrast the planning strategies employed in Feature- Driven Development (FDD) and Extreme Programming (XP)  methodologies for iterative projects. | 8 | SECTION-IV |
| 35 | Explain Feature-Centric Development as a unit of “plannable functionality. | 8 | SECTION-IV |
| 36 | Clarify Time boxing Iterations with suitable examples. | 8 | SECTION-IV |
| 37 | Give steps for Planning an Iterative Project and Overall structure of an FDD project | 8 | SECTION-IV |
| 38 | Why an architecture is a critical element of the object-oriented design process | 8 | SECTION-IV |
| 39 | Explain Combining FDD with Agile Modelling and XP using suitable diagram | 8 | SECTION-IV |
| 40 | How do you Plan a Sample FDD Project? Explain iteration with suitable Gantt Chart. | 8 | SECTION-IV |
| 41 | Explain Unified Process is a framework. Explain Four phases of the  Unified Process. | 8 | SECTION-V |
| 42 | What are four key elements to the philosophy behind the Unified  Process? | 8 | SECTION-V |
| 43 | Describe in details about “Agile modelling and RUP”. | 8 | SECTION-V |
| 44 | Write a note on ”Agile Methods and PRINCE2” | 8 | SECTION-V |

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| 45 | Give complete details about Eclipse as Agile IDE with suitable example. | 8 | SECTION-V |
| 46 | Illustrate Building Applications with ANT. | 8 | SECTION-V |
| 47 | Give any FIVE reasons for significant obstacle to adoption of an agile approach in the company by the management. | 8 | SECTION-V |
| 48 | Explain about The Failed Project Syndrome with its use cases. | 8 | SECTION-V |
| 49 | Write a short notes on Contractual Difficulties and essential to the adoption of an agile development method | 8 | SECTION-V |
| 50 | How do you estimate the cost of the software to the clients? What are the obstacle you will face using Familiarity with Agility. | 8 | SECTION-V |