



**Dr. D. Y. Patil Knowledge City**  
**Dr. D. Y. PATIL SCHOOL OF MCA ( DYPSONMCA )**  
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**End Term Exam ( A.Y. 2022-23 )**

Subject Code: IT-22

Subject Name: Software Project Management

MCA-I SEM-II DIV - ( A,B,C )

Date : 04-07-2023

Time: 12:30 pm – 3:00 pm

Total Marks: [ 50 ]

Roll No :

- Instructions:** 1. All questions compulsory.  
2. Each question carry equal marks

**Q1) Attempt the following multiple choice questions. Each questions carries half mark [10]**

**1. The time-box for a Daily Scrum is?**

- a) 15 minutes for a 4 week sprint. For shorter Sprints it is usually shorter.  
b) Two minutes per person. c) 4 hours. d) 15 minutes.

**2. What is the purpose of the Daily Scrum / Daily Stand-up?**

- a) To provide status updates to the Product Owner and Scrum Master.  
b) To get work assignments for the day.  
c) To get all of the developers' questions from the day before answered.  
d) To plan work for the next 24 hours, optimize team collaboration and performance through inspection of progress, and forecast upcoming Sprint work

**2. Who is responsible for the product backlog and decides which tasks has priority?**

- a) The Product Owner b) The Scrum Master c) The Development Team d) None of these

**3. What are are the scrum events?**

- a) Stand-up, Group coding, Back log refinement , Sprint Retrospective  
b) Daily Scrum, Group coding, Back log refinement , Sprint Retrospective  
c) Daily Scrum, Sprint Review, Back log refinement , Sprint Retrospective  
d) Daily Scrum, Sprint Review, Sprint Planning, Sprint Retrospective

**4. If a team can complete 10 story points In an iteration then how long will it take for the team to complete 100 story points?**

- a) 10 waves b) 20 iteration c) 10 iteration d) 20 waves

**5. Which of the following is not the principle of the manifesto for agile software development?**

- a) Commitment to the plan despite changing circumstances  
b) Projects are built around motivated individuals, who should be trusted  
c) Working software is delivered frequently (weeks rather than months)  
d) Face-to-face conversation is the best form of communication (co-location)



6. What are the different types of Agile Methodologies?  
a) Scrum b) DSDM c) FDD d) All of the above
7. What is the advantage of Agile Methodology?  
a) Speedy and continuous delivery of the software ensures customer satisfaction  
b) In agile methodology, documentation and designing take a back seat  
c) It facilitates close interaction between business people and developers.  
d) All of the above
8. What is the responsibility of Scrum Master?  
a) Tracking and monitoring project development  
b) Work to obtain the project properly  
c) Improving the performance of the team  
d) All of the above
9. Which of the following framework activities are found in Extreme Programming(XP)?  
a) Planning, Analysis, Design, Coding      b) Analysis, Design, Coding, Testing  
c) Planning, Design, Coding, Testing      d) None of the above
10. Which of the following is not an Agile Methodology?  
a) Scrum b) PMBOK@3 c) Crystal Clear d) Extreme programming (XP)
11. What does an Agile approach value?  
a) Plans over people      b) People over process  
c) Process over people      d) Plans over process
12. What does the burn down chart shows?  
a) The declining energy level of the team  
b) The number of hours worked after dark  
c) The rate of reduction of budget for a project  
d) The progress of the work and features completed
13. Which of the following option is used to measure the size of a user story for an Agile project?  
a) Story points b) Function points c) Velocity points d) Work breakdown points
14. When acceptance testing is performed in Agile development?  
a) On request of customer      b) After system is ready  
b) At the end of each iteration      d) Daily
15. Which skill are required by Agile tester?  
a) Domain knowledge  
b) Keen to learn and adopt new technology  
c) Effective communicator who maintains a good relationship with the development team  
d) All the above

**Q4. (a) Explain the roles of Scrum Master, product owner, and development team in agile [6]**  
**(b) Explain the various techniques for estimating product Prioritization [4]**

**OR**

**(b) Explain the process to plan and execute iteration in agile with suitable example. [6]**

**Q5. (a) Explain Agile reports in brief.**

**OR**

**(a) Explain different Agile Tools [4]**

**(b) Write the Short Note on (any one)**

- i. Agile Retrospective**
- ii. Software configuration management.**





16. In the project planning, which of the following is considered as the most basic parameter based on which all other estimates are made?

- a) Project size b) Project effort c) Project duration d) Project schedule

17. Which of the following activity is not timeboxed?

- a) Sprint Retrospective b) Sprint c) Product Backlog Refinement d) Daily Scrum

18. Tool used for secure expert judgement

- a) Peer Review b) Delphi Technique c) Expected value technique d) Work Breakdown Structure

19. Software Configuration Management can be administered in several ways. These include

- a) A single software configuration management team for the whole organization  
b) A separate configuration management team for each project  
c) Software Configuration Management distributed among the project members  
d) All of the mentioned

20. What is the main purpose of imposing limits on work in project?

- a) To optimize throughput b) To minimize resource allocation  
c) To visualize lead time. d) To balance workflow

Q2

(a) An IT company is planning to migrate its infrastructure and applications to a cloud platform. The migration project involves transferring sensitive data, ensuring system compatibility, and minimizing downtime. As a project manager, you have been asked to suggest risk management strategy after identifying the risk. [6]

(b) What are the various agile principles? [4]

OR

(b) Differentiate : Agile project management v/s Traditional project management

Q3 (a) Consider a project with following functional units.

- i. No. of user Inputs = 55  
ii. No. of user Outputs = 25  
iii. No. of user Enquires = 30  
iv. No. of user files = 05  
v. No. of External Interfaces = 02

In addition to the above, system requires.

- i. Critical level of Data communication. (5)  
ii. Code Reusability (4)  
iii. Performance is Significant (4)  
iv. System is not designed for multiple installations (0)  
v. Other complexity factors are treated as average.

Compute Function Points for this project when the weighting factors are average [6]

(b) Explain the various techniques for estimating the story points [4]

OR

(b) Demonstrate value-driven development with suitable example.