

Total No. of Questions : 5]

SEAT No. : 22251

P6984

[Total No. of Pages : 4

[5865]-202

F.Y.M.C.A. (Management)

IT 22 : SOFTWARE PROJECT MANAGEMENT
(2020 Pattern) (Semester - II)

Time : 2½ Hours]

[Max. Marks : 50

Instructions to the candidates:

- 1) All questions are compulsory.
- 2) Draw neat labeled diagrams wherever necessary.

Q1) Multiple choice questions (MCQ's).

[20 × ½ = 10]

- a) Which of the following option is used to measure the size of a user story for an agile project?
 - i) Story points
 - ii) Function points
 - iii) Velocity points
 - iv) Work
- b) Which of the following is not an attribute of a project?
 - i) Projects are unique
 - ii) Projects are developed
 - iii) Projects have primary customer
 - iv) Project refinements
- c) 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?
 - i) 10 waves
 - ii) 10 iterations
 - iii) 20 waves
 - iv) 20 iterations
- d) Following is (are) the responsibility (ies) of the project manager.
 - i) Budgeting and cost control
 - ii) Allocating resources
 - iii) Tracking project expenditure
 - iv) All of the above
- e) What are the fixed-length of development iterations called in DSDM methodology?
 - i) Timeboxes
 - ii) Sprints
 - iii) Units
 - iv) Versions
- f) Function count is developed by _____.
 - i) Bary Bohem
 - ii) Aian Albrecht
 - iii) Pressman
 - iv) None of the above

P.T.O.

- g) Which command creates an empty git repository in the specified directory?
- git init
 - git vog
 - git reset
 - none of the above
- h) Which mode you select for the project size 450 KLOC?
- Organic
 - Semi-detached
 - embedded
 - None of them
- i) Which of the following git command that download your repository from github to your computer?
- git fork
 - git commit
 - git clone (clone)
 - git push
- j) COCOMO predicts _____.
- Effort
 - Effort & schedule
 - Cost & effort
 - Cost & schedule
- k) The working culture of an Agile team is _____.
- Collective
 - Collaborative
 - Connective
 - Contemplative
- l) _____ enables team to learn from the mistakes done in the previous iteration.
- Pair grooming
 - Estimation during release planning
 - Estimation during iteration planning
 - Retrospective
- m) You can define agile team as "scrum team" and "technical team" _____.
- True
 - False
 - Can not determine
 - None of the above
- n) Tracking project issues in an agile project is the primary responsibility of the _____.
- Tester
 - Project reader
 - Functional manager
 - Developer
- o) What is the main purpose of imposing limits on work in project?
- To optimize throughput
 - To minimize resource allocation
 - To visualize lead time
 - To balance workflow

- p) Select the option that suits the manifesto for agile software development.
- Working software
 - Individual and Integration
 - Customer collaboration
 - All of the above mentioned
- q) Delphi method is used for _____.
- Judgemental forecast
 - Time series forecast
 - Associative model
 - All are the correct
- r) Git is a _____.
- Localised version control system
 - Distributed version control system
 - Centralized version control system
 - None of the above
- s) In scrum, when is sprint over?
- When all the sprint backlog items are completed
 - When the product owner suggests
 - When the time box expires
 - When the final testing is completes
- t) Which of the following is not the level of CMM?
- Defined
 - Analysis
 - Managed
 - Optimizing

Q2) a) A large construction company engaged in real estate construction business decided to develop ERP through Astha softech. The output of system will be cost sheets detailing the relevant information for contracting, budgeting, progress monitoring and bill payment. Astha softech team has no domain knowledge. As a project manager, you have been asked to suggest risk management strategy after identifying the risk. [6]

b) Explain the benefits of Agile project management in brief. [4]

OR

b) Explain sprint retrospective in detail. [4]

Q3) a) A project of 200 KLOC is to be developed. Software development team has average experience on similar type of projects. The project schedule is not very right. Calculate the effort, development time, average staff size of the project by using semi-detached mode of cocomo model. [6]

b) Differentiate : Agile project management v/s Traditional project management. [4]

OR

b) Explain Agile project management life cycle.

Q4) a) Demonstrate value-driven development with suitable example. [6]

OR

Explain the roles of scrum master, product owner and development team.

b) Write short note (any one). [4]

i) Agile tools.

ii) GitHub

Q5) a) Explain release planning and iteration (Sprint) planning in brief. [6]

OR

Explain the process to plan and execute iteration in agile with suitable example.

b) Write short note (any one). [4]

i) Role of project manager.

ii) Software configuration management.



Suryadatta Education Foundation's
Suryadatta Group of Institutes, Pune-21

MCA Department
END Term Examination- August, 2022

MCA-I (SEM - II): A.Y. 2021-22
Subject - Software Project Management

Subject Code: IT-22
Date: 03/08/22

Total Marks: 50
Time: 10:00AM to 12:30PM

Note:

1. Q1. is compulsory of MCQ type consisting 20 questions for 10 marks.
2. Each question carries equal 10 marks.

Q1.

(10 marks)

<p>Q.1 Risk management is one of the most important jobs for a</p> <p>a)Client Investor b)Production c) team d) Project manager</p>	<p>Q.2 Which of the following is/are considered stakeholder in the software process?</p> <p>a)Customers b)End-users c)Project managers d)All of the above.</p>
<p>Q.3 You are working in CareerRide as a project manager. Company wants to develop a project. You are also involved in planning team. What will be your first step in project planning?</p> <p>a)Establish the objectives and scope of the product. b) Determine the project constraints. c) Select the team. d)None of the above.</p>	<p>Q.4 The first step in project planning is to</p> <p>a) determine the budget. b) select a team organizational model. c) determine the project constraints. d) establish the objectives and scope.</p>
<p>Q.5 If you guess how much time or money you need it is called</p> <p>a)Estimate b)Duration c)Level of effort d)Process</p>	<p>Q.6 Which of the following option is used to measure the size of a user story for an Agile project?</p> <p>a)Story points b)Function points c) Velocity points d)Work breakdown points</p>
<p>Q.7 According to Agile manifesto -</p> <p>a)Individuals and interactions over people and technique b) Individuals and interactions over projects and tools c) Individuals and interactions over processes and tools. d) Individuals and interactions over</p>	<p>Q.8 Which of the following is the working culture of an Agile team?</p> <p>a)Connective b)Connective c) Collaborative d)Contemplative</p>

products and tools	
<p>Q.9 What does an Agile approach value?</p> <p>a)Plans over people b)People over process c)Process over people d)Plans over process</p>	<p>Q.10 Which of the following is responsible for sprint meeting?</p> <p>a) Scrum team b)Scrum master c)Product Owner d) None of the above</p>
<p>11. What are the responsibilities of the Scrum Master?</p> <p>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</p>	<p>12. Some of the agile frameworks are -</p> <p>a)Scrum & Kanban b)Test Driven Development c)Feature Driven Development d)All of the above</p>
<p>13.What is the disadvantage of Agile Methodology?</p> <p>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</p>	<p>14. What are the different types of Agile Methodologies?</p> <p>a)Scrum b)DSDM c)FDD d)All of the above</p>
<p>15.Which of the following is not a principle of the manifesto for agile software development?</p> <p>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)</p>	<p>16.What does a burn-down chart show?</p> <p>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</p>
<p>17. is a characteristic of an Agile leader.</p> <p>a)Task focused b)Supportive c)Disinterested</p>	<p>18. Which of the following is delivered at the end of the Sprint?</p> <p>a)An architectural design of the solution b) An increment of Done software</p>

d) Process oriented	c) A document containing test cases for the current sprint d) Wireframes designs for User Interface
19. When is a Sprint Retrospective ceremony performed? a) At the end of each Sprint b) Whenever needed c) Whenever the team suggests d) Whenever the Scrum Master suggests	20. How is Agile planning different from the traditional approach to planning? a) Agile planning places emphasis on the plan b) Agile planning is non iterative c) Agile planning places emphasis on planning and is iterative d) Agile planning is done only once

- Q2. (a) What are the responsibilities of a project manager's role? (3 marks)
 (b) Write a case study for Project Management Processes. (3 marks)
 (c) What is Project management? Explain various phases of Project Manag. (4 marks)

OR

- Q2. (a) Discuss various differences between Kanban and Scrum board. (3 marks)
 (b) Elaborate any 3 main issues with using GitHub to plan Sprints. (3 marks)
 (c) Write the Steps for Creating a Product Vision. (4 marks)

- Q3. (a) What is Agile Manifesto? (3 marks)
 (b) Discuss Agile Software Development Life Cycle (SDLC) with suitable diagram (3 marks)
 (c) Explain Story Point with an Example. How to estimate it? (4 marks)

OR

- Q3. (a) Explain Value Driven Development with suitable Diagram. (3 marks)
 (b) Discuss Roles and Responsibilities of Project Owner. (3 marks)
 (c) How to estimate Product Backlog? (4 marks)

- Q4. (a) How to Distinguish Between Your Product Roadmap, Product Strategy, and Product Vision? (3 marks)
 (b) How to complete Agile reporting (3 marks)
 (c) Why Are User Stories Important? (4 marks)

OR

- Q4. (a) What is Agile reporting? Why is agile reporting important? (3 marks)
 (b) What is a burn down chart? (3 marks)
 (c) What is prioritization in product management? (4 marks)

Q5. Write short notes: (Attempt ANY TWO) (10 marks)

- (a) Difference between Traditional and Agile Project Management
 (b) DSDM Life Cycle
 (c) Plan Product Release
 (d) Levels of Agile Planning

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