[Apr - 25]

GITAM (Deemed to be University)

GST/GSS/GSB/GSHSS Degree Examination

VI Semester

CSEN2111 : AGILE SOFTWARE DEVELOPMENT

Time: 2 Hours **Max. Marks: 30**

Instruction: All parts of the unit must be answered in one place only.

Section - A

1. Answer all questions **(5x1=05)**

a. Define the term "timebox" as used in an iterative feature-based lifecycle.

b. Which practice in Extreme Programming (XP) specifically promotes simplicity in design, and how does this practice contribute to maintaining an adaptable and efficient codebase?

c. What does Agile Modelling encourage when it says 'know your models'?

d. What is Release Planning?

e. What types of projects are not well-suited for Feature-Driven Development (FDD)?

Section - B

Answer the following **(5x5=25)**

UNIT - I

2. Describe the key principles that guide Agile Modeling and how they differ from traditional modeling methods.

OR

3. Describe how the concept of "collective ownership" in XP contributes to the overall success of an Agile project.

UNIT - II

4. How does the value of 'Courage' manifest in various practices within XP, such as refactoring and coding?

OR

5. Illustrate the steps involved in steering phase during the XP planning process, and discuss their significance.

UNIT - III

6. Explain the significance of “Prove the model with code” in Agile Modelling and XP.

OR

7. Explain the steps involved in the elaboration process during an XP project.

UNIT - IV

8. Explain how estimation accuracy can be improved using past sprint performance.

OR

9. Describe how sprint goals are established and monitored throughout the sprint.

UNIT - V

10. A company implements Continuous Integration but faces issues where builds frequently fail due to integration problems. Analyze the possible causes of these failures and propose a set of best practices to improve the reliability of the Continuous Integration pipeline. How would you apply Continuous Integration principles to address these issues?

OR

11. Analyze the challenges and benefits of using TDD in a project that has frequent changes in customer requirements. Discuss how TDD adapts to these changes.