

GITAM (Deemed to be University)
GST/GSS/GSB/GSHSS Degree Examination
V/VII Semester
CSEN2111 : AGILE SOFTWARE DEVELOPMENT

Time: 2 Hours

Max. Marks: 30

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

- 1. Answer all questions** **(5x1=05)**
- a. Define Agile Modeling in the context of software development.
 - b. State the purpose of the *exploration* stage in the planning game.
 - c. What is the difference between design refactoring and code refactoring?
 - d. Define Sprint Planning.
 - e. What is the primary measure of progress in agile projects?

Section - B

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

UNIT - I

2. Discuss the role of daily reviews in SCRUM and how they contribute to the agile process.

OR

3. How does FDD handle uncertainties in an agile project, and why is this important for project stakeholders?

UNIT - II

4. Analyze how continuous integration in XP helps in maintaining code quality and system.

OR

5. Illustrate the process of writing and running tests in the test-first coding approach, and discuss the importance of each step.

UNIT - III

6. Discuss the benefits of using multiple models in Agile Modelling and how this contrasts with XP's objections to modelling.

OR

7. Discuss the role of the initial project planning phase in the success of XP projects.

UNIT - IV

8. Discuss how Agile encourages collaboration among team members.

OR

9. Discuss how the Scrum Master facilitates team performance during sprints.

UNIT - V

10. Consider a scenario where requirements change frequently. Analyze how FDD and XP would handle this situation differently.

OR

11. A development team is working on a new feature that requires changes to multiple files. Each team member works on their own branch. After several weeks, the team is ready to merge their branches into the main branch. Describe the steps the team should take to ensure a smooth merge process and minimize conflicts. How would you apply version control principles to handle this situation?