

Time:3Hrs		MODEL QUESTION PAPER			Max Marks:70		
Part – A is Compulsory							
Answer one (01) question from each unit of Part – B							
Answers to any single question or its part shall be written at one place only							
Cognitive Levels(K): K1-Remember;K2-Understand; K3-Apply; K4-Analyze; K5-Evaluate; K6-Create							
Q. No		Question			Marks	Course Outcome	Cog. Level
Part - A					10X1=10M		
1	a	Define Agile Process?			1	2	K1
	b	Define Project description			1	1	K1
	c	How do you define customer feedback			1	2	K4
	d	List the roles in agile teams			1	2	K1
	e	In what ways does agile software development differ from other software development approaches?			1	1	K4
	f	Define Quality Assurance			1	3	K1
	g	Define Diversity?			1	3	K2
	h	What is stand-up meeting and an abstraction?			1	3	K2
	I	What is an abstraction?			1	4	K1
	j	List out measurement activities			1	3	K1
Part - B					4X15 =60M		
UNIT - I							
2	a	Briefly discuss the Agile Manifesto			7	1	K2
	b	Elucidate on the Agile Software Development in Learning Environments.			8	2	K2
(OR)							
3	a	Illuminate on the Teamwork in Learning Environments			8	2	K2
	b	How do these characteristics enable them to achieve their goals successfully			7	4	K4
UNIT - II							
4	a	Illustrate the combination of UCD with agile software development with case study.			7	2	K3
	b	Sophisticated on any four Time- Related Problems of software projects			8	1	K4
(OR)							
5	a	Elucidate Agile estimation techniques			8	1	K2
	b	Differentiate customer role and user role			7	4	K2
UNIT - III							
6	a	Illustrate how test-driven development can help overcome some of the common problems associated with traditional testing?			8	3	K2
	b	Write short notes on the need of measures.			7	3	K4
(OR)							
7	a	Distinguish process quality and product quality in agile			8	2	K4

		approaches.			
	b	How would you suggest maintaining software quality for a specific software project with an any your own example.	7	3	K4
UNIT - IV					
8	a	Discuss about how does agile software development support learning processes for an any real time application?	8	2	K4
	b	Explain about various abstraction levels in agile software development.	7	2	K2
(OR)					
9	a	Illustrate difference between diversity and trust in learning environments.	8	4	K2
	b	Write a short note on four types of reflective tasks	7	3	K2