AGILE IMP QUESTIONS-
UNIT-1

1. Three perspectives (IM) — 3 Page, Diagram & Sampath Dheravath

⭐ 2. Agile manifesto and four principles associated with it (pg No. 4-7, Essay) Page-4

3. Applications of agile software development (Essay) Page-8

4. Data with respect to ASD (Essay) Page 13

5. What's production increment (IM) Page 14

6. Explain data in ASD (Essay) Page 13

7. Pair programming (IM) ~~Page~~

8. Acceptance Tests (IM) Page-14

9. ASD in learning environment (Essay) Page 15

10. What do you mean by team work (IM) Page 25

⭐ 11. What's role schema (IM) Page 27

⭐ 12. Explain details about role schema (Essay) Page 27

⭐ 13. What are the remarks or reflections of role schema (Essay) Page 31

14. How does human perspective impact role schema (Essay) Page 32.

15. Dilemmas in team work (Essay) Page 34

16. Learning environments of team work (Essay) Page 36

17. Explain about role activities in detail (Essay) Page 37

UNIT-II

1. Difference between customer and user (1M)

2. Role of the customer explain in detail (Essay)

3. How do you plan a business day between two iterations explain with an example (Essay)

4. How UCD is combined with AVD (pg No: 57, Essay)

5. Difference between expert based and user based evaluation (1M)

6. Learning environments of customers (Essay)

7. What's a metaphor (1M)

8. How the metaphors are used in software development. Explain with an example (Essay)

9. How the time related problems will arise and what are they. (Essay)

10. How we maintain tightness in software development and what are methods (Pg No: 78, Essay)

11. How do you maintain sustainable pace explain with an example (Essay)

12. How do you manage time in agile projects (Essay)

13. What's estimation time and actual development (1M)

14. How do you prioritize your development tasks (pg-83, Essay)

15. Explain learning environments of time (Essay)

UNIT – III

1 Mark. Questions

1. what is a Measure?

2. All 7 Seven Questions in Pg No-94

3. what are the characteristics of Measure (Pg. No:95)

4. Define. role time (5.12. 3.2) and Notes

5. what is the role of tracker with. respected Measure?

6. Define. Quality.

~~what is TDD ? (6.5)~~] Notes

7. what is Quality. Assurance.

8. what is TDD ? (6.5)

9. what is Measure TDD (66)

⑩ Explain 2 types pulses

11.) Define. Burn Down.

Essay Questions

1) a) Why are Measure Needed ?

b) who Decides what is Measured ⟩ Any Questions from the 7 Questions in Pg. No - 94

2) Explain the Uses of Measure with a. Case study [(5.4)(5.10)(5.112)]

3) Explain → a) Product Size

b) Pulse

c) Burn down

d) Faults ⟩ Page (100)(5.11.1) & Case study for Each. with digrams (5.11.2)

※ Better Read Notes

4) Explain. Teaching learning principals q Measures (Pg 108)

5.) what are the. activites related to Measures (Pg - 109)

6) Explain. Role. related Measure. in detalics (Pg - 111)

7) Compare. Quality with Respect to both. agile. and Traditional approaches (Table 6)

8) Diffrence. between. Process Quality. and. product Quality. (Pg-119)

9) Define. TDD ! Explain. how it. Occurrence in. problem in Testing.

(6.5) (6.5.1)

10) Explain. in detailes about Quality. in. learning. Environment. with a Case study. (128)

11) Explain. Elaborate. on Teaching. & learning. Principal of Quality with a Case Study (136) (6.7.3)

UNIT-IV

1. What's constructivism (IM)

2. learning by successive refinement (IM)

3. How agile will support learning process (Essay)

4. Explain learnings in learning environment (Essay)

5. What are the group activities and explain different activities for roles (Essay)

6. What's abstraction (IM)

7. Difference between high level and low level abstraction (IM, Essay)

8. What's standup meeting (IM)

9. Define refactoring with respect to abstraction (IM)

10. Define designing with respect to abstraction (IM)

11. Abstraction, learning environment (Essay)

12. What's trust and how we can build it (IM)

13. Prisoner's dilemma (IM)

14. How do we maintain the trust when your software is intangible (Essay)

15. Game theory and how trust is build in it (Essay)

16. What do you mean by ethics (IM)

17. What are the principles that are related to ethics (Essay)

18. How can trust support diversity and describe with an example (Essay)

19. Trust in learning environment (Essay)

Unit - IV

1) what is Constructivism?

2) what is Abstractions?

3) Diffrence. b/w high level Abstration. & low level Abstractions. ?

4) what is a stand-up Meeting?

5) what is refractoring.?

6) what is trust?

7) Prisoner Dilemma (175)

8) Diversity.

Essay

1) How Agile S/w Development Supporot learning Procures? (Pg -141)

2) Development process that is based on. short iterations has many benefits. why (Pg 143)

3) Explain in learning in. learning Environment (Pg - 144)

4) Elaborate. on Teaching & learning Principal (146)

5) Elaborate. on Abstractions levels ? (Pg -158)

6) Explain. learing Principal of Abstractions

7) Game Game Theory. (175)

8) Ethic in Agile Teams (179) (8 principals)

9) Elaborate. on diversity.

10) Teaching. & learning. principal in Trust (186)

11) Intermediate. Courses Review & Reflection (149)