VR20

Time: 3 hours   Max. Marks: 70

Part-A is compulsory

Answer One Question from each Unit of Part - B

Answer to any single question or its part shall be written at one place only

PART-A

10 x 1 = 10M

1. a. Why Customer Collaboration over Contract Negotiation changes the perception of the customer's role in software development?

   (CO1 K2)

   b. How does the role scheme reflect the HOT perspectives of agile methods? **(CO1 K2)**

   c. How the Scrum Master serves the organization in several ways?

   (CO1 K1)

   d. What is customer collaboration and how can it be achieved?

   (CO2 K2)

   e. What is a user-centric approach? Why should users be involved in software development? **(CO2 K1)**

   f. What principles of the Agile Manifesto are supported by the frequency of measure collection? **(CO3 K1)**

   g. What is software quality? **(CO3 K1)**

   h. What characteristics of agile development environments support learning processes? **(CO4 K2)**

1.   i.   How did you carry out the refactoring activity?   **(CO4 K1)**

     j.   What connections can find between diversity and software development in general and agile software development in particular? **(CO4 K2)**

PART-B

4 x 15 = 60M

UNIT-I

2.   a.   Describe the practices, processes, and guidelines that characterize your software development.   **(CO1 K2) 7M**

     b.   When did the agile approach emerge? What was the background of its emergence and evolution?   **(CO1 K1) 8M**

(or)

3.   a.   Discuss any three problems which software teams face. Suggest the ways to solve these problems.   **(CO1 K2) 7M**

     b.   Suggest dilemmas which software team members might face. Suggest ways to solve these problems. Suggest agile principles and practices that can support such cases.   **(CO1 K2) 8M**

UNIT-II

4.   a.   What are the main customer responsibilities?   **(CO2 K1) 6M**

     b.   Describe how the HOT perspectives on software engineering is expressed in the Business Day.   **(CO2 K2) 9M**

(or)

5.   a.   Choose any software tool that can be used on a regular basis. Suggest specific examples for each of the above indicators. **(CO2 K3) 7M**

5. b. What are the similarities and differences between software projects and non-software projects? How do these similarities and differences relate to time issues? **(CO2 K3) 8M**

UNIT-III

6. Explain how measures increase project transparency. Use specific examples of measures and justify. **(CO3 K2) 15M**

(or)

7. a. Describe in detail about measures by considering any one case study. **(CO3 K3) 7M**

    b. What is the difference between process quality and product quality? What is common to these two terms? What connections exist between them? **(CO3 K2) 8M**

UNIT-IV

8. a. Explain Agile Software Development from the Constructivist Perspective. **(CO4 K2) 7M**

    b. Review the main agile software development methods. How does each of them support learning processes? **(CO4 K3) 8M**

(or)

9. a. Describe the abstraction levels in Agile software development. **(CO4 K2) 7M**

    b. How can ethics improve the way a profession achieves its goal? How can ethics contribute to the creation of a community of practice? **(CO4 K2) 8M**

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