

29. a. Design process is the major software process in traditional software environment. Build a model of design process according to your understanding and elaborate the process. 12 4 2 1

(OR)

- b. Assume you are an agile practitioner, summarize the key motivations of iterative development. 12 4 2 1
30. a. Which practice focuses more on programming that follows specific coding standards. Explain its life cycle phases with work products. 12 4 3 3

(OR)

- b. Discuss in detail about the life cycle phases and core practices followed in EVO. 12 4 3 3
31. a. How project planning is done in agile software development? Explain the benefits of rolling wave adaptive planning. 12 3 4 3

(OR)

- b. Give short notes on requirement workshop and techniques used for requirement elicitation. 12 3 4 3
32. a. Demonstrate in detail about the life cycle phases of test-driven approaches. 12 3 5 2

(OR)

- b. List out the tools and techniques adapted in agile environment with example. 12 3 5 2

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Reg. No.

B.Tech. DEGREE EXAMINATION, MAY 2023

Sixth Semester

18CSE469T – SOFTWARE PROCESS AND AGILE PRACTICES
(For the candidates admitted during the academic year 2018-2019 to 2021-2022)

Note:

- (i) **Part - A** should be answered in OMR sheet within first 40 minutes and OMR sheet should be handed over to hall invigilator at the end of 40th minute.
- (ii) **Part - B & Part - C** should be answered in answer booklet.

Time: 3 hours

Max. Marks: 100

PART – A (20 × 1 = 20 Marks)

Answer ALL Questions

- | | Marks | BL | CO | PO |
|--|-------|----|----|----|
| 1. The end of the result of agile development is
(A) A product of a professional quality which fits the business needs
(B) A product of almost as good a quality to a water fall development
(C) Rather poor quality but atleast it is quick
(D) A technically perfect refactored solution | 1 | 1 | 1 | 1 |
| 2. Which of the following statements align with the value “Working software over comprehensive documentation” of agile manifesto?
(A) Documentation is of no use
(B) If documentation is essential create it
(C) If it is necessary or not necessary create it
(D) Writing documentation over delivering software | 1 | 2 | 1 | 1 |
| 3. Which of the following is true about agile manifesto?
(A) Agile manifesto is based on theoretical knowledge
(B) The agile manifesto consists of 2 important values and 10 principles
(C) The agile manifesto consist of 4 values and 12 principles
(D) Agile manifesto aligns to the principles of prototyping and spiral model | 1 | 2 | 1 | 1 |
| 4. Low-tech high touch done in
(A) Agile modelling
(B) Case tools
(C) UML modeling
(D) Can't predict | 1 | 1 | 1 | 1 |
| 5. _____ processes are used for high change and unstable domains.
(A) Defined
(B) Empirical
(C) Perspective
(D) Concurrent | 1 | 2 | 1 | 1 |
| 6. What is the main difference between agile planning and traditional approach to planning?
(A) Agile planning is done only once
(B) Agile planning is non iterative
(C) Agile planning places emphasis on the plan
(D) Agile planning places emphasis on planning and is iterative | 1 | 1 | 2 | 1 |

7. What is not a good characteristics of a user story? 1 1 2 1
 (A) Value (B) Negotiable
 (C) Estimable (D) Dependent
8. The iterative development is not a good idea for _____. 1 2 2 1
 (A) Back-end development (B) Front end development
 (C) Middleware development (D) Software development
9. The best user proxy in agile process is 1 1 2 1
 (A) Scrum master (B) Customers
 (C) Agile coach (D) Developer
10. Which chart is used to produce when the teams update their release plan to show that progress? 1 2 2 1
 (A) Management report (B) Time usage chart
 (C) An iteration plan (D) Burn-up chart
11. Agile process promote _____ development 1 2 3 2
 (A) Traditional (B) Sequential
 (C) Development (D) Sustainable
12. The concept of growing a system via iterations has been called as _____. 1 2 3 2
 (A) Iterated development (B) Sequential development
 (C) Partial development (D) Iterative and incremental development
13. The requirements change happens earlier in the process and due to this the time passes and the information accumulates this has been called 1 1 3 1
 (A) Risk development (B) Time boxing
 (C) Cone of uncertainty (D) Adaptive planning
14. Identify the challenges of predictive model that helps the agile principles of "Deliver working software frequently" 1 2 3 2
 (A) It helps to validate user needs (B) It helps to detect translation issues
 (C) It helps to validate user requirements (D) It helps to prevent change requirements
15. What new challenges does agile brings to the process? 1 1 3 3
 (A) It eliminates all documentation (B) Architecture modelling is challenging
 (C) Very difficult to use the software (D) Changes are unpredictable
16. What are the four phases of unified process that categorized interactions? 1 1 4 3
 (A) Inception, planning game, construction
 (B) Inception, elaboration, construction, transition
 (C) Requirement, design, construction, transition
 (D) Elaboration, planning game, transition development

17. Identify the process of project planning in agile in which there is no detailed plan of all the iterations in future. 1 1 4 3
 (A) Rolling wave planning (B) Client driven planning
 (C) Adaptive planning (D) Requirement planning
18. Which among the following is not the iteration goals in an agile project environment? 1 2 5 2
 (A) Risk (B) Coverage
 (C) Skills development (D) Cost
19. _____ requires partial implementation in the earlier iterations that is not risky. 1 1 5 2
 (A) Architecturally significance use cases (B) Coverage
 (C) Criticality (D) Incremental and iterative development
20. Product data sheets are also called as _____. 1 2 5 2
 (A) Feature bullets (B) Requirement sets
 (C) Planning sheets (D) Task list

PART – B (5 × 4 = 20 Marks)
 Answer ANY FIVE Questions

Marks BL CO PO

21. Differentiate between incremental and evolutionary delivery. 4 3 1 1
22. When the customer in an agile project provides feedback indicating that a piece of functionality was not implemented correctly, what should the agile team do with this information? 4 4 1 1
23. Differentiate risk driven and client driven planning with examples. 4 3 2 1
24. When do we use agile extreme programming methodology? 4 4 2 1
25. In the agile mode, refactoring is not costly. However, it is expensive in traditional models-Justify. 4 4 4 3
26. Compare brain storming and brain writing. 4 3 4 3
27. State the purpose and need of code refactoring an agile test driven development. 4 3 5 3

PART – C (5 × 12 = 60 Marks)
 Answer ALL Questions

Marks BL CO PO

28. a. Water fall model follows systematic and sequential approach. Evaluate the principles followed by waterfall model and compare over agile principles. 12 4 1 1
- (OR)
- b. Discuss in detail about the work products and roles of scrum and mention its strengths. 12 4 1 1