**BRAC University (Department of Computer Science and Engineering)**

**CSE 470 (Software Engineering) | Summer 2023**

**Quiz 1 (Set A)**

**Student ID:**

**Section: Full Marks: 10**

**Name: Duration: 20 minutes**

1. ‘GameIT’, a startup technology company, is developing a groundbreaking augmented reality (AR) platform that will revolutionize the gaming industry. The platform requires constant innovation and frequent collaboration between developers, designers, and game producers. The project has a short timeline and its future direction depends on how users are responding to it.

The company wants the platform to be developed using an appropriate Software Development Life Cycle (SDLC) method. The team consists of developers, testers, and project managers.

1. What is verification and validation in software development? Briefly explain.

**(2 marks)**

1. In the above scenario, which of the SDLC methods do you think will be the most appropriate? And why? **(5 marks)**
2. Explain the main shortcomings of the waterfall model. **(3 marks)**