

## ADMISSION NUMBER

## School of Computing Science and Engineering Bachelor of Science in Computer Science

Semester End Examination - Nov 2023

**Duration: 180 Minutes** Max Marks: 100

## Sem V - E1UA503B - Agile Methodology

**General Instructions** Answer to the specific question asked Draw neat, labelled diagrams wherever necessary Approved data hand books are allowed subject to verification by the Invigilator

1)	When discussing Agile methodologies, what framework places a strong emphasis on iterative development, continuous feedback, and adapting to changing requirements throughout a project's lifecycle?	K1 (2)
2)	Describe the role of requirements management in maintaining alignment between evolving business goals and Agile development.	K2 (4)
3)	How would you apply knowledge management techniques to facilitate the transfer of expertise between team members in a multinational company?	K2 (6)
4)	How Test Driven Development beneficial to guide the development of a new software feature?	K3 (9)
5)	How would you apply various testing techniques to ensure the quality of a software application in an Agile project?	K3 (9)
6)	In discussions surrounding Agile project success, how might the role of test automation be evaluated as a dual-purpose tool that not only enhances agility but also contributes to the attainment of high-quality software through faster feedback cycles, efficient regression testing, and improved overall development efficiency?	K5 (10)
7)	Can you share insights into how Agile testing practices, known for their iterative nature, compare with the traditional waterfall-style testing approach when it comes to managing and testing changes in project requirements?	K4 (12)
8)	Assess the impact of effective Scrum Master facilitation on team productivity and collaboration.	K5 (15)
9)	Evaluate the benefits of conducting Retrospective meetings regularly throughout a project's lifecycle.	K5 (15)
10)	Develop a plan for conducting a Sprint Retrospective, outlining the agenda and activities to facilitate team improvement.	K6 (18)