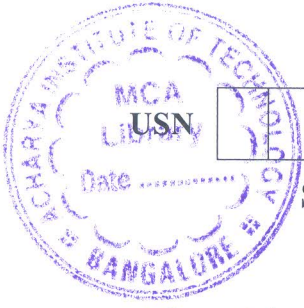


CBCS SCHEME

21CS641



Sixth Semester B.E. Degree Examination, June/July 2024 Agile Technologies

Time: 3 hrs.

Max. Marks: 100

Note: Answer any FIVE full questions, choosing ONE full question from each module.

Module-1

- 1 a. Explain the importance of Organizational Technical and Personal success. (10 Marks)
b. What is Agile Methodology and how to be Agile? (10 Marks)

OR

- 2 a. Explain the principles behind the Agile Manifesto. (10 Marks)
b. What is the manifesto for Agile s/w development? (05 Marks)
c. What are User stories? (05 Marks)

Module-2

- 3 a. What is Extreme Programming and explain how it works? (10 Marks)
b. Define the teams roles of diverse people present in the XP team. (10 Marks)

OR

- 4 a. Define the following concepts used in the XP vocabulary : i) Refactoring
ii) Technical debt iii) Iteration iv) Time boxing v) Velocity. (10 Marks)
b. Explain Iteration Planning , Task Planning and Tracking. (10 Marks)

Module-3

- 5 a. Describe the following practices of XP to help mindful developers excel :
i) Pair programming ii) Energized work. (10 Marks)
b. Discuss the practices to help the team and its stakeholders collaborate efficiently and effectively. (10 Marks)

OR

- 6 a. When do you release the production ready – software and when do you say project is “done – done”. (10 Marks)
b. Explain the following terms used in XP :
i) Continuous integration ii) Test driven development. (10 Marks)

Module-4

- 7 a. How to improve the process of developing project using XP practices? (10 Marks)
b. Explain how to build effective relationships among people. (05 Marks)
c. Explain the values of Extreme programming. (05 Marks)

OR

- 8 a. Which practices of Extreme programming help to rely on people? (10 Marks)
b. How to eliminate waste in extreme programming? (10 Marks)

Module-5

- 9 a. Prove the statement, "Only releasable code has a value" and explain how it can be implemented using Agile practices. (10 Marks)
b. How to deliver the business results frequently? (10 Marks)
- OR**
- 10 a. Explain the Universal design principles. (10 Marks)
b. Explain Design Trade – off and how to make great design. (10 Marks)
