Roll No.

Total Pages : 03

BT-7/M-20 37152 AGILE SOFTWARE ENGINEERING CSE-421N

Time : Three Hours] [Maximum Marks : 75 Note : Attempt Five questions in all, selecting at least one question from each Unit. All questions carry equal marks. Unit 🛽 1. Identify the technical differences among Agile (a) manifesto and Agile principles. 8 Explain the Iterative and Incremental development (b) in Agile. How do you deal when requirements change frequently ? 7 2. Explain the following terms in context of agility : Pair programming 8 (a) Software refactoring. 7 (b) (3)L-37152 1

Unit II

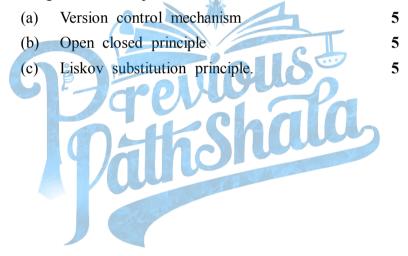
3.	(a)	Identify and explain the roles of the following :
		(i) Scrum master and Scrum team 4
		(ii) Burn down chart and Burn up chart. 4
	(b)	How to carry the sprint planning and retrospective
		for Agile scrum framework development ? What is
		Product backlog and Sprint backlog ? 7
4.	Expla	in the following Agile Scrum terms :
	(a)	Scrum ban 5
	(b)	Zero sprint 5
	(c)	Sprint backlog. 5
		Unit III
5.	(a)	How the Agile life-cycle makes an effective impact
		on software testing ? Justify your answer with a
		suitable Agile project model. 8
	(b)	List the different types of testing techniques used in
		Agile software engineering and write the significance
		of each testing technique. 7
6.	(a)	Explain the significance of using xUnit framework
		and their tools for supporting Test Driven
		Development in different test case scenarios. 10
	(b)	How is test automation done in Agile testing ? 5

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Unit IV

- Define dependency inversion principle and interface segregation principle. Identify the key roles of using dependency inversion principle and interface segregation principle in Agile software designs.
- 8. Explain the following with the help of Agile software design and development :



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