

PSG COLLEGE OF ARTS & SCIENCE  
(AUTONOMOUS)

MSc DEGREE EXAMINATION MAY 2025  
(Eighth Semester)

Branch - SOFTWARE SYSTEMS (Five Year Integrated)

**DISCIPLINE SPECIFIC ELECTIVE –III: AGILE SOFTWARE DEVELOPMENT**

Time: Three Hours

Maximum: 50 Marks

**SECTION-A (5 Marks)**

Answer ALL questions

ALL questions carry EQUAL marks (5 x 1 = 5)

- 1 Choose the correct option regarding agile methodology related to software development.  
(i) a sequential approach (ii) an iterative approach  
(iii) a circular approach (iv) a prototype approach
- 2 Model selection is based on \_\_\_\_\_.  
(i) Requirements (ii) Development team & users  
(iii) Project type & associated risk (iv) All of the above
- 3 Which of the following activities of a Generic Process framework provides a feedback report?  
(i) Communication (ii) Planning  
(iii) Modeling & Construction (iv) Deployment
- 4 Which of the following is not an agile method?  
(i) Extreme Programming (ii) Scrum  
(iii) Waterfall (iv) Crystal
- 5 Find the concept of “timeboxing” in Agile refers to \_\_\_\_\_.  
(i) Estimating project duration  
(ii) Setting a fixed amount of time to complete a task or activity  
(iii) Prioritizing tasks in a backlog (iv) Creating deadlines for the team

**SECTION B (15 Marks)**

Answer ALL questions

ALL questions carry EQUAL Marks (5 x 3 = 15)

- 6 a Analyze the problem with parsing experience.  
OR  
b Discuss how to overcome failure modes.
- 7 a Illustrate about Extreme Programming.  
OR  
b Explain about the Agile Modeling.
- 8 a Discuss about the communication in the Agile process.  
OR  
b State about the term jumping communication gaps.
- 9 a Explain about crystal orange web.  
OR  
b State about the Agile alliances.

Cont...

- 10 a Sketch about the SCRUM and need of SCRUM.  
OR  
b Show the various phases of feature-driven development.

**SECTION C (30 Marks)**

Answer ALL questions

ALL questions carry EQUAL Marks (5 x 6 = 30)

- 11Q/ Categorize the three levels of the listening cooperative game of invention and communication.  
OR  
b Determine how to work better in some ways than others and draw on success modes in Agile computing.
- 12 a Differentiate SCRUM, Crystal and FDD in detail.  
OR  
b Interpret the terms ASD and DSDM of Agile process model.
- 13 a Elucidate about the convention currents of information.  
OR  
b Assess i) teams as communicates and ii) teams as ecosystems.
- 14 a Analyze the Agile software development manifesto.  
OR  
b Elucidate Peter Nuar's programming as theory building.
- 15 a Categorize the tools in Agile software development.  
OR  
b Evaluate the Model Driven Development in Agile Computing.

Z-Z-Z

END