2062
B.E. (Information Technology)
Sixth Semester
IT-602: Agile Software Development

Time allowed: 3 Hours

Max. Marks: 50

**NOTE:** *Attempt* <u>*five*</u> *questions in all, including Question No. I which is compulsory and selecting two questions from each Unit.*

x-x-x

I. Answer the following:-

a) What are the essential phases of agile SDLC?

b) What is code smell in agile?

c) Which tool is not used for agile testing?

d) Write any three XP principles

e) What are the levels of scaled agile framework? (5x2)

## UNIT - I

II. What are the goals, principles and challenges of agile software development? (10)

III. Explain pair programming and extreme programming. (10)

IV. a) Explain dependency inversion principle.

b) Explain open closed principle. (2x5)

## UNIT - II

V. What are the different phases, benefits and drawbacks of agile project management? (10)

VI. Explain exploratory testing and regression testing in agile projects. (10)

VII. a) Explain reasons behind agile popularity and its adoption.

b) What do you mean by system testing? (2x5)

x-x-x