Roll No.												

PRESIDENCY UNIVERSITY

BENGALURU

End - Term Examinations – December 2025

Date: 08-12- 2025 **Time:** 01:00pm – 04:00pm

School: SOCSE	**Program:** B.Tech - CDV	
Course Code: CDV2001	**Course Name:** Agile Structures and Frameworks	
Semester: V	**Max Marks**:100	**Weightage**: 50%

CO - Levels	CO1	CO2	CO3	CO4	CO5
Marks	26	26	24	24	NA

Instructions:

(i) Read all questions carefully and answer accordingly.

(ii) Do not write anything on the question paper other than roll number.

Part A

Answer ALL the Questions. Each question carries 2marks. **10Q x 2M=20M**

1.	What is the essence of Agile development?	**2 Marks**	**L2**	**CO1**
2.	Write any two principles of the Agile Manifesto.	**2 Marks**	**L1**	**CO1**
3.	List any two benefits of adopting Agile.	**2 Marks**	**L1**	**CO1**
4.	Define Sprint Backlog.	**2 Marks**	**L1**	**CO2**
5.	What is a Sprint Retrospective?	**2 Marks**	**L1**	**CO2**
6.	What happens during the Sprint Review?	**2 Marks**	**L2**	**CO2**
7.	State any two key roles in XP team	**2 Marks**	**L1**	**CO3**
8.	State any two core values of XP.	**2 Marks**	**L1**	**CO3**
9.	What is Feature-Driven Development (FDD)?	**2 Marks**	**L2**	**CO4**
10.	Mention one challenge in Global Software Development (GSD).	**2 Marks**	**L1**	**CO4**

Part B

Answer the Questions. **Total Marks 80M**

11.	**a.**	Explain Iterative and Incremental development with examples. How do these approaches work together in Agile?	**10 Marks**	**L3**	**CO1**
		Or			
12.	**a.**	Discuss the 4 Agile values in detail with suitable example.	**10 Marks**	**L3**	**CO1**

13.	**a.**	Explain the Waterfall model, its phases, strengths, and limitations.	**10 Marks**	**L2**	**CO1**
		Or			
14.	**a.**	Explain Planning Poker as an Agile estimation technique.	**10 Marks**	**L2**	**CO1**

15.	**a.**	Explain the key Scrum practices such as Sprint Planning, Daily Scrum, Sprint Review (Scrum Demo), and Sprint Retrospective, with their objectives and outcomes.	**10 Marks**	**L2**	**CO2**
		Or			
16.	**a.**	Describe the three phases of the Scrum Life Cycle: Pre-game, Game, and Post-game. Explain the activities, responsibilities, and deliverables of each phase.	**10 Marks**	**L2**	**CO2**

17.	**a.**	Discuss the limitations of the Waterfall model with real-world evidence, such as late defect discovery, poor adaptability to change, and limited customer feedback.	**10 Marks**	**L3**	**CO2**
		Or			
18.	**a.**	Describe the key Scrum artifacts: Product Backlog, Sprint Backlog. Explain their characteristics, ownership, and how they support transparency and adaptability.	**10 Marks**	**L3**	**CO2**

19.	**a.**	Describe the Unified Process (UP) lifecycle phases and principles. How does it align with Agile principles?	**10 Marks**	**L3**	**CO3**
		Or			
20.	**a.**	Discuss the key XP practices - Pair Programming and Test-Driven Development (TDD).	**10 Marks**	**L3**	**CO3**

21.	**a.**	Explain the differences between the Unified Process (UP) and Agile Methods.	**10 Marks**	**L4**	**CO3**
		Or			

22.	**a.**	Explain the core principles and lifecycle of Extreme Programming (XP).	**10 Marks**	**L2**	**CO3**

23.	**a.**	Describe the role of Quality Assurance (QA) in Agile. Explain the concepts of Shift-Left testing and Continuous Testing.	**10 Marks**	**L3**	**CO4**
		Or			
24.	**a.**	Explain the Agile Product Development Lifecycle with an example.	**10 Marks**	**L2**	**CO4**

25.	**a.**	Explain Feature-Driven Development (FDD) and the five steps used in the FDD process.	**10 Marks**	**L2**	**CO4**
		Or			
26.	**a.**	Explain strategies and best practices for applying Agile in distributed/global teams.	**10 Marks**	**L3**	**CO4**