



PRESIDENCY UNIVERSITY

BENGALURU

End - Term Examinations – May / June 2026

Date: 29- 05-2026

Time:09:30am – 12:30pm

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

CO - Levels	C01	C02	C03	C04	C05
Marks	26	26	24	12	12

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.	Define Incremental Development.	2 Marks	L1	C01
2.	What is the essence of Agile development?	2 Marks	L1	C01
3.	Mention one disadvantage of the Waterfall model.	2 Marks	L1	C01
4.	What is a Sprint Retrospective?	2 Marks	L1	C02
5.	Outline the purpose of the Product Backlog?	2 Marks	L2	C02
6.	What happens during the Sprint Review?	2 Marks	L1	C02
7.	State any two core values of XP.	2 Marks	L1	C03
8.	State any two key roles in XP team	2 Marks	L1	C03
9.	What is the purpose of using Jira in Agile projects?	2 Marks	L1	C04
10.	What is meant by “Shift-Left Testing” in Agile?	2 Marks	L1	C05

Part B

Answer the Questions.

Total Marks 80M

11.	a.	Explain the 12 principles of the Agile Manifesto with suitable example.	10 Marks	L2	CO1
Or					
12.	a.	Discuss software development challenges in traditional methods. How does Agile address these challenges.	10 Marks	L3	CO1
13.	a.	Explain Story Points as an Agile estimation technique with an example.	10 Marks	L2	CO1
Or					
14.	a.	Discuss the 4 Agile values in detail with suitable example.	10 Marks	L3	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 Scrum roles in detail: Product Owner, Scrum Master, and Development Team and explain their interactions during a Sprint.	10 Marks	L2	CO2
17.	a.	Execute 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
Or					
18.	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
19.	a.	Discuss the key XP practices - Pair Programming and Test-Driven Development (TDD).	10 Marks	L3	CO3
Or					
20.	a.	Explain the differences between the Unified Process (UP) and Agile Methods.	10 Marks	L2	CO3
21.	a.	Explain the core principles and lifecycle of Extreme Programming (XP).	10 Marks	L2	CO3
Or					

22.	a.	Describe the Unified Process (UP) lifecycle phases and principles. How does it align with Agile principles?	10 Marks	L2	C03
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23.	a.	Explain the Agile Product Development Lifecycle with an example.	10 Marks	L2	C04
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Or

24.	a.	Explain the role of Agile Project Management tools. Discuss how Jira supports Scrum through boards, backlog, sprints, and reports.	10 Marks	L3	C04
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25.	a.	Describe the challenges of applying Agile in Global Software Development (GSD). Mention communication, coordination, and tooling challenges.	10 Marks	L2	C05
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Or

26.	a.	Explain Feature-Driven Development (FDD). Describe its core principles.	10 Marks	L2	C05
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