



UNIVERSITY OF PETROLEUM AND ENERGY STUDIES

End Term Examination, July 2020

Course: AGILE SYSTEMS

Program: BCA

Course Code: CSBC2004

Instructions: Answer the following questions

Semester: IV

Time: 2.0 hrs.

Max. Marks: 100



This Test has 69 attempts. For information on editing questions, click **More Help** below. ✕

Test Canvas: End-Term Exam

The Test Canvas lets you add, edit and reorder questions, as well as review a test. [More Help](#)

Question Settings

You can edit, delete or change the point values of test questions on this page. If necessary, test attempts will be regraded after you submit your changes.

Description	End-Term Exam for CSBC 2004 Agile Systems scheduled on 8-Jul-2020 [14:00]
Instructions	Dear Students, This exam comprises of MCQ, T/F, and Short Answer Questions. You need to attend all the questions within the allotted time frame of two hours. Whereas, the window is of 3 hours to complete the examination. Unlimited attempts are given and the last attempt shall be kept for records
Total Questions	64
Total Points	100
Number of Attempts	69

Select: All None Select by Type: - Question Type - ▾

Delete and RegradePoints Update and RegradeHide Question Details

1. Multiple Choice: Which of the following is delivered a...

Points: 1

Question	Which of the following is delivered at the end of the Sprint?
Answer	Wireframes designs for User Interface <input checked="" type="checkbox"/> An increment of Done software <input type="checkbox"/> An architectural design of the solution <input type="checkbox"/> A document containing test cases for the current sprint

2. Multiple Choice: Product Backlog should be ordered on ...

Points: 1

Question	Product Backlog should be ordered on the basis of?
Answer	<input checked="" type="checkbox"/> Value of the items being delivered <input type="checkbox"/> The complexity of the items being delivered <input type="checkbox"/> Size of the items being delivered <input type="checkbox"/> The risk associated with the items

3. Multiple Choice: "In an Agile environment, what is the...

Points: **1**

Question	"In an Agile environment, what is the main responsibility of a tester?"
Answer	<input type="checkbox"/> Send test execution reports to the stakeholders <input type="checkbox"/> Create automation scripts <input type="checkbox"/> Finding bugs <input checked="" type="checkbox"/> There is no role as a Tester in Scrum

4. Multiple Choice: When can a Sprint be canceled?

Points: **1**

Question	When can a Sprint be canceled?
Answer	<input type="checkbox"/> The Sprint items are no longer needed <input checked="" type="checkbox"/> Whenever the Product Owner says <input type="checkbox"/> When Development is unable to complete the work <input type="checkbox"/> Sprint can never be canceled

5. Multiple Choice: Who is responsible to measure the Pro...

Points: **1**

Question	Who is responsible to measure the Project's performance?
Answer	<input type="checkbox"/> The Delivery Manager <input type="checkbox"/> The Scrum Master <input type="checkbox"/> The Scrum Team <input checked="" type="checkbox"/> The Product Owner

6. Multiple Choice: How is Agile planning different from ...

Points: **1**

Question	How is Agile planning different from the traditional approach to planning?
Answer	Agile planning places emphasis on the plan
	Agile planning is done only once
	Agile planning is non iterative
	<input checked="" type="checkbox"/> Agile planning places emphasis on planning and is iterative

7. Multiple Choice: When is Acceptance Testing performed ...

Points: **1**

Question	When is Acceptance Testing performed in Agile development?
Answer	Daily
	After system is ready
	<input checked="" type="checkbox"/> At the end of each iteration
	On request of customer

8. Multiple Choice: "Arrange the following in correct seq...

Points: **1**

Question	"Arrange the following in correct sequence: 1 sprint planning, 2 daily scrum meet, 3 sprint retrospective meet, 4 sprint review meet, 5 sprint"
Answer	"1, 5, 2, 3, 4"
	<input checked="" type="checkbox"/> "1, 5, 2, 4, 3"
	"1, 2, 5, 4, 3"
	"1, 3, 2, 4, 5"

9. Multiple Choice: Agile Software Development is based on

Points: **1**

Question	Agile Software Development is based on
Answer	Incremental Development
	Iterative Development
	Linear Development
	<input checked="" type="checkbox"/> Both Incremental and Iterative Development

10. Multiple Choice: According to Agile manifesto what car...

Points: **1**

Question	According to Agile manifesto what carries more value?
Answer	Individuals and interactions over people and technique. Individuals and interactions over projects and tools. <input checked="" type="checkbox"/> Individuals and interactions over processes and tools. Individuals and interactions over products and tools.

11. Multiple Choice: Software project manager is engaged w...

Points: 1

Question	Software project manager is engaged with software management activities. He is responsible for _____
Answer	Project planning Monitoring the progress Communication among stakeholders <input checked="" type="checkbox"/> All of them

12. Multiple Choice: Which quality deals with the maintain...

Points: 1

Question	Which quality deals with the maintaining the quality of the software product?
Answer	Quality Assurance <input checked="" type="checkbox"/> Quality Control Quality Efficiency None of them

13. Multiple Choice: Waterfall model is very _____ t...

Points: 1

Question	Waterfall model is very _____ to understand and use a method that is why it is really beneficial for the beginner or novice developer
Answer	complex <input checked="" type="checkbox"/> easy erroneous None of them

14. Multiple Choice: The phase where coding for software p...

Points: 1

Question	The phase where coding for software project starts is _____ phase
Answer	<input checked="" type="checkbox"/> implementation <input type="checkbox"/> testing <input type="checkbox"/> deployment <input type="checkbox"/> None of them

15. Multiple Choice: The phase where newly identified issu...

Points: 1

Question	The phase where newly identified issues from software shall be fixed is _____ phase
Answer	<input type="checkbox"/> implementation <input type="checkbox"/> testing <input type="checkbox"/> deployment <input checked="" type="checkbox"/> maintenance

16. Multiple Choice: System modelling helps the analyst to...

Points: 1

Question	System modelling helps the analyst to understand the _____ of the system and models are used to _____ with customers
Answer	<input checked="" type="checkbox"/> "functionality, communicate" <input type="checkbox"/> "communicate, functionality" <input type="checkbox"/> "models, contact" <input type="checkbox"/> None of them

17. Multiple Choice: The _____ perspective of softwa...

Points: 1

Question	The _____ perspective of software model is used in showing the system or data architecture
Answer	<input checked="" type="checkbox"/> structural <input type="checkbox"/> behavioral <input type="checkbox"/> external <input type="checkbox"/> None of them

18. Multiple Choice: Stimulus/response model showing the s...

Points: 1

Question	Stimulus/response model showing the system?s _____
Answer	<input checked="" type="checkbox"/> reaction to events <input type="checkbox"/> control of events <input type="checkbox"/> identification <input type="checkbox"/> None of them

19. Multiple Choice: The _____ model is used for ...

Points: 1

Question	The _____ model is used for showing principal sub-systems
Answer	<input checked="" type="checkbox"/> architectural <input type="checkbox"/> behavioral <input type="checkbox"/> external <input type="checkbox"/> deployment

20. Multiple Choice: The _____ models are used to illu...

Points: 1

Question	The _____ models are used to illustrate the operational context of a system - they show what lies outside the system boundaries
Answer	<input checked="" type="checkbox"/> context <input type="checkbox"/> architectural <input type="checkbox"/> external <input type="checkbox"/> behavioral

21. Multiple Choice: The _____ models may be used to...

Points: 1

Question	The _____ models may be used to show the processes and the flow of information from one process to another
Answer	<input checked="" type="checkbox"/> data flow <input type="checkbox"/> process <input type="checkbox"/> context <input type="checkbox"/> behavioral

22. Multiple Choice: The _____ models are the o...

Points: 1

Question The _____ models are the one that show the systems response to events

Answer state machine

context map

external map

behavioral

23. Multiple Choice: Data flow diagrams are used to show _...

Points: 1

Question Data flow diagrams are used to show _____ processing of data

Answer end-to-end

node wise

point wise

path wise

24. Multiple Choice: The _____ show the processing ste...

Points: 1

Question The _____ show the processing steps as data flows through a system

Answer DFD

ERD

State machines

None of them

25. Multiple Choice: The _____ can be complemented by ...

Points: 1

Question The _____ can be complemented by tables describing the states and the stimuli

Answer state charts

state machines

DFD

ERD

Points: 1

26. Multiple Choice: Semantic data models are used to desc...

Question	Semantic data models are used to describe the _____ of data processed by the system
Answer	<input checked="" type="checkbox"/> logical structure <input type="checkbox"/> data structure <input type="checkbox"/> conceptual structure <input type="checkbox"/> physical structure

27. Multiple Choice: Data _____ are lists of al...

Points: 1

Question	Data _____ are lists of all of the names used in the system models
Answer	<input checked="" type="checkbox"/> dictionaries <input type="checkbox"/> bases <input type="checkbox"/> marts <input type="checkbox"/> warehouses

28. Multiple Choice: Semantic data models can readily be i...

Points: 1

Question	Semantic data models can readily be implemented using _____ databases
Answer	<input checked="" type="checkbox"/> relational <input type="checkbox"/> hierarchical <input type="checkbox"/> network <input type="checkbox"/> flat

29. Multiple Choice: Object models produced using classes ...

Points: 1

Question	Object models produced using classes and associations are
Answer	<input type="checkbox"/> inheritance model <input type="checkbox"/> aggregation model <input type="checkbox"/> interaction model <input checked="" type="checkbox"/> All of them

30. Multiple Choice: Multiple inheritance makes class hier...

Points: 1

Question	Multiple inheritance makes class hierarchy reorganisation more _____
Answer	<input checked="" type="checkbox"/> complex
	<input type="checkbox"/> simple
	<input type="checkbox"/> integrated
	<input type="checkbox"/> None of them

31. Multiple Choice: Structured methods incorporate _____...

Points: 1

Question	Structured methods incorporate _____ modelling as an inherent part of the method
Answer	<input checked="" type="checkbox"/> system
	<input type="checkbox"/> object
	<input type="checkbox"/> relational
	<input type="checkbox"/> None of them

32. Multiple Choice: Structured methods do not model _____...

Points: 1

Question	Structured methods do not model _____ system requirements
Answer	<input checked="" type="checkbox"/> non-functional
	<input type="checkbox"/> functional
	<input type="checkbox"/> integrated
	<input type="checkbox"/> relational

33. Multiple Choice: The _____ models show the posi...

Points: 1

Question	The _____ models show the position of a system in its environment with other systems and processes
Answer	<input checked="" type="checkbox"/> context
	<input type="checkbox"/> data
	<input type="checkbox"/> state
	<input type="checkbox"/> None of them

34. Multiple Choice: Which of the following is not a bad c...

Points: 1

Question	Which of the following is not a bad characteristics for software design.
Answer	<input type="checkbox"/> Rigidity
	<input type="checkbox"/> Fragility
	<input type="checkbox"/> Immobility
	<input checked="" type="checkbox"/> None of them

35. Multiple Choice: Ken Schwaber and Jeff Sutherland deve...

Points: 1

Question	Ken Schwaber and Jeff Sutherland developed which agile framework
Answer	<input checked="" type="checkbox"/> Scrum
	<input type="checkbox"/> Crystal
	<input type="checkbox"/> FDD
	<input type="checkbox"/> None of them

36. Multiple Choice: "Each _____ in scrum framework has...

Points: 1

Question	"Each _____ in scrum framework has a goal of what is to be built, design, a flexible plan, work and a result"
Answer	<input checked="" type="checkbox"/> sprint
	<input type="checkbox"/> function
	<input type="checkbox"/> object
	<input type="checkbox"/> None of them

37. Multiple Choice: "The _____ focused on un...

Points: 1

Question	"The _____ focused on understanding business, customer, and market requirements, then prioritizing the work to be done by the engineering team accordingly"
Answer	<input checked="" type="checkbox"/> product owner
	<input type="checkbox"/> scrum master
	<input type="checkbox"/> scrum developer
	<input type="checkbox"/> None of them

38. Multiple Choice: The scrum team drivers the plan for e...

Points: 1

Question	The scrum team drivers the plan for each _____
Answer	<input checked="" type="checkbox"/> sprint
	<input type="checkbox"/> function
	<input type="checkbox"/> object
	<input type="checkbox"/> None of them

39. Multiple Choice: "The _____ methodology is one o...

Points: 1

Question	"The _____ methodology is one of the most lightweight, adaptable approaches to software development"
Answer	<input checked="" type="checkbox"/> Crystal
	<input type="checkbox"/> Scrum
	<input type="checkbox"/> Waterfall
	<input type="checkbox"/> FDD

40. Multiple Choice: "The _____ is a model-driven, s...

Points: 1

Question	"The _____ is a model-driven, short-iteration process"
Answer	<input checked="" type="checkbox"/> FDD
	<input type="checkbox"/> Crystal
	<input type="checkbox"/> DSDM
	<input type="checkbox"/> XP

41. True / False: Function-oriented software design is ...

Points: 1

Question	Function-oriented software design is comprised of many smaller sub-systems called Functions.
Answer	<input checked="" type="checkbox"/> True
	<input type="checkbox"/> False

42. True / False: Scheduling for a software project it ...

Points: 1

Question	Scheduling for a software project it is required to break down the project task into smaller and manageable parts
Answer	<input checked="" type="checkbox"/> True

False

43. True / False: The waterfall model is one of the most...

Points: 1

Question The waterfall model is one of the most traditional and commonly used software development methodologies for software development

Answer True
 False

44. True / False: FDD begins with establishing an overall...

Points: 1

Question FDD begins with establishing an overall model shape.

Answer True
 False

45. True / False: DSDM has not grown out of the need to ...

Points: 1

Question DSDM has not grown out of the need to provide an industry standard project delivery framework

Answer True
 False

46. True / False: RAD has been the latest name for DSDM

Points: 1

Question RAD has been the latest name for DSDM

Answer True
 False

47. True / False: "FDD recommends specific programmer p...

Points: 1

Question "FDD recommends specific programmer practices such as "Regular Builds" and "Component/Class Ownership"."

Answer True
 False

48. True / False: "Crystal families have unique charact...

Points: 1

Question "Crystal families have unique characteristics that are driven by several factors such as team size, system criticality, and project priorities."

Answer True
 False

49. True / False: "Extreme Programming (XP) is not base...

Points: 1

Question

"Extreme Programming (XP) is not based on simplicity, communication, feedback, and courage "

Answer True
 False

50. True / False: Planning game and Small releases are ...

Points: 1

Question Planning game and Small releases are two of the twelve supporting practices adopted by DSDM

Answer True
 False

51. True / False: Scrum approaches to coordinating the ...

Points: 1

Question Scrum approaches to coordinating the work of multiple scrum teams in larger organizations include Large-scale Scrum (LeSS).

Answer True
False

52. True / False: Lean and Kanban are not agile methodo...

Points: 1

Question Lean and Kanban are not agile methodologies

Answer True
 False

53. True / False: "FDD describes specific, very short p...

Points: 1

Question "FDD describes specific, very short phases of work, which are to be accomplished separately per feature"

Answer True
False

54. True / False: Crystal Maroon can handle upto 2000 p...

Points: 1

Question Crystal Maroon can handle upto 2000 people

Answer True
 False

55. True / False: "Crystal Clear, Crystal Yellow, Cryst...

Points: 1

Question "Crystal Clear, Crystal Yellow, Crystal Orange are not the part of Crystal family"

Answer True
 False

Points: 1

56. True / False: Rapid and Robust are two phases of DSDM

Question	Rapid and Robust are two phases of DSDM
Answer	<input checked="" type="checkbox"/> True <input type="checkbox"/> False

57. True / False: Crystal can't work with other agile m...

Points: 1

Question	Crystal can't work with other agile methodologies
Answer	<input type="checkbox"/> True <input checked="" type="checkbox"/> False

58. True / False: Scrum is not aimed at sustaining stro...

Points: 1

Question	Scrum is not aimed at sustaining strong collaboration between people working on a project
Answer	<input type="checkbox"/> True <input checked="" type="checkbox"/> False

59. True / False: "Scrum Master, Product Owner, and the...

Points: 1

Question	"Scrum Master, Product Owner, and the Team are not the three major roles of scrum methodology"
Answer	<input type="checkbox"/> True <input checked="" type="checkbox"/> False

60. True / False: Individuals and interactions over processes and tools is not an agile manifesto

Points: 1

Question	Individuals and interactions over processes and tools is not an agile manifesto
Answer	<input type="checkbox"/> True <input checked="" type="checkbox"/> False

61. Short Answer: SAQ-1: Describe all the 8 practices use...

Points: 10

Question	Describe all the 8 practices used in the FDD design process.
Answer	Ans.

62. Short Answer: SAQ-2: Discuss the agile systems methodology...

Points: 10

Question	Discuss the agile systems methodology of XP is based on which all twelve supporting practices.
Answer	Ans.

63. Short Answer: SAQ-3: Explain Open Close Principle (OCP) wh...

Points: 10

Question Explain Open Close Principle (OCP) while writing classes in software development.

Answer Open Close Principle (OCP)

64. Short Answer: SAQ-4: Explain all the 6 software characteri...

Points: 10

Question Explain all the 6 software characteristics as per ISO/IEC 9126

Answer ISO/IEC 9126

Select: [All](#) [None](#) Select by Type:

Points

← OK