GUJARAT TECHNOLOGICAL UNIVERSITY

BE - SEMESTER–VII (NEW) EXAMINATION – SUMMER 2022

Subject Code:3171610   **Date:08/06/2022**

Subject Name:Agile Development and UI/UX design

Time:02:30 PM TO 05:00 PM   **Total Marks: 70**

Instructions:

1. Attempt all questions.
2. Make suitable assumptions wherever necessary.
3. Figures to the right indicate full marks.
4. Simple and non-programmable scientific calculators are allowed.

Q.1	**(a)**	What is Agile Design?	**03**
	(b)	How do we know how whether the design of a software system is Good? Explain in detail.	**04**
	(c)	List out agile design principles. Explain them in detail.	**07**
Q.2	**(a)**	What kind of projects is suitable for the Agile Methodology?	**03**
	(b)	What are different types of Agile Methodology?	**04**
	(c)	Explain the principles of extreme programming.	**07**
		OR	
	(c)	Discuss How is Agile Methodology different than Traditional Waterfall process?	**07**
Q.3	**(a)**	Differentiate between Agile and Scrum.	**03**
	(b)	Briefly explain principles of agile methods.	**04**
	(c)	Explain Agile Testing? What are the principles of Agile Testing?	**07**
		OR	
Q.3	**(a)**	What is Refactoring?	**03**
	(b)	Discuss Agile Life cycle Processes.	**04**
	(c)	Explain the Funnel Model of Agile UX.	**07**
Q.4	**(a)**	Discuss Empirical UX evaluation.	**03**
	(b)	How to convert a user story to a task? Explain with example.	**04**
	(c)	Differentiate between Bottom-up versus Top-down Design.	**07**
		OR	
Q.4	**(a)**	What are the pros and cons of Agile Methodology?	**03**
	(b)	List out Principles of Testing.	**04**
	(c)	Explain Ideation in Generative design.	**07**
Q.5	**(a)**	Difference between extreme programming and scrum?	**03**
	(b)	How Does UX Differ From Other Design Disciplines?	**04**
	(c)	Explain Critiquing in Generative design.	**07**
		OR	
Q.5	**(a)**	Discuss the nature of UX design.	**03**
	(b)	What are the crucial Agile Matrices?	**04**
	(c)	Explain Data collection methods and Techniques in UX Evaluation.	**07**

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