

GUJARAT TECHNOLOGICAL UNIVERSITY**BE – SEMESTER- VII EXAMINATION-SUMMER 2023****Subject Code: 3171610****Date: 26/06/2023****Subject Name: Agile Development and UI/UX design****Time: 10:30 AM TO 01:00 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.

	MARKS
Q.1 (a) Define: Testing, Refactoring	03
(b) Explain Agile Development with example.	04
(c) Explain Agile Design Principle in Detail.	07
Q.2 (a) What is SCRUM?	03
(b) Compare Between Agile model with Waterfall model.	04
(c) Explain SRP: The Single Responsibility Principle in detail.	07
OR	
(c) Explain the Liskov Substitution Principle in detail.	07
Q.3 (a) Define: Rigor	03
(b) Explain UX Design Life cycle process.	04
(c) Differentiate between Bottom-up versus Top-down Design.	07
OR	
Q.3 (a) What is “Scope” of a project?	03
(b) Draw and explain the funnel model of Agile UX	04
(c) Explain Agile Testing? What are the principles of Agile Testing?	07
Q.4 (a) Discuss advantages and disadvantages of the agile methodology.	03
(b) Explain the UX Design Techniques as Life Skills in brief.	04
(c) Write a detailed note on “OCP: The Open-Closed Principle”.	07
OR	
Q.4 (a) What is “clickthrough prototype”?	03
(b) Discuss Agile Life cycle process.	04
(c) List and explain Generative Design activities in brief.	07
Q.5 (a) What is Extreme programming?	03
(b) Discuss Expert UX Inspection.	04
(c) Explain Depth and Breadth of prototyping with a appropriate diagram.	07
OR	
Q.5 (a) What is Design walk-through?	03
(b) How do agile software engineering and agile user experience work together?	04
(c) Empirical UX evaluation in detail.	07
