

GUJARAT TECHNOLOGICAL UNIVERSITY
BE - SEMESTER-VII (NEW) EXAMINATION – WINTER 2022

Subject Code:3171610

Date:10-01-2023

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) What is Agile model? What are the objectives of Agile developments?	03
	(b) Compare Agile model with traditional waterfall model.	04
	(c) Discuss SCRUM Agile Development process in detail.	07
Q.2	(a) What is spike, splitting and velocity?	03
	(b) Compare Refactoring with Redesign.	04
	(c) Discuss Agile Testing Principles.	07
OR		
	(c) Explain various Agile Testing Methods.	07
Q.3	(a) What is UX? What is the importance of prototyping as a UX lifecycle activity?	03
	(b) Define Rigor and Scope in Agile UX Design. What are the factors that influence Rigor in project development?	04
	(c) Explain the Funnel Model of Agile UX in detail.	07
OR		
Q.3	(a) What are the different types of prototypes that can be built for UX design?	03
	(b) Explain the significance of “Usability” and “Emotional Impact” in UX design.	04
	(c) Discuss Top down and Bottom-up design approach with suitable example.	07
Q.4	(a) What are the motivations behind the usage of SOLID principles in Agile design?	03
	(b) Explain code refactoring with suitable example.	04
	(c) Write note on: Liskov Substitution Principle (LSP)	07
OR		
Q.4	(a) What is Summative Usability Testing?	03
	(b) Discuss Symptoms of Code smells.	04
	(c) Write note on: Interface Segregation Principle (ISP).	07
Q.5	(a) What is UX measure and target? List out some common UX measure.	03
	(b) Explain different types of Evaluation data.	04
	(c) Discuss list of heuristics for User interface design given by Jakob Nielsen.	07
OR		
Q.5	(a) How can you collect data for user performance measurement?	03
	(b) Explain some Analytic UX Evaluation Methods.	04
	(c) Discuss various Empirical UX Evaluation Methods in detail.	07