

**GUJARAT TECHNOLOGICAL UNIVERSITY**  
**BE - SEMESTER-VII (NEW) EXAMINATION – WINTER 2023**

**Subject Code:3171610****Date:08-12-2023****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.

- Q.1** (a) Define agile practices. **03**  
 (b) How can we found out if the software is correctly designed? Explain in detail. **04**  
 (c) What is agile refactoring? Discuss the Agile testing and agile planning in detail with help of diagram. **07**
- Q.2** (a) Define the following terms: (i) sprint (ii) product backlog (iii) user stories. **03**  
 (b) Discuss Extreme programming with diagram. **04**  
 (c) Explain “SRP: The Single-Responsibility Principle” with suitable example. **07**
- OR**
- Q.3** (c) Write a detailed note on “OCP: The Open-Closed Principle”. **07**  
 (a) What is Role of Scrum? **03**  
 (b) Discuss about the Principles of Agile Manifesto. **04**  
 (c) Using a neat diagram, discuss the funnel model of Agile User Experience and its key features. **07**
- OR**
- Q.3** (a) What is meant by “Scope” and “Rigor” of a project? **03**  
 (b) What issues do software systems have over time? How does agile design overcome those challenges? **04**  
 (c) Explain how agile is different from the traditional waterfall process with suitable example. **07**
- Q.4** (a) What is “acceptance testing”? **03**  
 (b) Explain the significance of “Usability” and “Emotional Impact” in UX design. **04**  
 (c) Write a detailed note on UX Life Cycle with a neat diagram. Explain Sub activity, method, technique under a life cycle activity with an example. **07**
- OR**
- Q.4** (a) What is Summative Usability Testing? **03**  
 (b) What do you mean by UX? State the difference between UI and UX. **04**  
 (c) Clarify why a UX plan group ought to have individuals with assorted aptitudes and foundations. Briefly talk about a real-world case where such a group can have a positive affect on the plan of an item. **07**
- Q.5** (a) What are “quantitative and qualitative” UX evaluations? **03**  
 (b) Discuss Symptoms of Code smells. **04**  
 (c) Explain Empirical UX Evaluation with suitable example and also discuss the goals and metrics of Empirical UX evaluation **07**

**OR**

- Q.5**
- (a)** What is UX measure and target? List out some common UX measure. **03**
  - (b)** Discuss how Domain Familiarity , Risk , Project Development stage influence the need of Rigor **04**
  - (c)** Discuss about data collection methods of analytic UX evaluation with suitable example. **07**

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