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II Semester M.C.A. Degree Examination November/December- 2025**COMPUTER SCIENCE****Software Engineering****(CBCS Scheme 2020-21)****Paper : 2 MCA 4****Time : 3 Hours****Maximum Marks : 70*****Instruction to Candidates:*****Answer any five questions from Section - A.****Answer any Four questions from Section - B.****SECTION - A****Answer any Five questions. Each question carries 6 marks.****(5×6=30)**

1. Explain the Agile Manifesto and briefly describe its four core values.
2. What is the significance of customer collaboration in Agile? How does it differ from traditional methods?
3. Draw and explain any one UML diagram used in software design.
4. Define "Sustainable Pace" in Agile and explain its role in time management.
5. Explain how to test the various components in the project development at different levels so that effective project delivery can be achieved.
6. Describe the role of short releases and iterations in Agile learning environments.
7. Define the role of trust in Agile teams. Discuss from the perspective of diversity and ethics.
8. What is a retrospective in Agile? Explain its purpose and significance.

[P.T.O.]

**SECTION-B**

Answer any Four questions. Each question carries 10 marks. (4×10=40)

9. How does TDD Help to overcome some of the Problems inherent in Testing?
 10. Time is a critical factor in software projects. Analyze common time - related problems and how Agile addresses them.
 11. What is abstraction in Agile software development? Explain various levels of abstraction with suitable examples?
 12. Your software development team is working on a large - scale mobile application distributed across three time zones (India, USA, and Germany). Due to cultural differences and poor communication, the Agile sprints are often delayed, and the trust among teams is weakening. As a project leader, what are the necessary steps you must take to address the above issues.
 13. Analyse the role of leadership in Agile environments. Explain the qualities of an Agile coach and change leader.
 14. Describe the concept of delivery and cyclicity in Agile. How do these aspects affect release planning and team reflection?
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