Two hours - on line

The exam will be taken on line.
This paper version is made available as a backup
In this event, only MCQ answers written in the boxes on the exam paper will be marked.

EXAM PAPER MUST NOT BE REMOVED FROM THE EXAM ROOM

UNIVERSITY OF MANCHESTER
SCHOOL OF COMPUTER SCIENCE

Agile and Test Driven Development

Date:     Friday 29th May 2015
Time:     09:45 - 11:45

Please answer ALL Questions provided.

The exam contains MULTIPLE CHOICE and SHORT ESSAY QUESTIONS. Be sure to answer
ALL QUESTIONS.

This is a CLOSED book examination

The use of electronic calculators is NOT permitted

[PTO]
Q1 – Q20 contain Multiple Choice Questions and are therefore restricted
21. Please reflect on your experience of **customer collaboration**. Consider, then clearly and briefly describe the following when constructing your reflection:

- An overview of what customer collaboration commonly entails, and the extent to which it is core to the agile process.
- The approach your team took to collaborating with the customer, with examples, and the benefits and drawbacks of this approach.
- How the environment (a student team project) affected your experience, and how that experience might be different under other circumstances.

(20 marks)

22. Please reflect on your experience of **test-driven development**. Consider, then clearly and briefly describe the following when constructing your reflection:

- An overview of what test-driven development commonly entails, and the extent to which it is core to the agile process.
- The approach your team took to test-driven development, with examples, and the benefits and drawbacks of this approach.
- How the environment (a student team project) affected your experience, and how that experience might be different under other circumstances.

(20 marks)

23. Please reflect on your experience of using **scrum**. Consider, then clearly and briefly describe the following when constructing your reflection:

- An overview of what scrum commonly entails, and the extent to which it is core to the agile process.
- The approach your team took to using scrum, with examples, and the benefits and drawbacks of this approach.
- How the environment (a student team project) affected your experience, and how that experience might be different under other circumstances.

(20 marks)