Quiz – XP

1. Which of the following is the right sequence when developing software using the XP practice of Test First Programming?

1 / 1 point

- ○ 1. Write code
    2. Write a test
    3. Make the test pass
    4. Refactor as necessary

- ○ 1. Write code
    2. Refactor as necessary
    3. Write a test
    4. Make the test pass

- ◉ 1. Write a test
    2. Make sure the test fails
    3. Write enough code so the test passes
    4. Refactor as necessary

- ○ 1. Design
    2. Write code
    3. Write a test

✓ **Correct**
Please review the video titled "XP Practices - Part 2".

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2. Which XP practice prescribes that "the code [always be] written by two programmers at one machine"?

1 / 1 point

- ○ Twin Programming

- ◉ Pair Programming

- ○ Buddy Programming

- ○ Peer Programming

✓ **Correct**
Please watch the video "XP Practices - Part 1"

3. Which of the following are primary practices prescribed by XP?   **1 / 1 poi**

- [x] Pair Programming

> ✓ **Correct**
>
> Please review the videos titled "XP Practices - Part 1" and "XP Practices - Part 2".

- [ ] Weekly Retrospectives

- [ ] Daily Standups

- [x] Whole Team

> ✓ **Correct**
>
> Please review the videos titled "XP Practices - Part 1" and "XP Practices - Part 2".

- [x] Continuous Integration

> ✓ **Correct**
>
> Please review the videos titled "XP Practices - Part 1" and "XP Practices - Part 2".

4. One of the practices of XP is "Whole Team". Which of the following statements align with its meaning?   **1 / 1 point**

- ◯ The whole team should always sit together in a room.

- ◯ The whole team should be working together to meet the team's commitment

- ◯ The whole team should be energized and passionate about the product they are building.

- ◉ All the skills necessary to deliver the software product should be present on the team.

> ✓ **Correct**
>
> Please review the video titled "XP Practices - Part 1".

5. If an XP team cannot provide an estimate for a story, what should they do to gain a better understanding of the story?

- (●) Create a spike story---a new story under which the team will do some research or other work to gain a better understanding of the original story.

- ( ) No action required; keep the story with no estimates.

- ( ) Provide their best guess based on what they know.

- ( ) Skip that story and exclude that story from the release.

> ✓ **Correct**
>
> Please watch the "XP Process Model" video.

1 / 1 point

6. According to XP's principles, what should you do when a story's acceptance test fails?

- ( ) As a team, update the acceptance test so the test passes.

- ( ) Extend the iteration's duration so the bug(s) can be fixed in the same iteration.

- ( ) Release the software without fixing; a few bugs are ok.

- (●) Create a bug report so it can be fixed.

> ✓ **Correct**
>
> Please review the "XP Process Model" video.

1 / 1 point

7. What activities occur as part of XP's "Weekly Planning" practice?

☑ Breaking stories into smaller tasks.

> ✓ **Correct**
>
> Watch video "XP Practices - Part 2"

☐ Planning who is going to facilitate meetings for the rest of the week

☑ Selecting the next week's work.

> ✓ **Correct**
>
> Watch video "XP Practices - Part 2"

☑ Reviewing the previous week's progress.

> ✓ **Correct**
>
> Watch video "XP Practices - Part 2"

8. According to the concept of "Whole Team", which of the following statements are true?

0.75 / 1 point

☐ It is not recommended for a team member to be part of multiple teams.

☑ All of the skills the team needs to be successful should be in the team.

> ✓ **Correct**
>
> Watch the video titled "XP Practices - Part 2".

☐ The team members never change. Once a team member is part of the team, that team member always remain part of the team.

☑ If the team finds out that they need a particular skill in the team, they can add a person with that skill to the team.

> ✓ **Correct**

9. An XP team is getting feedback more frequently than they can handle. What should they do? 1 / 1 point

- ◉ Slow down the frequency of feedback.

- ◯ Further increase the frequency and quantity of feedback.

- ◯ Ignore the extra feedback.

- ◯ Work extra hours each day to address all of the feedback.

> ✓ **Correct**
>
> Please refer to the video titled "XP Values".

10. Which of the following statements are true about the XP value of "Simplicity"? 1 / 1 poi

- ◯ No matter what you are building, just choose a simple design even if it only partially solves the problem.

- ◉ Select the simplest design that could possibly work.

- ◯ Generalize your solution so it can work for unanticipated future requests.

- ◯ The software design for each component should fit on a single page.

> ✓ **Correct**
>
> Please refer to the video titled "XP Values".