**In Class Assignment 1**

**Q1: The Agile Manifesto** (1 point possible)

What is the Agile Manifesto?

A pamphlet designed to attract the software world's attention to 24 principles of "good" software development.

A document signed by a group of software consultants designed to attract the software world's attention to 12 principles of "good" software development.

A pamphlet designed to attract the software world's attention to 12 examples of "bad" software development.

A document signed by a group of software consultants designed to attract the software world's attention to some design patterns that proved to be good in the previous 12 years of software development.

**Q2 The Agile Manifesto ideas** (1 point possible)

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Which of the following statements are consistent with what the proponents of the Agile Manifesto advocate? Check all that apply.

We value processes and tools more than individuals and interactions.

We value working software more than comprehensive documentation.

We value responding to change more than following a plan.

We value customer collaboration more than contract negotiation.

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**Q3 Agile Principles**(1 point possible)

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Which of the following statements appear in the twelve principles presented in the agile Manifesto? Check all that apply.

The sponsors, developers, and users should be able to maintain a constant pace

indefinitely.

Developers and business people should work separately and have planned weekly

interactions.

The most efficient and effective method of conveying information to and within a

development team is to use email.

Welcome changing requirements, even late in development.

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**Q4 Agile Principles**(1 point possible)

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Which of the following statements appear in the twelve principles represented in the agile Manifesto? Check all that apply.

Build projects around motivated individuals.

Customer satisfaction is the primary measure of progress.

Deliver working software frequently, from a couple of weeks to a couple of months.

Our highest priority is to satisfy the customer through early and continuous delivery of

valuable software.

**Q5 Agile Methods**(1 point possible)

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Which of the following sentences about agile methods is true? Check all that apply.

Kent Beck, in XP, suggests that contracts for software development should fix time, cost,

and quality, leaving the precise scope of the system open to negotiation. This should lead

to signing a sequence of small contracts instead of just a big one.

Crystal is a name for a set of methods using different colours to reflect the size and

criticality of a software project.

The Lean Software method was inspired by techniques first applied at Toyota and the

automobile industry.

Most of Scrum's practices are about how to manage a project.

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**Q6 Agile Methods**(1 point possible)

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What it is meant in the lecture when criticizing the tenth principle ("Simplicity, the art of maximizing the amount of work not done, is essential")?

It is meant that simplicity should not be a goal, because software systems are complex by

nature.

It is meant that simplicity should be attained by minimizing the amount of work done

instead.

It is meant that simplicity comes at a cost, and usually requires more work, rather than

less, to reduce complexity.

It is meant that simplicity is important, but not essential.

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**Q7 Agile Values**(1 point possible)

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Agile methods suggest a new, reduced role for the manager. Which of the following is true?

The manager should only be responsible for the successful completion of the project.

The manager should not assign tasks to developers.

The manager should only be responsible for software testing.

The manager should only make sure that the customer's needs are met.

**Q8 Agile Values**(1 point possible)

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Which of the following sentences about iterative development is true?

Iterative development implies performing the minimum number of iterations necessary to

complete the requirements elicitation phase, then the minimum number of iterations

necessary to complete the development phase, and finally the minimum number of

iterations necessary to complete the testing phase.

Iterative development implies performing the requirements elicitation phase, then the

design phase, then the development phase, and finally the testing phase before presenting

the result to the customer. This should be repeated every six months.

Iterative development implies performing short development cycles (from a one day to a

few weeks) and avoid requirements elicitation, design and documentation as much as

possible.

Iterative development implies performing development cycles lasting from one day to a

few weeks. Each cycle includes requirements elicitation, design, development, and testing

on a usually limited scope.

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