

---

1. **Which of the following project characteristics most benefits from Agile methods?**

- A. Low risk and predictable requirements
- B. A project with fixed, unchanging specifications
- C. Projects where requirements may change and rapid adaptation is needed
- D. Very short, one-day projects

**Answer: C**

2. **Which approach is discouraged in Agile software development?**

- A. Writing complete and unchangeable specifications at the very start
- B. Emphasizing simplicity in design
- C. Performing unit tests frequently
- D. Conducting daily Scrum meetings

**Answer: A**

3. **Which of the following is NOT one of the recommended Agile practices mentioned?**

- A. Involving the client in the work
- B. Sorting tasks by priority
- C. Having short development sprints
- D. Ignoring design patterns

**Answer: D**

4. **In Agile methods, why is it difficult to fully specify a product from the beginning?**

- A. Clients always provide complete and final requirements
- B. The economy and technology can be dynamic, requiring adaptability
- C. Agile is only used for maintenance projects
- D. Software design is always the same regardless of requirements

**Answer: B**

5. **Which statement reflects one of the values from the Agile Manifesto?**

- A. Processes and tools over individuals and interactions
- B. Comprehensive documentation over working software
- C. Contract negotiation over customer collaboration
- D. Responding to change over following a plan

**Answer: D**

6. **Which of the following best describes an Agile development approach?**

- A. A single, large release with minimal client interaction
- B. Iterative and incremental development with frequent feedback
- C. Rigidly following a detailed plan until final delivery
- D. Strict refusal of any changes to requirements after project start

**Answer: B**

7. **What is the significance of the Agile Manifesto's 12 principles?**

- A. They are unrelated guidelines added to Agile after it was formed
- B. They provide short sprints with a fixed product scope only
- C. They outline core philosophies that guide Agile methods
- D. They focus mainly on contract negotiations and fixed budgets

**Answer: C**

8. **According to the Agile Manifesto, working software is considered:**

- A. The primary measure of progress

- B. Non-essential compared to documentation
- C. Unnecessary until the final product is delivered
- D. Equal in priority to marketing materials

**Answer: A**

9. **Which of the following is an example of an Agile method mentioned in the lecture?**

- A. Waterfall Model
- B. eXtreme Programming (XP)
- C. Spiral Model
- D. V-Model

**Answer: B**

10. **What is emphasized by Scrum, one of the Agile methods?**

- A. A single release at the end of the project
- B. Daily meetings (daily Scrum) for coordination
- C. Strict adherence to unchangeable initial requirements
- D. Working in complete isolation from the customer

**Answer: B**

11. **One of the 12 principles states that the customer's competitive advantage is maintained by:**

- A. Rejecting any late requirement changes
- B. Freezing all specifications at the project's start
- C. Welcoming changing requirements, even late in development
- D. Removing customer involvement to shorten development time

**Answer: C**

12. **Why does the Agile Manifesto favor "individuals and interactions" over "processes and tools"?**

- A. Because processes and tools are never used in Agile
- B. To encourage better teamwork and communication
- C. To eliminate the need for any planning
- D. To increase reliance on external consultants

**Answer: B**

13. **Short iterations or "sprints" in Agile typically last:**

- A. Several months to a year
- B. Exactly one day
- C. Around two weeks (or up to a couple of months, but usually shorter)
- D. Until the client decides otherwise

**Answer: C**

14. **The principle "business people and developers must work together daily" aims to:**

- A. Restrict communication between stakeholders
- B. Ensure constant alignment on requirements and progress
- C. Increase formal documentation
- D. Slow down changes during development

**Answer: B**

15. **What is one reason to accept changes in specifications during a project, according to Agile?**

- A. It ensures the project never completes
- B. It prevents clients from participating in design

- C. It helps stay competitive by adapting to new needs or market changes
- D. It automatically lowers the project cost

**Answer: C**

**16. Which of the following best describes “sustainable development” in Agile?**

- A. Delivering the final product in one massive rollout
- B. Maintaining a constant pace so teams do not burn out
- C. Using only environmentally friendly coding practices
- D. Halting the project once initial goals are met

**Answer: B**

**17. Which Agile principle emphasizes the importance of frequent delivery?**

- A. “Deliver working software only at the end of the project”
- B. “Deliver working software frequently, from a couple of weeks to a couple of months”
- C. “Make a single final release after a year of development”
- D. “Focus on documentation rather than on working software”

**Answer: B**

**18. Pair programming and code walkthroughs are practices aimed at:**

- A. Working entirely solo on code to reduce errors
- B. Reducing collaboration between developers
- C. Improving code quality and team communication
- D. Doubling the time required for development

**Answer: C**

**19. The Agile Manifesto principle about technical excellence is stated as:**

- A. “Ignore code reviews if they slow progress”
- B. “Continuous attention to technical excellence and good design enhances agility”
- C. “Technical excellence always comes second to minimal cost”
- D. “Eliminate all design activities to speed up development”

**Answer: B**

**20. Why is simplicity important in Agile development?**

- A. It helps maximize unnecessary work
- B. It ensures the codebase is very complex
- C. It focuses on doing only necessary tasks, minimizing overhead
- D. It removes the need for testing

**Answer: C**

**21. “The best architectures, requirements, and designs emerge from self-organizing teams.” This means:**

- A. Teams need strict managerial control to produce good results
- B. Teams that adapt and collaborate can produce optimal solutions
- C. The architecture is fixed at the beginning by a single architect
- D. Requirements always remain static

**Answer: B**

**22. At regular intervals, Agile teams should:**

- A. Avoid reflecting on their process to maintain momentum
- B. Reflect on how to become more effective and adjust their behavior
- C. Only use external consultants for process improvement
- D. Freeze the process for the remainder of the project

**Answer: B**

23. **Which statement best reflects the Agile approach to documentation?**
- A. Documentation is never produced in Agile
  - B. Documentation is only created after the project is complete
  - C. Working software is valued over comprehensive documentation, but some documentation is still necessary
  - D. Documentation is the sole focus of all sprints

**Answer: C**

24. **What is one goal of frequent feedback from the client in Agile?**
- A. To finalize design decisions immediately without changes
  - B. To rapidly adapt the product according to evolving needs
  - C. To reduce the client's involvement in the development process
  - D. To ensure continuous user acceptance testing is avoided

**Answer: B**

25. **Which of the following Agile methods focuses heavily on short daily meetings?**
- A. XP (eXtreme Programming)
  - B. Scrum
  - C. Spiral Model
  - D. Waterfall

**Answer: B**

26. **In Agile, the term “increment” typically refers to:**
- A. The amount of money paid after each phase
  - B. A measurable piece of working software delivered at the end of an iteration
  - C. A separate document that tracks all customer requirements
  - D. A single test cycle without changes

**Answer: B**

27. **What does the Agile Manifesto suggest regarding contracts and customer collaboration?**
- A. Contracts are more important than collaboration
  - B. Contract negotiation should replace all customer involvement
  - C. Collaboration with the customer is valued more than strict contract details
  - D. No contracts are used in Agile development

**Answer: C**

28. **RUP (Rational Unified Process) is mentioned as:**
- A. A method unrelated to Agile practices
  - B. A process adapted from big projects that can also be used in an Agile style
  - C. A purely code-centric approach without architecture
  - D. The only approach used in smaller, short-term projects

**Answer: B**

29. **One of the benefits of short sprints in Agile is that they:**
- A. Allow the team to avoid feedback until the final product
  - B. Make it impossible for stakeholders to keep track of progress
  - C. Enable frequent evaluation of the work in progress and quick adaptation
  - D. Increase the time it takes to get working software

**Answer: C**

30. **According to the lecture, a “real communication in the team” during an Agile project means:**

- A. Sending formal emails once a month
- B. Conducting ten-minute daily stand-up meetings and fostering open discussion
- C. Relying solely on written specifications for all changes
- D. Ignoring team member feedback to save time

**Answer: B**