1. Which of the following is not included in the STLC phases:
   A. Design Phase
   B. Conclusion Phase
   C. ***Risks Phase***
   D. Requirement phase

2. What is the Software Testing Life Cycle?

   A. It is a life cycle about the software development process.

   B. ***It is a set of steps that needs to be performed in sequence to test the quality of software.***

   C. It is a set of steps that can be performed in any order to test the quality of software.

   D. It is a set of specifications the programmers write to decide the functions of the software.

3. What happens in the implementation phase?

   A. The code is tested against the specification

   B. ***The deliverables of the implementation stage are created e.g. the code***

   C. Making changes when the software has been created

   D. Planning the solution, look and feel of the software interface

4. What happens during requirements analysis phase in STLC

   A. Identify types of tests to be performed.

   B. Identify test environment details where testing is supposed to be carried out.

C. Gather details about testing priorities and focus.

D. ***All of above***

5. Agile is.....

A. A methodology

B. A software design tool

C. ***A set of principles and values***

6. Which of these statements about agile is correct

A. ***There is a continuous delivery of software from the early stages of the software***

B. Someone who is agile can do sick flips

C. Agile is a software development method

D. Agile is linear approach to software development

7. The waterfall method is......

A. pouring water on your keyboard and hoping it makes software

B. ***a linear approach to software development***

C. a way to develop software quickly

D. Unorganized

8. The waterfall method is suitable for making...

A. ***software for small companies***

B. a purchase method for a large company like amazon

C. software that needs to be completed in a few weeks

D. systems with constantly changing user requirements

9. Which of the following is NOT a Scrum Role?

    A. Scrum Master

    B. Product Owner

    C. Development Team

    D. _Customer_

10. How long are sprints usually?

    A. _2 - 4 weeks_

    B. 2 - 4 days

    C. 2 - 4 months

    D. 2 - 4 fortnights