![edX] IBM CAD201EN
Introduction to Cloud Native, DevOps, Agile, and NoSQL

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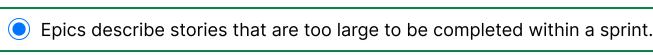Previous   ✅ ✓   Next ›

Module 3 - Graded Quiz

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Question 1

1.0/1.0 point (graded)
Which of the following is the key difference between a project manager and a scrum master?

○ The project manager is a coach that keeps the team focused on the current sprint, while the scrum master is a task manager.

○ The project manager eliminates impediments while buffering the team from interruptions, while the scrum master documents risks.

○ The project manager creates a Kanban board, while the scrum master keeps the team focused on the current sprint.

◉ The project manager assigns work to team members, while the scrum master coaches the team to be self-managed.

✓

Answer
Correct:
The main difference between a project manager and a scrum master is that a project manager assigns work to team members, while a scrum master coaches the team to be self-managed.

| Submit | You have used 1 of 2 attempts |

Question 2

1.0/1.0 point (graded)
Which of the following should be included in a user story?

○ User feedback, feature requests, and bug reports.

○ Technical details, development timeline, and risks.

○ Agile methodology, testing criteria, and team responsibilities.

◉ Business value, assumptions, and definition of done.

✓

Answer
Correct:
User stories should contain a good description of the business value, any assumptions, the definition of done, and some acceptance criteria.

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Question 3

1.0/1.0 point (graded)
Which of the following about Epics in Agile development is true?

○ Epics are used to describe stories unrelated to the overall project goals.

○ Epics describe small stories that a team can complete within a sprint.

○ Epics describe stories that are not important enough to be completed within a sprint.

○ Epics describe stories that are too large to be completed within a sprint.

✓

Answer
Correct:
When a story is too large to be estimated and completed within a single sprint, it becomes an Epic.

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Question 4

1.0/1.0 point (graded)
Which of the following best describes story points?

○ A metric to estimate the time it takes to complete a user story.

○ A metric used to prioritize user stories in a backlog.

○ A metric used to track the progress of a user story.

● A metric to estimate the difficulty of delivering and implementing a user story.

✓

Answer
Correct:
Story points are an abstract measure used to estimate the difficulty of delivering and implementing a user story. The estimate takes into account effort, complexity, and uncertainty.

| Submit | You have used 1 of 2 attempts |

Question 5

1.0/1.0 point (graded)
Which of the following is an anti-pattern related to evaluating user stories?

○ Using abstract measures to estimate the difficulty of a user story.

○ Breaking down big ideas into smaller stories.

○ Evaluating user stories based on effort and complexity.

● Evaluating user stories based on wall clock time.

✓

Answer
Correct:
Evaluating user stories based on wall clock time is an anti-pattern because it is not about wall clock time, but relative size/complexity.

| Submit | You have used 1 of 2 attempts |

Question 6

1.0/1.0 point (graded)
Which of the following is true about the product backlog?

○ It only includes stories that are fully detailed and ready to implement.

○ It contains all the stories completed in a sprint.

○ It only includes stories in the sprint plan.

◉ It includes stories in the sprint plan, icebox, and backlog.

✔

Answer
Correct:
The product backlog includes all the user stories that are open and unimplemented, whether they are part of the sprint plan or not.

Submit | You have used 1 of 2 attempts

Question 7

1.0/1.0 point (graded)
Which of the following defines team velocity?

○ The number of tasks completed by the development team.

○ The speed at which a team completes a sprint.

○ The number of hours worked by the development team.

◉ The maximum amount of story points a team is capable of finishing in a single sprint.

✔

Answer
Correct:
The number of story points a team can complete is called team velocity. Velocity changes over time as the team gets better at estimating or executing tasks.

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Question 8

1.0/1.0 point (graded)
Which of the following is the purpose of the sprint review?

○ To assign story points to product backlog items.

○ To create a sprint plan in the sprint backlog.

○ To define the sprint goal.

◉ To get feedback and convert it into new stories in the product backlog.

✔

Answer
Correct:
During the sprint review, feedback is collected from stakeholders and converted into new stories in the product backlog.

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Question 9

1.0/1.0 point (graded)

Which of the following is the purpose of the Sprint Retrospective meeting?

○ To plan and assign stories to the Sprint backlog.

○ To measure the health of the team.

○ To document feedback from stakeholders and create new stories.

● To assess the process's health and think back on the sprint.

✓

Answer
Correct:
The Sprint Retrospective is a meeting in which the team evaluates the effectiveness of their process and reflects on the sprint.

| Submit | You have used 1 of 2 attempts |

Question 10

1.0/1.0 point (graded)

Which of the following is true about who should attend the Sprint Retrospective meeting?

○ Only the Scrum Master should attend.

○ The Scrum Master, the product owner, and the development team should attend.

○ The Scrum Master and the stakeholders should attend.

● The Scrum Master and the entire development team should attend.

✓

Answer
Correct: The Scrum Master and the entire development team should attend.

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