一、客观题

1：Which of the following is not necessary to apply agility to a software process?

  A) Eliminate the use of project planning and testing

  B) Only essential work products are produced

  C) Process allows team to streamline tasks

  D) Uses incremental product delivery strategy

2：How do you create agile processes to manage unpredictability?

  A) Requirements gathering must be conducted very carefully

  B) Risk analysis must be conducted before planning takes place

  C) Software increments must be delivered in short time periods

  D) Software processes must adapt to changes incrementally

  E) both c and d

3：Which of the following traits need to exist among the members of an agile software team?

  A) Competence

  B) Decision-making ability

  C) Mutual trust and respect

  D) All of the above

4：What are the three framework activities for the Adaptive Software Development (ASD) process model?

  A) analysis, design, coding

  B) feasibility study, functional model iteration, implementation

  C) requirements gathering, adaptive cycle planning, iterative development

  D) speculation, collaboration, learning

5：Agility is nothing more than the ability of a project team to respond rapidly to change.

  A) True

  B) False

6：In agile software processes the highest priority is to satisfy the customer through early and continuous delivery of valuable software.

  A) True

  B) False

7：All agile process models conform to a greater or lesser degree to the principles stated in the "Manifesto for Agile Software Development".

  A) True

  B) False

8：Which is not one of the key questions that is answered by each team member at each daily Scrum meeting?

  A) What did you do since the last meeting?

  B) What obstacles are you encountering?

  C) What is the cause of the problems you are encountering?

  D) What do you plan to accomplish at the next team meeting?

9：What are the four framework activities found in the Extreme Programming (XP) process model?

  A) analysis, design, coding, testing

  B) planning, analysis, design, coding

C) planning, analysis, coding, testing

D) planning, design, coding, testing

10： It is not possible to build software that meets the customers\' needs today and exhibits the quality characteristics that will enable it to be extended tomorrow.

 A) True

 B) False

11： In Feature Driven Development (FDD) a "feature" is a client-valued function that can be delivered in two months or less.

 A) True

 B) False

12： The Dynamic Systems Development Method (DSDM) suggests a philosophy that is based on the Pareto principle (80% of the application can be delivered in 20% of the time required to build the complete application).

 A) True

 B) False

13： Agile Modeling (AM) provides guidance to practitioner during which of these software tasks?

 A) Analysis

 B) Design

 C) Coding

 D) Testing

 E) both a and b

14： When do you conduct reflection workshops in the Crystal family of agile process models?

 A) Before project begins

 B) During development activities

 C) After increment is delivered

 D) All of the above

二、主观题

15： Describe the three key assumptions regarding software projects that every agile software process must address.

16： Describe the role of customers and end-users on an agile process team?

17： List the key issues stressed by an agile philosophy of software engineering.

18： What are the tradeoffs (values) proposed by the "Manifesto for Agile Software Development"?