

The questions can be answered in any order. You may need to consult the resources to look for help or check your answers. See a list of resources in the overview doc on Fronter.

## **Agile manifesto**

1. What is the agile movement a reaction to?
2. Reread the 4 values. Then - without "looking" - recapitulate each value.  
Redo until you succeed.
3. For each principle: Identify any related value(s) from the manifesto.

## **Communication**

1. Explain why communicating face-to-face at a whiteboard is regarded as more effective compared to other ways of communication
2. Explain the difference between a model and a document in software development.  
Give examples of the use of both in agile development.
3. Give different examples of the purpose of a model in a development project.
4. How does outsourcing have implications for the effectiveness of communication?

## **XP and Scrum**

1. Which of the XP practices support main values in the agile manifesto?  
How?
2. Recap the name of the 12 principles of XP.  
Then - without "looking" - recapitulate all the names.  
Redo until you succeed.
3. Explain how Pair Programming and Refactoring help make Coding Standards possible.
4. Explain how Testing, Continuous Integration and Collective Ownership support Refactoring
5. Explain how Refactoring and Testing reinforces each other.
6. Explain how Continuous Integration and Testing reinforces each other.
7. Explain how Simple Design and Refactoring reinforces each other.
8. Explain how Pair Programming and Collective Ownership reinforces each other.

9. XP and Scrum are said to be adaptive. What can you change as an adaptation to what?
10. Describe similarities and differences between XP and Scrum

## **Requirement and Agile**

1. Explain how user stories guide the agile team without being considered “the requirements”.
2. Explain how a user story is assessed to be “done” with reference to a set of Acceptance Criteria and Acceptance tests, respectively.
3. Describe the main categorization of agile testing that is reflected in the Testing Matrix.
4. Give at least 4 examples of patterns for splitting up a user story.
5. Write a user story related to the semester project -
  - a. name
  - b. description
  - c. acceptance criteria