

Agile Methods Lecture 6

1-Agile methods attempt to develop a system incrementally.

- a- True
- b- False

Answer : a. note “ we build a series of prototypes constantly adjusting them to user requirements”

2- Agile developers prefer to use CASE tools , and doesn't rely on whiteboard displays .

- a- True
- b- False

Answer : b, note “ the opposite ”

3-Scrum teams commit to ship working software through set intervals called ____.

- a- Spins
- b- Sprints
- c- Loops
- d- None

Answer : b.

4-Scrum moves ____ , with sprints of two to at most four weeks.

- a- Slow
- b- Fast
- c- Doesn't move
- d- None

Answer : b .

Note “ if you think your team can be a SCRUM , answer this questions : can you team ship a useable code that fast? ”

5- The ____ , advocates for the customer , manages the product backlog.

- a- Product owner
- b- Scrum master
- c- Development team
- d- None

Answer : a.

6- ____ , helps the team stay grounded in the scrum principles.

- a- Product owner
- b- Scrum master
- c- Development team
- d- None

Answer : b.

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7- ____ , chooses the work to be done m delivers increments and demonstrates collective accountability.

- a- Product owner
- b- Scrum master
- c- Development team
- d- None

Answer : c, note “ that's a great point tbh ”

8-The scrum master manages the scrum team.

- a- True
- b- False

Answer : b, explanation : “ scrum teams are self organized ”

9- The number ___ is the central metric for scrum teams .

- a- Goals achieved
- b- Story points
- c- Goals disallowed
- d- None

Answer : b.

10- Burndown chart is the way to figure the velocity .

- a- True
- b- False

Answer :a . note “ it's a way of ways ”

11- a ___ is a set of work items ordered and stated , something to do like a requirement to implement , bug to solve .

- a- Board
- b- Backlog
- c- Player's items
- d- None

Answer : b.

12- Scrum is iterative , the entire lifecycle is completed in fixed time period called a sprint.

- a- True
- b- False

Answer : a. Note : “ the sprint time cannot be changed , but the tasks inside could change ”

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13- The _____ , owns the backlog and adds, changes and reprioritizes as needed.

- a- Scrum master
- b- Product owner
- c- Both
- d- None

Answer : b .

14- in Sprint planning , the team chooses the backlog items they will work on in the upcoming sprint.

- a- True
- b- False

Answer :a , note “ let's explain this concept , the sprint if it's a week for example , as a team we will have the sprint planning at the beginning of the of the sprint , remember it's 2 hours max if it's a 2 week sprint and at the end we will have 2 meetings 1 for review and other for retrospective as I remember it's 90 mins for a 2 weeks sprint , but for us you know just don't make it too long lol ”

15-Scrum does specify how the team should execute.

- a- True
- b- False

Answer : b, note “ its up to the team to decide ”

16- The daily scrum “ daily standup ” is about ____ .

- a- 15 min
- b- 20 min
- c- 25
- d- 30

Answer : a . note “ I didn't specify what's 25 or 30 ? why you didn't hesitate ? it could be a 30 half of minutes which means 15 as well , am just kidding lol sry ”

17-____ , lists each backlog item the team is working on , broken down into the tasks required to complete it .

- a- Task board
- b- Backlog
- c- Both
- d- None

Answer : a.

18- Sprint review , the team demonstrates what they've accomplished to stakeholders.

- a- True
- b- False

Answer : a.

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19- Sprint ____ , the team takes time to reflect on what went well and which areas need improvements .

- a- Review
- b- Retrospective
- c- Planning
- d- None

Answer : b .

20- The product of a sprint is called the -____.

- a- Increment
- b- Potentially shippable increment
- c- Both
- d- None

Answer : c .

21- Sprint Planning selects the next items on the Product Backlog and the cycle repeats.

- a- True
- b- False

Answer : a .

22- Scrum ____ .

- a- Focuses on fixed lengths sprints
- b- Has defined roles
- c- Uses velocity as a key metric
- d- All above

Answer : d .

23- ____ is a top down representation of a function or process

- a- Functional decomposition diagram “FDD”
- b- Business Process Model
- c- Both
- d- None

Answer : a .

24- We can use DFD to show how the system stores , processes and transforms data.

- a- True
- b- False

Answer : a , note “ DFD → Data Flow Diagram , it’s great btw to make a flow of everything ”

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25- _____ is widely used method of visualizing and documenting software systems design.

- a- UML
- b- Business model
- c- Both
- d- None

Answer : b , note “ UML use's object oriented design concepts , but it's independent of any specific programming language ”

26- an example of UML .

- a- Use case diagrams
- b- Sequence diagrams
- c- Both
- d- None

Answer : c.

Note “ try to study this concept “Agile” for your self and future it's really interesting and fun to study ”

“Thank you ☺ ”