1. User stories must – Be valued by the user or purchaser.
2. Velocity - Is most useful when expressed as a range
3. Parametric time estimating is an estimation technique that – Units costs of a task
4. What is not true regarding story points – The story points are not the size of the task
5. The velocity of a team is determined – Three sprints
6. The scrum team consists of all these members except – Development team members
7. Iterative development can be defined as – Acknowledging that we will probably get things wrong, and we will do things poorly
8. How long is the daily stand-up meeting? – 15 Minutes
9. Who decided what feature and functionality to build a scrum project? – Product Owner
10. A user story has to be negotiable; this means that the user story is – Not a written contract.. can be negotiated
11. Analogous time estimate is based on – Information from a past project
12. Which is not one of the three pillars of scrum – Short duration sprints
13. Not a part of the sprint goal – Development team does not participate
14. True of velocity – Velocity can be calculated after one sprint
15. Whose role is to keep people away from the project team? – Project manager
16. Product backlog grooming is essential for effective sprint planning – all of the above
17. All are impact – and – adapt activities in scrum except – Lessons learned
18. Regarding the sprint review, all the following are true except – Facilitated by the product owner
19. Which is not true of scrum estimating – Focused on precision
20. Tasks are estimated during the – Sprint planning meeting
21. Which of the following statements comes from the agile development manifesto – Individuals and Interaction
22. What agile artifact outlines the project's expected rate of returns – Business Case
23. Scrum Sprints are time-boxed to be completed within – 1 to 4 weeks
24. Not true for agile sprint – Sprints have agreed upon definitions of done
25. The portfolio backlog is – Uses T-Shirt Sizing and unit of choice
26. Velocity based on this data – 8 and 9 story points
27. Empowered team attribute in agile – Take ownership… delivering value
28. Not true of the product backlog – Is solely owned by the product owner
29. Quality of the final product is defined by – Project team
30. Which is the output of sprint planning – Sprint Backlog
31. Who can change the priorities of a sprint - Product owner
32. During a planning poker session -The product owner presents and describes the tasks
33. Triple constraints in scrum are – Time, cost, scope
34. Rules of planning poker -All of the above
35. The sprint backlog gets items from – Product Backlog
36. The team needs to agree on a definition of __ for all scrum projects - Done
37. Who grooms the product backlog – Product Owner
38. Definition of a sprint – Specified period of time.. complete a project
39. The development team needs to pick a consistent duration for its sprint and not change it unless – The length never change
40. Planning poker – Consensus…based technique for estimating

41. Burn down chart going down
42. The cone of uncertainty – Lets the team become more certain of their estimate as we learn more.
43. Scrum is – An iterative approach to developing products and managing work
44. Story Points measure – The bigness or magnitude of a PBI
45. Which is true of a sprint – Ends with a shippable product
46. Within a single sprint, the following sessions are mandatory – Planning, meeting, daily stand-ups, sprints review, and sprint retrospectives
47. Ideal hours is – The time spent on a task with no interruptions
48. Not one of Cynefins frameworks – Composite
49. Is there a Business Analyst role on a scrum team? -
50. Not a part of the INVEST in good user stories? - Easy
51. If the project team cannot get all of the work done...sprint to complete the work - No
52. Spirint has deviated from the goals, this would be need to be -
53. Not true about PBI estimating concepts – Focus on precision and not accuracy
54. Improve a process using cycle efficiency, what methodology – Time Box
55. A potentially shippable product at the end of the sprint means – Is thought of as a state of confidence that what got built in the sprint is actually done.
56. Why do we estimate tasks for a project -
57. Pieces of work drawn from the sprint backlog are called – Tasks
58. Story Mapping – A technique that takes a user-centric perspective.. into a workflow
59. An assumption is a guess, which is true about the assumption -A combination of iterative and incremental…. validate assumptions
60. Which of the flowing is correct about the term product knowledge and project knowledge
61. Not an attribute of plant-driven project management – Highly Adaptable
62. Scrum is based on – All of the above
63. Definition of done – Is a checklist of the type of work… potentially shippable
64. DEEP stands for – Detailed, Emergent, Estimated, Prioritized
65. Intrinsic schedule flaw – Re evaluate the release plan at the end of each iteration

Question 2 (1 point)

☰ 🔊 Listen ▶
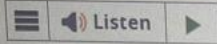
Velocity:

○ a) Will not track how much effort your team has reported

○ b) Does not tell the team how many items it can complete

○ c) Increases over time

✓ d) Is most useful when expressed as a range
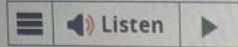
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Submit Quiz | 22 of 65 questions saved

Question 1 (1 point)   ✓ *Saved*

≡ ◀) Listen ▶

Of the items listed below, which is an output of Sprint planning?

○ a) Seven or more goals

◉ b) A Sprint backlog

○ c) The option for a demo

○ d) Identification of the project manager

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Question 4 (1 point)   ✓ *Saved*

☰ 🔊 Listen   ▶

Who grooms the product backlog?

○ a) Sponsor

○ b) Scrum Master

◉ c) Product owner

○ d) Development team

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Page 5 o

Question 5 (1 point)   ✓ *Saved*

≡ ◀) Listen   ▶

Which of the following is not an attribute of plan-driven project management?

○ a) Process heavy

○ b) Little change to scope and requirements (in fact this is discouraged)

○ c) Low risk

◉ d) Highly adaptable

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Question 7 (1 point)

≡ ◀) Listen   ▶

The cone of uncertainty:

○ a) Shows that at the end of a project there is enormous uncertainty

○ b) Implies that estimates and project plans are extremely accurate

○ c) Ensures project success

○ d) Lets the team become more certain of their estimate as we learn more

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Question 11 (1 point)   ✓ Saved

☰ | 🔊 Listen | ▶
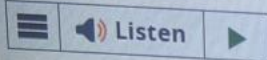
Quality of the final product is defined by:

○ a) The quality team

○ b) The scrum master

○ c) Project team

◉ d) Product owner

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Question 13 (1 point)

≡ ◀ Listen ▶

Why is an empowered team considered an important team attribute in agile?

○ a) Empowered teams remove themselves from being responsible of product quality in order to reduce association with project failure

○ b) Empowered teams need extensive management involvement in order to understand customer need

○ c) Empowered teams remain inflexible to changing customer requirements ar focus on delivering to specification

○ d) Empowered teams take ownership of the product and thus have a strong focus on delivering value

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Question 15 (1 point)   ✓ *Saved*

≡ | ◀) Listen | ▶
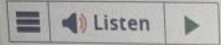
Of the items below, which is true of a Sprint?

○ a) Long durations

○ b) Inconstant length

○ c) Option for changing the goal of the Sprint once it starts

⦿ d) Ends with a shippable product
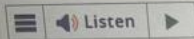
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Question 16 (1 point)

≡ ◄) Listen ►

Which is true of velocity:

○ a) Velocity is the amount of work once the project is complete

○ b) Velocity does not include the size number of partially completed PBI's

○ c) Velocity can be calculated after one sprint

○ d) It is measured by multiplying the sizes of the PBI's that are completed by the end of a sprint

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Question 17 (1 point)   ✓ *Saved*

≡ ◀) Listen   ▶

Whose roles is it to keep people away from the project team?

○ a) Project sponsor

○ b) Product owner

○ c) Project manager

⊙ d) Scrum Master

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Requires Respondus LockDown Browser

Question 21 (1 point)

≡ ◀) Listen ▶
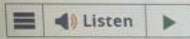
Product backlog grooming is essential for effective sprint planning and the resulting flow of features into a sprint. If the product backlog has been detailed appropriately the items at the top of the backlog should be

○ a) Forced ranked by priority

○ b) Testable

○ c) Clearly described

○ d) All of the above

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Question 28 (1 point)

≡ ◀) Listen ▶
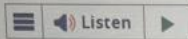
Is there a business analyst role on a Scrum team?

a) Yes

b) No

c) Sometimes

d) On larger projects

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Question 29 (1 point)

☰ 🔊 Listen ▶

A potentially shippable product at the end of the Sprint means that:

○ a) The final product is completed

○ b) Can never be reached

✓ ○ c) Is thought of as a state of confidence that what got built in the Sprint is actually done

○ d) Does not happen until the final Sprint

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Question 32 (1 point)

≡ 🔊 Listen ▶

What agile team should do to mitigate the risks associated with intrinsic schedule flaw?

○ a) Add Local safety in the estimate

○ b) Add extra resources increases team productivity

○ c) Re-evaluate the release plan at the end of each iteration

○ d) Re-evaluate the release plan at the end of the release

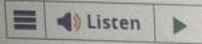Previous Page   Next Page

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Question 3 (1 point) ✓ *Saved*

≡ ◀) Listen ▶

As per the text what is the definition of done?

○ a) The user story is shipped to the customer

○ b) The development team has demos the operation activity to senior management

○ c) Is an architecture presentation to describe the results of discovery and analysis to recommend a course of action

◉ d) Is a checklist of the types of work that the team is expected to successfully complete before it can declare its work to be potentially shippable.

Question 35 (1 point)
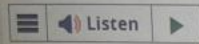
≡ ◀) Listen ▶

The development team needs to pick a consistent duration for its *Sprint and not change it unless:*

○ a) There is a need to move from a three week *Sprint* to a two week *Sprint*

○ b) The product owner wants to make a change to the tasks

○ c) The customer needs the duration shortened or lengthened

○ d) The length never changes

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Question 36 (1 point)

≡ 🔊 Listen ▶

You are going to improve a process using cycle efficiency. What methodology would you use?

○ a) Timeboxing

○ b) Kanban

○ c) Value Stream Mapping

○ d) Return on investment analysis

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estion 44 (1 point)

🔊 Listen | ▶

An assumption is a guess, in the Scrum environment what is true about assumptions

a) Assumptions do not represent a significant risk

b) The combination of iterative and incremental development along with a focus on low-cost exploration can be used to validate assumptions

c) Assumptions have no impact to a Scrum team unless they are provided and supported by the product owner

d) Assumptions are based on the values and principles of agile development

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Question 48 (1 point)

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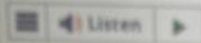
What is not part of the INVEST in good user stories from the list below?

○ a) Negotiable

✓ b) Easy

○ c) Small

○ d) Testable

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Question 52 (1 point)

≡ ◀ Listen ▶

Of the items listed below, which is not true of the product backlog?

○ a) Is solely owned by the product owner

○ b) Is a prioritized list of requirements, stories, or features

○ c) Are items that the customer wants in their terminology

○ d) The product backlog does not have to be up to date before the planning meeting

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Question 62 (1 point)

≡ 🔊 Listen ▶

Tasks are estimated during the:

○ a) Discover period

○ b) Product backlog creation

✓ c) Sprint Planning meeting

○ d) Planning phase
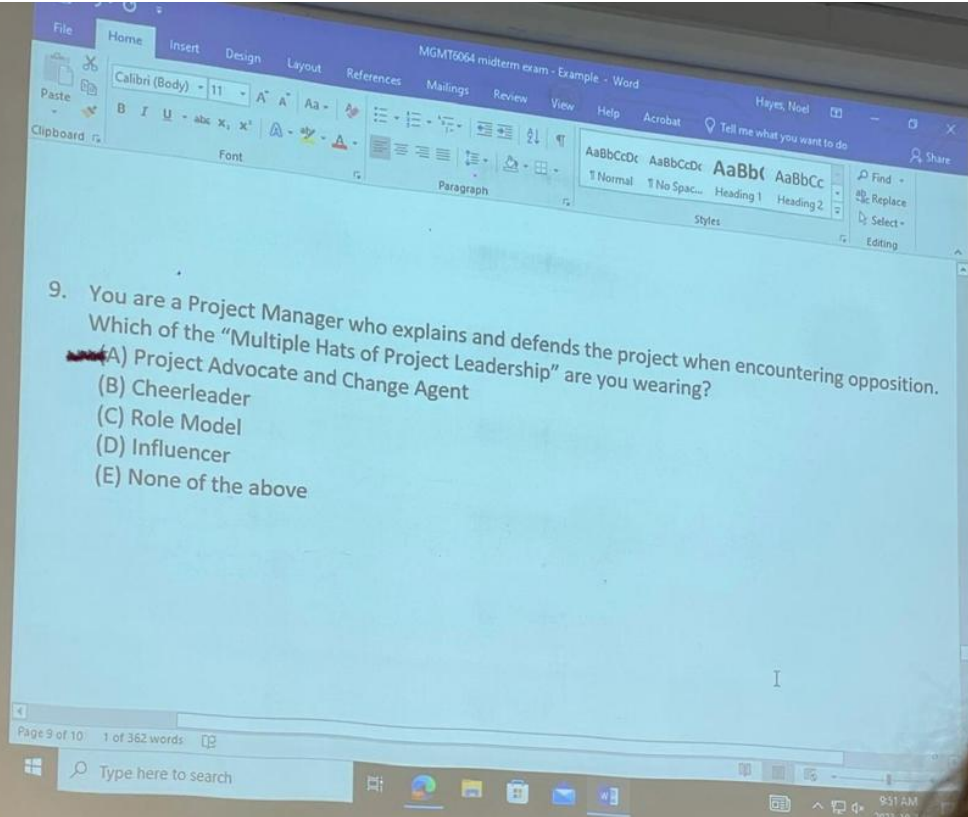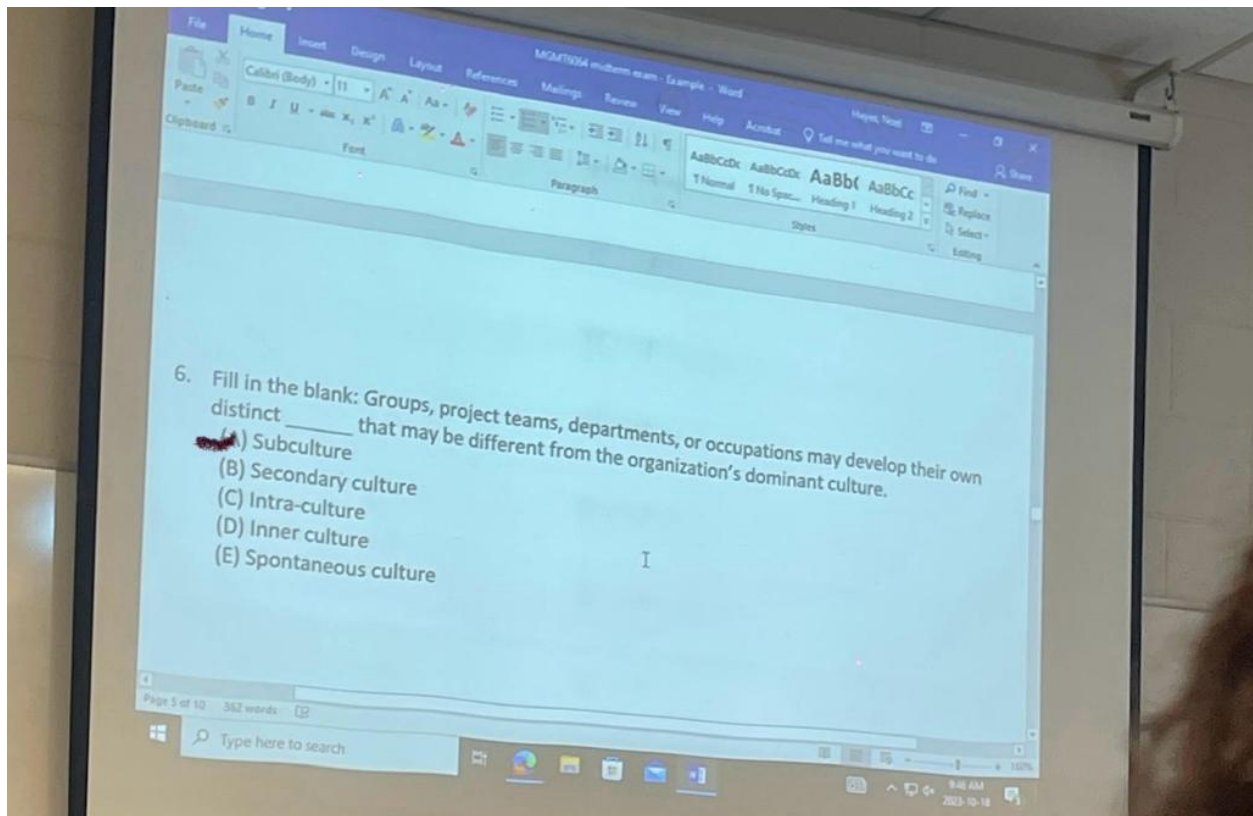
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10. Which of the following is NOT one of the core values in PMI's Code of Ethics and Professional Conduct?

   (A) Fairness
   (B) Legal compliance
   (C) Responsibility
   (D) Respect
   (E) Honesty

MGMT6064 midterm exam - Example - Word

9. You are a Project Manager who explains and defends the project when encountering opposition. Which of the "Multiple Hats of Project Leadership" are you wearing?

(A) Project Advocate and Change Agent
(B) Cheerleader
(C) Role Model
(D) Influencer
(E) None of the above

8. The Hersey-Blanchard Situational Leadership model considers the maturity (or readiness) level of:

(A) Managers
(B) Stakeholders
(C) Followers
(D) Customers
(E) All of the above

C

7. Which of the following is NOT one of the main personality dimensions in the 'Five-Factor' model of personality?
   (A) Conscientiousness
   (B) Neuroticism
   (C) Intuition
   (D) Extroversion
   (E) Agreeableness

6. Fill in the blank: Groups, project teams, departments, or occupations may develop their own distinct _____ that may be different from the organization's dominant culture.

    (A) Subculture
    (B) Secondary culture
    (C) Intra-culture
    (D) Inner culture
    (E) Spontaneous culture

Question 20 (1 point)

☰ 🔊 Listen ▶

An agile team is tracking the progress using release burn-down chart. While the chart was moving down till 5th iteration then it went up slightly and then again moved down till it touched the horizontal line. What could have been the reason fo burn-down chart going down?

○ a) In the testing of 6th iteration, there were bugs found in stories that were accepted as "done" in 5th iteration

○ b) It was simply a plotting error. The team requires training on agile tracking tool

○ c) There was more work added that team finished in the sixth iteration

○ d) The team could not finish any story in the sixth iteration

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Question 34 (1 point)

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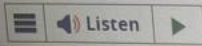
What agile artifact outlines the project's expected rate of return?

○ a) Task board

○ b) Iteration backlog

○ c) Burndown chart

○ d) Business case

Submit Quiz   33 of 65 questions saved

Question 51 (1 point)

≡ ◀) Listen ▶

Story mapping is?

○ a) Assigning more tasks than a team member can complete in a sprint

○ b) A technique that takes a user-centric perspective for generating a set of u stories and decompose high-level user activity into a workflow.

○ c) Used as an inspect and adapt activity at the end of an agile project

○ d) A technique to create a process map that shows users the relationship between sprint tasks

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