✓ **Congratulations! You passed!**
TO PASS 80% or higher

Keep Learning

GRADE
80%

XP

LATEST SUBMISSION GRADE
80%

1. Which of the following is the right sequence when developing software using the XP practice of Test First Programming?   **1 / 1 point**

   ○ 1. Write code
      2. Write a test
      3. Make the test pass
      4. Refactor as necessary

   ○ 1. Design
      2. Write code
      3. Write a test

   ○ 1. Write code
      2. Refactor as necessary
      3. Write a test
      4. Make the test pass

   ● 1. Write a test
      2. Make sure the test fails
      3. Write enough code so the test passes
      4. Refactor as necessary

   > ✓ **Correct**
   > Please review the video titled "XP Practices - Part 2".

2. Which XP practice prescribes that "the code [always be] written by two programmers at one machine"?   **1 / 1 point**

   ● Pair Programming
   ○ Peer Programming
   ○ Buddy Programming
   ○ Twin Programming

   > ✓ **Correct**
   > Please watch the video "XP Practices - Part 1"

3. Which of the following are primary practices prescribed by XP?   **1 / 1 point**

   ☑ Pair Programming

   > ✓ **Correct**
   > Please review the videos titled "XP Practices - Part 1" and "XP Practices - Part 2".

   ☐ Weekly Retrospectives

   ☑ Continuous Integration

   > ✓ **Correct**
   > Please review the videos titled "XP Practices - Part 1" and "XP Practices - Part 2".

   ☐ Daily Standups

   ☑ Whole Team

   > ✓ **Correct**
   > Please review the videos titled "XP Practices - Part 1" and "XP Practices - Part 2".

4. One of the practices of XP is "Whole Team". Which of the following statements align with its meaning?   **1 / 1 point**

   ● All the skills necessary to deliver the software product should be present on the team.
   ○ The whole team should always sit together in a room.
   ○ The whole team should be energized and passionate about the product they are building.
   ○ The whole team should be working together to meet the team's commitment

   > ✓ **Correct**
   > Please review the video titled "XP Practices - Part 1".

5. If an XP team cannot provide an estimate for a story, what should they do to gain a better understanding of the story?   **1 / 1 point**

   ○ Skip that story and exclude that story from the release.
   ● Create a spike story---a new story under which the team will do some research or other work to gain a better understanding of the original story.
   ○ Provide their best guess based on what they know.

○ No action required; keep the story with no estimates.

> ✓ **Correct**
> Please watch the "XP Process Model" video.

6. According to XP's principles, what should you do when a story's acceptance test fails? **0 / 1 point**

⦿ As a team, update the acceptance test so the test passes.

○ Extend the iteration's duration so the bug(s) can be fixed in the same iteration.

○ Create a bug report so it can be fixed.

○ Release the software without fixing; a few bugs are ok.

> ! **Incorrect**
> Please review the "XP Process Model" video.

7. What activities occur as part of XP's "Weekly Planning" practice? **1 / 1 point**

☐ Planning who is going to facilitate meetings for the rest of the week

☑ Breaking stories into smaller tasks.

> ✓ **Correct**
> Watch video "XP Practices - Part 2"

☑ Selecting the next week's work.

> ✓ **Correct**
> Watch video "XP Practices - Part 2"

☑ Reviewing the previous week's progress.

> ✓ **Correct**
> Watch video "XP Practices - Part 2"

8. According to the concept of "Whole Team", which of the following statements are true? **1 / 1 point**

☑ All of the skills the team needs to be successful should be in the team.

> ✓ **Correct**
> Watch the video titled "XP Practices - Part 2".

☑ If the team finds out that they need a particular skill in the team, they can add a person with that skill to the team.

> ✓ **Correct**
> Learning the required skill may take too much time and can hurt the team's ability to deliver software. Rather than waste this time, XP encourages adding new people to the team (as described in the "XP Practices - Part 2" video).
>
> *Food for thought*: Some of you may have also heard of Brooks' law, which states that adding people to an already late project makes it later (due to communication overhead, training, etc.). If this is true, then it may be a bad idea to just add new people to the team. What is it about XP that could mitigate or eliminate the impact of adding new people to a project?

☑ It is not recommended for a team member to be part of multiple teams.

> ✓ **Correct**
> What happens when a team member is part of multiple teams? Are they focused? For more information, refer to the "XP Practices - Part 2" video.

☐ The team members never change. Once a team member is part of the team, that team member always remain part of the team.

9. An XP team is getting feedback more frequently than they can handle. What should they do? **0 / 1 point**

⦿ Work extra hours each day to address all of the feedback.

○ Slow down the frequency of feedback.

○ Ignore the extra feedback.

○ Further increase the frequency and quantity of feedback.

> ! **Incorrect**
> Is it sustainable to work extra hours for long? Please refer to the video titled "XP Values".

10. Which of the following statements are true about the XP value of "Simplicity"? **1 / 1 point**

○ No matter what you are building, just choose a simple design even if it only partially solves the problem.

⦿ Select the simplest design that could possibly work.

○ Generalize your solution so it can work for unanticipated future requests.

○ The software design for each component should fit on a single page.

> ✓ **Correct**
> Please refer to the video titled "XP Values".