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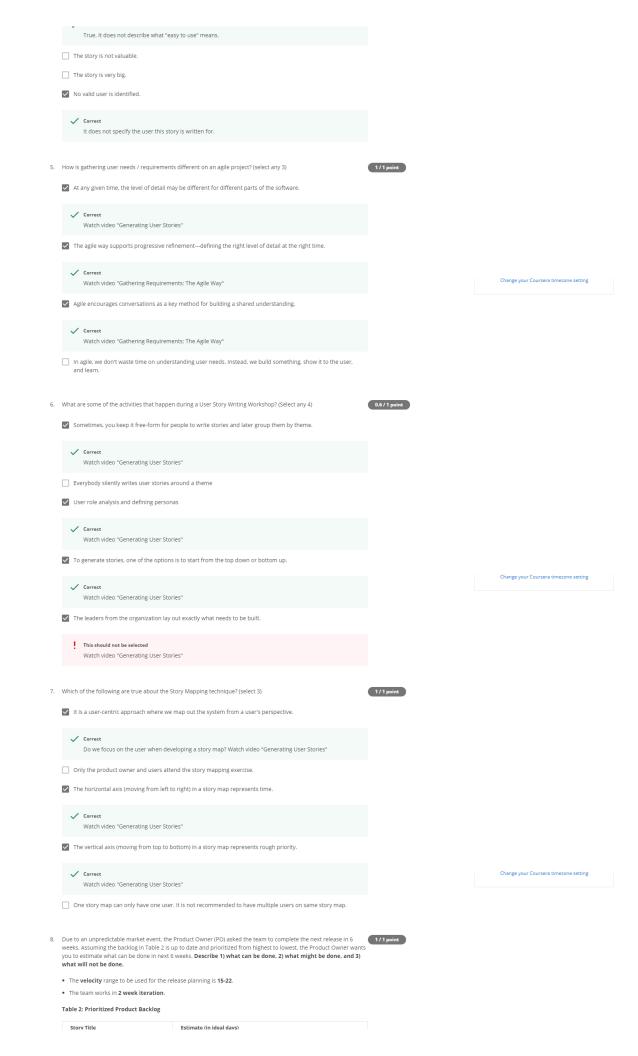Change your Coursera timezone setting ✕

Requirements and Planning

LATEST SUBMISSION GRADE
91%

1. What is true about user stories in Agile Software Development? (Select any 3)   `1 / 1 point`

   ☑ User stories are tokens for conversations.

   > ✓ **Correct**
   > Watch video "User Stories: The currency of agile development"

   ☐ To be valid, a story MUST follow the following syntax template: "*As a _____ I want to _____ so that _____.*"

   ☑ Stories can be written at different levels and can be refined and split into smaller stories as you move from vague idea to implemented software.

   > ✓ **Correct**
   > Watch video "User Stories: The currency of agile development"

   ☐ All stories have to be the same size.

   ☑ User stories are used to plan, design, describe, build, and validate your product.

   > ✓ **Correct**
   > Watch video "User Stories: The currency of agile development". User stories are the primary unit around which all of agile development revolves. You define user requirements as user stories, you estimate them, and you create plans based on them. Software is built story by story.

2. What are some of the benefits of writing acceptance tests for a story? (select 4)   `1 / 1 point`

   ☑ They help the product owner (who is writing the story) think through the user needs.

   > ✓ **Correct**
   > Watch video "User Stories: The currency of agile development"

   ☑ They help you write tests cases for the story.

   > ✓ **Correct**
   > Watch video "User Stories: The currency of agile development". Acceptance tests provide an idea as to what do we need to validate.

   ☑ They help build a common understanding between team members.

   > ✓ **Correct**
   > Watch video "User Stories: The currency of agile development"

   ☐ They make sure the story is easy to develop.

   ☑ They can potentially help you split stories, if required.

   > ✓ **Correct**
   > Watch video "User Stories: The currency of agile development"

3. What is wrong with the following story? (Select any 2)   `0.5 / 1 point`

   "As a product owner, I want a list of highly-rated restaurants on the brochure."

   ☑ It doesn't specify the value of the story (the "why" is missing).

   > ✓ **Correct**
   > True. The story is missing the "so that" part of the story.

   ☐ The user who benefits from this story is missing (the "who" is missing).

   ☐ The story is not small.

   ☑ The story is not negotiable.

   > ❗ **This should not be selected**
   > False. The story is written at fairly abstract level, so the specifics of the story can be discussed during the development process.

4. What is wrong with following user story? (Select any 2)   `1 / 1 point`

   "I want the software to be easy to use."

   ☑ It is not testable.

   > ✓ **Correct**

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True. It does not describe what "easy to use" means.

- [ ] The story is not valuable.

- [ ] The story is very big.

- [x] No valid user is identified.

> ✓ **Correct**
> It does not specify the user this story is written for.

5. How is gathering user needs / requirements different on an agile project? (select any 3)　　**1 / 1 point**

- [x] At any given time, the level of detail may be different for different parts of the software.

> ✓ **Correct**
> Watch video "Generating User Stories"

- [x] The agile way supports progressive refinement---defining the right level of detail at the right time.

> ✓ **Correct**
> Watch video "Gathering Requirements: The Agile Way"

- [x] Agile encourages conversations as a key method for building a shared understanding.

> ✓ **Correct**
> Watch video "Gathering Requirements: The Agile Way"

- [ ] In agile, we don't waste time on understanding user needs. Instead, we build something, show it to the user, and learn.

6. What are some of the activities that happen during a User Story Writing Workshop? (Select any 4)　　**0.6 / 1 point**

- [x] Sometimes, you keep it free-form for people to write stories and later group them by theme.

> ✓ **Correct**
> Watch video "Generating User Stories"

- [ ] Everybody silently writes user stories around a theme

- [x] User role analysis and defining personas

> ✓ **Correct**
> Watch video "Generating User Stories"

- [x] To generate stories, one of the options is to start from the top down or bottom up.

> ✓ **Correct**
> Watch video "Generating User Stories"

- [x] The leaders from the organization lay out exactly what needs to be built.

> ❗ **This should not be selected**
> Watch video "Generating User Stories"

7. Which of the following are true about the Story Mapping technique? (select 3)　　**1 / 1 point**

- [x] It is a user-centric approach where we map out the system from a user's perspective.

> ✓ **Correct**
> Do we focus on the user when developing a story map? Watch video "Generating User Stories"

- [ ] Only the product owner and users attend the story mapping exercise.

- [x] The horizontal axis (moving from left to right) in a story map represents time.

> ✓ **Correct**
> Watch video "Generating User Stories"

- [x] The vertical axis (moving from top to bottom) in a story map represents rough priority.

> ✓ **Correct**
> Watch video "Generating User Stories"

- [ ] One story map can only have one user. It is not recommended to have multiple users on same story map.

8. Due to an unpredictable market event, the Product Owner (PO) asked the team to complete the next release in 6 weeks. Assuming the backlog in Table 2 is up to date and prioritized from highest to lowest, the Product Owner wants you to estimate what can be done in next 6 weeks. **Describe 1) what can be done, 2) what might be done, and 3) what will not be done.**　　**1 / 1 point**

- The **velocity** range to be used for the release planning is **15-22**.
- The team works in **2 week iteration**.

Table 2: Prioritized Product Backlog

Story Title	Estimate (in ideal days)

Story 1	5
Story 2	5
Story 3	8
Story 4	3
Story 5	5
Story 6	5
Story 7	3
Story 8	5
Story 9	8
Story 10	8
Story 11	3
Story 12	3
Story 13	3
Story 14	5
Story 15	8
Story 16	3
Story 17	5
Story 18	5
Story 19	8
Story 20	8

○ Most likely: Story 1 to Story 8; Might Be Done: Story 9 to Story 13; Not likely: Rest of the stories

○ Most likely: Story 1 to Story 9; Might be Done: Story 10; Not likely: Rest of the stories

○ Most likely: Story 1 to Story 11; Might be Done: Story 12 and 13; Not likely: Rest of the stories

✓ **Correct**
Correct! You calculated the total number of story points you could complete with the minimum velocity (15) in 6 weeks (3 iterations), and did the same with the maximum velocity (22). You then used those values to see what you can do and not do.

If you need to review this at all, see the video on Release planning.

9. What is true about planning with an agile mindset? (Select any 2)   **1 / 1 point**

☐ Plan as little as you can. Planning is considered a non-productive activity.

☑ Plan just enough, just in time.

✓ **Correct**
Please watch video "Agile Estimation and Planning"

☐ Planning is mostly done by project manager.

☑ Use Adaptive Planning.

✓ **Correct**
In agile, do we create a plan and then just follow it blindly? Please watch video "Agile Estimation and Planning"

10. What do we mean by Velocity in agile terms?   **1 / 1 point**

○ It is a velocity of the individual team members, not the team

○ It represents actual work done in the first iteration of project.

⦿ It is calculated at the team level and represents how much work a team can get done in an iteration.

○ It is calculated at the team level and represents the estimated duration of current iteration.

✓ **Correct**
Does agile focus on individual or team throughput? Please watch the video on "Velocity"