Agile Software Processes (S1-22_SEZG544)(Flipped)

QUIZ NAVIGATION

1	2	3	4	5	6	7	8
9	10	11	12	13	14	15	16
17	18	19	20	21	22	23	24
25

Finish attempt ...

Question 1

Answer saved

Marked out of 0.20

⚑ Flag question

The Scrum Master is responsible for all of the following except:

Select one:
- ◉ a. Helping the team understand customer requirements
- ○ b. Helping the team understand what goes on during the Daily Scrum
- ○ c. Giving the rest of the organization guidance on understanding Scrum and working with the team
- ○ d. Giving the Product Owner guidance in effectively managing the Product Backlog

Next page

Agile Software Processes (S1-22_SEZG544)(Flipped)

QUIZ NAVIGATION

1	2	3	4	5	6	7	8
9	10	11	12	13	14	15	16
17	18	19	20	21	22	23	24
25

Finish attempt ...

Question 2

Answer saved

Marked out of 0.20

⚑ Flag question

How are user stories commonly written?

Select one:
- ○ a. None of these
- ○ b. As a <role> I want to <action>, so that <benefit>
- ◉ c. As a <persona> I want to <action>, so that <benefit>
- ○ d. As a <resource>, I want to <goal>, so that <rationale>

Previous page   Next page

Agile Software Processes (S1-22_SEZG544)(Flipped)

QUIZ NAVIGATION

1	2	3	4	5	6	7	8
9	10	11	12	13	14	15	16
17	18	19	20	21	22	23	24
25

Finish attempt ...

Question 3

Answer saved

Marked out of 0.20

⚑ Flag question

Which of the following statements about changing requirements in software development, are correct?

1. In traditional way of software development, once the requirements are base lined, further changes should undergo heavy change control process

2. Are acceptable till design but once development starts, any further changes should be rejected

3. Way of software development, once the requirements are base lined, further changes can be easily accepted with light process

4. Organizations must adapt to rapidly changing market conditions to stay relevant in business

Select one:
- ○ 1
- ○ 1 and 2
- ○ 3 and 4
- ○ 3
- ◉ 1 and 4

Agile Software Processes (S1-22_SEZG544)(Flipped)

QUIZ NAVIGATION

1	2	3	4	5	6	7	8
9	10	11	12	13	14	15	16
17	18	19	20	21	22	23	24
25

Finish attempt ...

Question 4

Answer saved

Marked out of 0.20

⚑ Flag question

Velocity can be used for all of the following except:

Select one:
- ○ a. To understand how much a team can do when they're estimating a sprint
- ◉ b. To compare teams to each other and find out who's more productive
- ○ c. To understand if the team is committing to too much or too little
- ○ d. To measure team productivity over multiple sprints

Previous page   Next page

Scrum Planning tools help Scrum teams make project decisions...

Select one:
- ○ a. As early as possible
- ● b. At the last responsible moment
- ○ c. Just in time
- ○ d. Responsively

Which of the following is true about test-driven development?

Select one:
- ○ a. Test-driven development is used exclusively by XP teams
- ● b. Writing unit tests first can have a profound impact on the design of the code
- ○ c. Unit tests are written immediately after writing the code that they test
- ○ d. Writing unit tests causes the whole project to take longer because the team spends more time writing code, but it i worth it for the extra quality

Previous page   Next page

Your Scrum team began measuring velocity over the past three sprints and recorded the following numbers 30, 42, 23. What can you tell about the team from these measurements?

Select one:
- ○ a. The velocity is evening out over multiple sprints
- ○ b. The team is becoming less productive and actions must be taken to correct this
- ○ c. The velocity has not been measured correctly
- ● d. The team is still determining its story point scale

The process of identifying requirements based on user stories is often referred to as

Select one:
- ○ a. Card, Test, Documentation
- ● b. Card, Conversation, Confirmation
- ○ c. Story, Conversation, Product
- ○ d. Card, Call, Confession

Previous page   Next page

Which of the following BEST describes how a Kanban board is used?

Select one:
- ○ a. To track defects and issues and create the fastest path for resolving problems in a product
- ● b. To observe how features flow through a process so that teams can determine how to limit WIP and identify the most even flow of work through the steps in a workflow
- ○ c. To track WIP limits and current task status so that a team knows how much work they have left to do
- ○ d. To help a team self-organize and see where bottlenecks are in their workflow

Question 10

Answer saved

Marked out of 0.20

⚑ Flag question

A Scrum team for a medical software company took all of the user stories in their product backlog and arranged them on the wall according to how important the functionality is to a successful product. Then they used that information to determine which features to work on first. What term best describes the practice they were using?

Select one:
- ○ a. Velocity planning
- ○ b. A walking skeleton
- ◉ c. Story mapping
- ○ d. Release planning

Question 11

Answer saved

Marked out of 0.20

⚑ Flag question

How do XP's values and practices help teams embrace change?

Select one:
- ◉ a. By helping them build code that's easier to modify
- ○ b. By placing strict limits on how users request changes
- ○ c. By enforcing a change control process
- ○ d. By limiting the amount of contact between the business users and the team

Previous page

Question 12

Answer saved

Marked out of 0.20

⚑ Flag question

Which of the following is NOT an attribute of a Product Backlog item?

Select one:
- ○ a. Value
- ○ b. Order
- ◉ c. Status
- ○ d. Estimate

Previous page   Next page

Agile Software Processes (S1-22_SEZG544)(Flipped)

QUIZ NAVIGATION

1	2	3	4	5	6	7	8
9	10	11	12	13	14	15	16
17	18	19	20	21	22	23	24
25

Finish attempt ...

Question 13

Answer saved

Marked out of 0.20

⚑ Flag question

What is the Agile approach to doing design early in a project?

Select one:
- ○ A big design up front is always a good idea
- ◉ Just enough design up front gives a good foundation to start from and helps to mitigate risk, without wasting unnecessarily time
- ○ No design up front is the best approach as most of the fun of a project is in discovery of the unexpected
- ○ Design has no place in an Agile project

Previous page   Next page

Agile Software Processes (S1-22_SEZG544)(Flipped)

QUIZ NAVIGATION

1	2	3	4	5	6	7	8
9	10	11	12	13	14	15	16
17	18	19	20	21	22	23	24
25

Question 14

Answer saved

Marked out of 0.20

⚑ Flag question

Which of the following BEST describes the agile mindset with respect to simplicity?

Select one:

○ a. Satisfying the customer by delivering valuable software early and often

○ b. Using iteration to effectively plan the project

◉ c. Maximizing the work not done

○ d. Welcoming changing requirements, even late in development

---

Question 15

Answer saved

Marked out of 0.20

⚑ Flag question

What factors can throw software development projects off track?

Select one:

◉ a. all of these answers

○ b. late requirements

○ c. toolset gaps

○ d. increased scope

Question 16

Answer saved

Marked out of 0.20

⚑ Flag question

Sean is a developer on a team that's building financial software. His team has been asked to build a new trading system. He and his team had a meeting to come up with a picture of the workflow they're using. Then they put the process on a whiteboard with columns for each step in the process. After a few weeks of watching the work items the team was working on progress through the columns on the board, the team noticed that there were a couple steps in the process that seemed to get overloaded. What's the BEST thing for the team do next?

Select one:

○ a. Focus on finishing the work on the board

○ b. Work with the team to get better at doing the work in the steps where work is slowing down

◉ c. Limit the amount of work in progress allowed in the steps that are overloaded

○ d. Add more people to the steps that are slower

Question 17

Answer saved

Marked out of 0.20

⚑ Flag question

Which of the following is NOT an example of an information radiator?

Select one:

◉ a. The team sitting together so they can absorb information from conversations that happen around them

○ b. Keeping the team's task board on a wall in a common area

○ c. Posting a burndown chart in a place where everyone can see it

○ d. Maintaining a list of stories the team has finished so far in the weekly cycle on a whiteboard that everyone can see

Previous page

Question 18

Answer saved

Marked out of 0.20

⚑ Flag question

You're a project manager on a team building network firmware for embedded systems. You've called a meeting to give a demo of the latest version of code the team has been working on for a control panel interface to a very technical group of business users and customers. This is the fifth time that you've called a meeting to do a demo like this. And for the fifth time, the users and customers asked for specific changes. The team will now go back and work on a sixth version, and you'll repeat the process again. Which of the following BEST describes this situation?

Select one:

○ a. The team does not understand the requirements

◉ b. The team is delivering value early and continuously

○ c. The users and customers don't know what they want

○ d. None of these

○ e. The project needs better change control and requirements management practices

Which of the following are NOT common to both XP and Scrum?

Select one:

○ a. Courage

○ b. Respect

○ c. Iterations

◉ d. Roles

Jim is a Scrum Master on a Scrum project in a media company. His team has been asked to buld a new advertising presentation component. They've been working together for 5 sprints and have seen increased velocity over the past two sprints. The team gets together on the first day of the sixth sprint for a planning session. In that session they use a method where the team discusses the features that will be built with the Product Owner, provide estimates on cards, and adjust their estimates as a group until they converge on a number they all agree to.Which of the following BEST describes the practice they are using?

Select one:

○ a. Convergence planning

◉ b. Planning Poker

○ c. Analogous Estimation

○ d. Sprint Planning

Value stream maps are used for all of the following except

Select one:

○ a. Finding waste in a process

◉ b. Discovering new features to build

○ c. Understanding a feature's lead time

○ d. Understanding a feature's cycle time

Which of the following is NOT true about how XP teams plan their work?

Select one:

○ a. XP is iterative and incremental

○ b. XP teams often self-organize by having team members pull their next tasks from a pile of index cards

◉ c. XP teams focus on code, so they do very little planning

○ d. XP teams use week-long iterations

What is Scrum?

Select one:

◉ A framework within which people can address complex adaptive problems, while delivering valuable products.

○ A software development methodology which is intended to improve software quality.

○ A sequential design process, used in software development processes, in which progress is seen as flowing steadily downwards.

Question 24

Answer saved

Marked out of 0.20

⚑ Flag question

Which of the following is a valid way for XP teams to do estimation?

Select one:

○ a. Planning poker

○ b. The planning game

○ c. Traditional project estimation techniques

◉ d. All of these

Question 25

Answer saved

Marked out of 0.20

⚑ Flag question

The total number of story points delivered in a sprint is called the sprint _____

Select one:

○ a. Increment

○ b. Ideal TIme

◉ c. Velocity

○ d. Review