

# SPM Quiz 1

Which Agile technique involves assigning a relative measure to user stories without using time as a measurement?

**Planning Poker**

What does the term "velocity" represent in Agile estimation?

**The amount of work a team can complete in an iteration**

What is the most common reason for scope creep in software projects?

**Changing customer requirements**

How does the critical path affect the duration of a project?

**It determines the shortest project duration**

What is the primary concern when estimating task effort in project management?

**The availability of resources**

Which one of these systems is expected to take more duration for a given number of function points?

**Embedded**

Which one of the following is not a Scrum event during a sprint?

**Retrospective**

The waterfall process model of software development is

**A reasonable approach when requirements are well defined**

The prototyping process model of software development is

**A useful approach when a customer cannot define requirements clearly**

The most important feature of the spiral model is

**Risk management**

Which one of the following is not a sprint ceremony?

**Sprint planning**

**Project start-up meeting**

The unadjusted function point estimate for a given system to be developed is always less than or equal to the adjusted function points estimate for that system.

**False**

Doubling the size of your project team is guaranteed to cut the project completion time in half.

**False**

Activities that lie on the critical path diagram may be completed in any order.

**False**

The unadjusted function point estimates are always inflated to account for unforeseen system requirements.

**False**

Function point estimation results in an accurate estimation of the effort required

**False**

In the prototyping model of software development, the prototype helps in understanding the system design

**False**

Story points estimated for a given user story indicates the relative effort required for completing that story

**True**

Project life cycle is part of software development life cycle

**False**

Function point estimation is the bottom-up type of estimation

**True**

When prototyping process model is used for software development, the prototypes are always discarded

**False**

It is not possible to loop back among activities depicted on a typical AoN diagrams

**True**

Which one of the following hierarchies (from top to down) is true:

**Portfolio - Programs - Projects**

Direct software measurements do not include

**Quality**

Indirect software measurements do not include

**Effort**

Which one among the following is not a benefit of accurate estimation

**Increased team productivity**

Plan-driven processes are where all of the process activities

**are planned in advance and progress is observed against the plan**

As part of project scheduling with AoN diagrams, earliest finish is defined as:

**Earliest start + duration**

As part of project scheduling with AoN diagrams, float is defined as:

**Latest finish - earliest start - duration**

Burndown charts are widely used in software development projects following plan-driven process models.

**False**