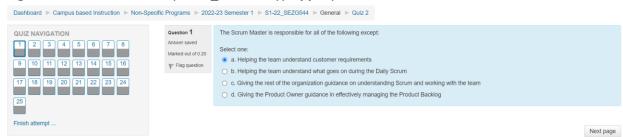
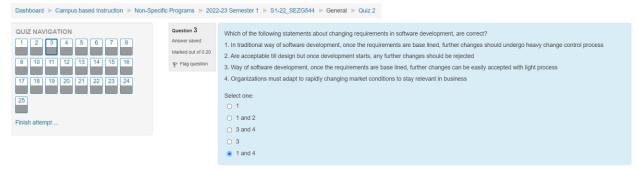
Agile Software Processes (S1-22_SEZG544)(Flipped)



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



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

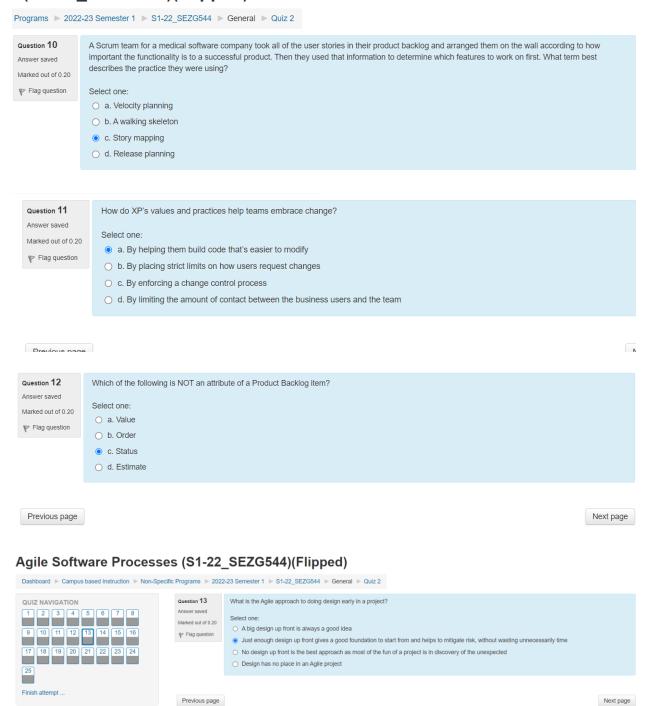


Agile Software Processes (S1-22_SEZG544)(Flipped)



Question 5 Answer saved Marked out of 0.20 Fig question	Scrum Planning tools help Scrum teams make project decisions Select one:
Question 6 Answer saved Marked out of 0.20 Flag question Previous page	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
Question 7 Answer saved Marked out of 0.20 P Flag question	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
Question 8 Answer saved Marked out of 0.20 Flag question	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 Question 9 Answer saved Marked out of 0.20	Next page Which of the following BEST describes how a Kanban board is used? Select one:
Flag question	 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

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

Dashboard ▶ Campus based Instruction ▶ Non-Specific Programs ▶ 2022-23 Semester 1 ▶ S1-22_SEZG544 ▶ General ▶ Quiz 2 Question 14 Which of the following BEST describes the agile mindset with respect to simplicity? QUIZ NAVIGATION 1 2 3 4 5 6 7 8 Marked out of 0.20 a. Satisfying the customer by delivering valuable software early and often Flag question b. Using iteration to effectively plan the project 17 18 19 20 21 22 23 24 c. Maximizing the work not done O d. Welcoming changing requirements, even late in development Question 15 What factors can throw software development projects off track? Select one: Marked out of 0.20 o a. all of these answers Flag question O b. late requirements c. toolset gaps O d. increased scope Question 16 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. Answer saved 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 Marked out of 0.20 couple steps in the process that seemed to get overloaded. What's the BEST thing for the team do next? Flag question Select one: O a. Focus on finishing the work on the board \bigcirc b. Work with the team to get better at doing the work in the steps where work is slowing down o c. Limit the amount of work in progress allowed in the steps that are overloaded Od. Add more people to the steps that are slower Question 17 Which of the following is NOT an example of an information radiator? Answer saved Select one: Marked out of 0.20 a. The team sitting together so they can absorb information from conversations that happen around them Flag question O b. Keeping the team's task board on a wall in a common area O c. Posting a burndown chart in a place where everyone can see it O d. Maintaining a list of stories the team has finished so far in the weekly cycle on a whiteboard that everyone can see Draviaus 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?

- $\, \bigcirc \,$ a. The team does not understand the requirements
- b. The team is delivering value early and continuously
- O c. The users and customers don't know what they want
- O e. The project needs better change control and requirements management practices

Question 19	Which of the following are NOT common to both VP and S	crum2		
Answer saved	Which of the following are NOT common to both XP and S	oun:		
Marked out of 0.20	Select one:			
Flag question	○ a. Courage			
1 3 1	○ b. Respect			
	○ c. Iterations			
	d. Roles			
Question 20	Jim is a Scrum Master on a Scrum project in a media company. His team has been asked to build a new advertising presentation component. They've			
Answer saved 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 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				
Flag question	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?			
,				
	ielect one: a. Convergence planning			
	b. Planning Poker			
	○ c. Analogous Estimation			
	d. Sprint Planning			
Question 2	Value stream maps are use	ed for all of the following except		
A	·	a recept		
Answer save	Select one:			
Marked out	0.20			
In Flance	○ a. Finding waste in a p	rocess		
Flag que	b. Discovering new fea	tures to build		
	 c. Understanding a fea 	ture's lead time		
	Od. Understanding a fea	ture's cycle time		
Question 22	Which of the following is NOT true about how	w XP teams plan their work?		
Answer saved	Select one:			
Marked out of 0.20 O a. XP is iterative and incremental				
Flag question		to the second se		
	b. XP teams often self-organize by having	ng team members pull their next tasks from a pile of index ca		
	c. XP teams focus on code, so they do	very little planning		
	O d. XP teams use week-long iterations			
	What is Scrum?			
Question 23	What is Scrum?			
Answer saved	What is Scrum? Select one:			
Answer saved Marked out of 0.20	Select one:	olex adaptive problems, while delivering valuable products.		
Answer saved	Select one:			

Question 24	Which of the following is a valid way for XP teams to do estimation?
Answer saved	
Marked out of 0.20	Select one:
Flag question	○ a. Planning poker
•	○ b. The planning game
	 c. Traditional project estimation techniques
	d. All of these
Question 25	The total number of story points delivered in a sprint is called the sprint
Answer saved	Select one:
Marked out of 0.20	a. Increment
Flag question	○ b. Ideal Time
	c. Velocity
	○ d. Review