True or False Questions:

DevOps

1. **DevOps** aims to combine software development and IT operations to shorten the systems development life cycle.

   - True

2. The main goal of **DevOps** is to increase the separation between development and operations teams.

   - False

Gantt Chart

3. A **Gantt chart** is a type of bar chart that illustrates a project schedule.

   - True

4. **Gantt charts** do not show dependencies between tasks.

   - False

Project Management Institute (PMI)

5. The **Project Management Institute (PMI)** is an organization that provides training and certification in project management.

   - True

6. **PMI** certifications are only recognized in the United States.

   - False

Project Management Professional (PMP®)

7. **Project Management Professional (PMP®)** certification is only valid for three years.

   - True

8. **PMP®** certification is only for IT professionals.

   - False

Project Sponsor

9. A **project sponsor** is responsible for providing the necessary resources and support for the project.

   - True

10. A **project sponsor** is responsible for managing the day-to-day activities of a project.

- False

Servant Leader

11. A **servant leader** prioritizes the needs of their team over their own.

- True

12. **Servant leaders** focus primarily on maintaining strict control over their team members.

- False

Triple Constraint

13. The **triple constraint** in project management includes scope, cost, and time.

- True

14. Quality is one of the primary elements of the **triple constraint**.

- False

Multiple Choice Questions:

DevOps

1. Which of the following is NOT a primary goal of **DevOps**?

  - A. Improve deployment frequency
  - B. Achieve a faster time to market
  - C. Reduce the risk of change
  - D. Increase the cost of software development
  - Answer: D

2. **DevOps** primarily focuses on improving collaboration between:

  - A. Marketing and Sales
  - B. Development and Operations
  - C. HR and Finance
  - D. Customer Service and IT
  - Answer: B

Gantt Chart

3. What does a **Gantt chart** primarily display?

  - A. Resource allocation
  - B. Project schedule
  - C. Risk assessment
  - D. Budget tracking
  - Answer: B

4. Which tool is commonly used to create a **Gantt chart**?

  - A. Microsoft Word
  - B. Microsoft Excel
  - C. Microsoft Project
  - D. Microsoft Access
  - Answer: C

Project Management Institute (PMI)

5. The **Project Management Institute (PMI)** offers which well-known certification?

- A. Certified ScrumMaster (CSM)
- B. Six Sigma Black Belt
- C. Project Management Professional (PMP®)
- D. Certified Information Systems Security Professional (CISSP)
- Answer: C

6. When was the **Project Management Institute (PMI)** founded?

- A. 1965
- B. 1969
- C. 1975
- D. 1980
- Answer: B

Project Management Professional (PMP®)

7. How often must **PMP®** certification holders earn professional development units (PDUs) to maintain their certification?

- A. Annually
- B. Every two years
- C. Every three years
- D. Every five years
- Answer: C

8. Which of the following is a requirement to apply for the **PMP®** certification?

- A. No work experience needed
- B. High school diploma
- C. Secondary degree and 5 years of project management experience
- D. Bachelor's degree and 3 years of project management experience
- Answer: D

Project Sponsor

9. Which of the following is a key responsibility of a **project sponsor**?

- A. Managing daily project tasks
- B. Providing strategic direction and funding
- C. Conducting team performance reviews
- D. Writing project code
- Answer: B

10. A **project sponsor** typically holds which of the following positions in an organization?

- A. Junior Developer
- B. Senior Executive

- C. Project Manager
- D. Team Lead
- Answer: B

Servant Leader

11. A **servant leader** is most likely to:
- A. Enforce strict rules and guidelines
- C. Focus solely on personal achievements
- B. Empower team members and foster collaboration
- D. Maintain a distant relationship with the team
- Answer: B

12. **Servant leadership** is characterized by:
- A. Top-down command structures
- C. Maximizing short-term profits
- B. Focus on team well-being and development
- D. Micromanaging every task
- Answer: B

Triple Constraint

13. Which of the following is NOT part of the **triple constraint** in project management?
- A. Scope
- D. Quality
- B. Cost
- Answer: D
- C. Time

14. The **triple constraint** is also known as the:
- A
- . Project triangle
- C. Success triangle
- B. Management triangle
- D. Risk triangle
- Answer: A

Fill in the Blanks:

DevOps

1. **DevOps** aims to bridge the gap between _____ and IT operations.

   - Answer: development

2. The primary objective of **DevOps** is to improve the _____ and quality of software deployment.

   - Answer: speed

Gantt Chart

3. A **Gantt chart** is commonly used to display a _____ schedule.

   - Answer: project

4. Dependencies between tasks in a **Gantt chart** are shown using _____.

   - Answer: arrows

Project Management Institute (PMI)

5. The **Project Management Institute (PMI)** is an organization that provides training and _____ in project management.

   - Answer: certification

6. **PMI** offers a guide to project management called the _____.

   - Answer: PMBOK® Guide

Project Management Professional (PMP®)

7. The **Project Management Professional (PMP®)** certification is recognized globally as a standard for _____ project managers.

   - Answer: professional

8. To apply for **PMP®** certification, one must have a combination of education and _____ experience.

   - Answer: project management

Project Sponsor

9. A **project sponsor** is typically a senior executive who provides _____ and resources for the project.

   - Answer: support

10. The **project sponsor** ensures the project aligns with the organization's strategic _____.

    - Answer: goals

Servant Leader

11. A **servant leader** focuses on the growth and well-being of _____ and the communities to which they belong.

    - Answer: people

12. **Servant leadership** is a leadership philosophy in which the main goal of the leader is to _____.

    - Answer: serve

Triple Constraint

13. The **triple constraint** in project management refers to the balancing of scope, _____, and time.

    - Answer: cost

14. The **triple constraint** is also known as the _____ triangle.

    - Answer: project

True or False Questions:

Agile

1. **Agile** methodologies focus on iterative development and customer collaboration.
   - True
2. **Agile** methods require detailed documentation before starting any project work.
   - False

Deliverable

3. A **deliverable** is any unique and verifiable product, result, or capability to perform a service required by a project.
   - True
4. **Deliverables** are not necessary for the completion of a project.
   - False

Kanban

5. **Kanban** is a visual workflow management method for improving efficiency.
   - True
6. In **Kanban**, work in progress (WIP) limits are optional.
   - False

Predictive Life Cycle

7. A **predictive life cycle** is also known as a waterfall life cycle.
   - True
8. **Predictive life cycles** allow for extensive changes during the project execution.
   - False

Scrum

9. **Scrum** is a framework for managing and completing complex projects.
   - True
10. In **Scrum**, the team works in time-boxed iterations called sprints that usually last three to six months.
   - False

Systems Development Life Cycle (SDLC)

11. The **systems development life cycle (SDLC)** is a process used to create and manage software projects.
   - True
12. The **SDLC** only includes the planning and development phases of a software project.
   - False

Multiple Choice Questions:

Agile

1. Which of the following is a key principle of **Agile** methodologies?

   - A. Detailed upfront planning
   - B. Customer collaboration over contract negotiation
   - C. Fixed requirements
   - D. Sequential project phases
   - Answer: B

2. Which **Agile** framework uses roles such as Product Owner, Scrum Master, and Development Team?

   - A. Kanban
   - B. Lean
   - C. Scrum
   - D. XP
   - Answer: C

Deliverable

3. A **deliverable** in a project can be:

   - A. A report
   - B. A completed software module
   - C. A training session
   - D. All of the above
   - Answer: D

4. In project management, **deliverables** are typically:

   - A. Tangible or intangible outputs produced as a result of project activities
   - B. Only physical products
   - C. Financial reports
   - D. None of the above
   - Answer: A

Kanban

5. Which of the following is a key feature of **Kanban**?

   - A. Fixed-length iterations
   - B. Visual task board
   - C. Detailed upfront planning
   - D. Strict hierarchical roles
   - Answer: B

6. In **Kanban**, what is the purpose of Work In Progress (WIP) limits?

- A. To ensure tasks are completed sequentially
- B. To prevent too much work from being done at once
- C. To allocate resources efficiently
- D. To set long-term project goals
- Answer: B

Predictive Life Cycle

7. The **predictive life cycle** is best suited for projects with:

- A. High uncertainty and changing requirements
- B. Well-defined requirements and low uncertainty
- C. Short duration and iterative processes
- D. High customer involvement
- Answer: B

8. In a **predictive life cycle**, project phases are typically:

- A. Overlapping
- B. Sequential
- C. Iterative
- D. Flexible
- Answer: B

Scrum

9. What is the duration of a typical **Scrum** sprint?

- A. 1 day
- B. 1 week
- C. 2 to 4 weeks
- D. 2 to 6 months
- Answer: C

10. In **Scrum**, who is responsible for ensuring that the team follows Scrum practices?

- A. Product Owner
- B. Scrum Master
- C. Project Manager
- D. Team Lead
- Answer: B

Systems Development Life Cycle (SDLC)

11. The **systems development life cycle (SDLC)** includes which of the following phases?

- A. Planning, Analysis, Design, Implementation, Maintenance
- B. Planning, Execution, Control, Closure
- C. Initiation, Planning, Execution, Monitoring
- D. Concept, Development, Testing, Deployment
- Answer: A

12. The primary goal of the **SDLC** is to:

- A. Deliver high-quality software that meets or exceeds customer expectations
- B. Reduce project costs
- C. Improve team communication
- D. Increase market share
- Answer: A

Fill in the Blanks:

Agile

1. **Agile** methodologies focus on delivering _____ increments of the product.

   - Answer: small

2. In **Agile**, the team conducts regular _____ to reflect on how to become more effective.

   - Answer: retrospectives

Deliverable

3. A **deliverable** is a tangible or intangible _____ produced as a result of project activities.

   - Answer: output

4. Project _____ include all the outputs, documents, and products created during the project.

   - Answer: deliverables

Kanban

5. **Kanban** uses a visual board to manage the flow of _____.

   - Answer: work

6. In **Kanban**, work is pulled through the process as capacity permits, using a _____ system.

   - Answer: pull

Predictive Life Cycle

7. A **predictive life cycle** is often referred to as the _____ approach.

- Answer: waterfall

8. The **predictive life cycle** is characterized by _____ phases.

   - Answer: sequential

Scrum

9. In **Scrum**, the team works in time-boxed iterations called _____.

   - Answer: sprints

10. The person responsible for maximizing the value of the product in **Scrum** is the _____.

    - Answer: Product Owner

Systems Development Life Cycle (SDLC)

11. The **SDLC** phase where the system is built or developed is called the _____ phase.

    - Answer: implementation

12. In the **SDLC**, the phase where requirements are gathered and analyzed is the _____ phase.

    - Answer: analysis

True or False Questions:

Agile Methods

1. **Agile methods** prioritize working software over comprehensive documentation.
    - True
2. **Agile methods** are best suited for projects with fixed requirements and minimal changes.
    - False

Artifact

3. An **artifact** in project management is any tangible by-product produced during the development process.
    - True
4. Artifacts are only created during the planning phase of a project.
    - False

Methodology

5. A **methodology** is a system of practices, techniques, procedures, and rules used by those who work in a discipline.
    - True
6. Methodologies are universally applicable to all types of projects without any modification.
    - False

Product Backlog

7. The **product backlog** is a prioritized list of features, enhancements, and bug fixes for a product.
    - True
8. Once items are added to the **product backlog**, they cannot be removed or changed.
    - False

Project Management Process Groups

9. The **project management process groups** include Initiating, Planning, Executing, Monitoring and Controlling, and Closing.
    - True
10. The process groups in project management must be performed in a strict linear sequence.
    - False

User Stories

11. **User stories** are short, simple descriptions of a feature told from the perspective of the person who desires the new capability.
    - True
12. **User stories** typically include detailed technical specifications.
    - False

Sprint Reviews

13. **Sprint reviews** are held at the end of each sprint to inspect the increment and adapt the product backlog if needed.

- True

14. **Sprint reviews** are informal meetings where team members discuss personal issues and non-project-related topics.

- False

Six Sigma Methodologies

15. **Six Sigma methodologies** focus on improving the quality of process outputs by identifying and removing causes of defects.

- True

16. **Six Sigma** projects typically have a flexible scope and undefined goals.

- False

Rational Unified Process (RUP) Framework

17. The **Rational Unified Process (RUP)** framework is an iterative software development process framework.

- True

18. **RUP** prescribes a one-size-fits-all approach for software development.

- False

Stakeholder Register

19. A **stakeholder register** is a document that identifies and analyzes project stakeholders.

- True

20. The **stakeholder register** is maintained only at the beginning of a project.

- False

Multiple Choice Questions:

Agile Methods

1. Which of the following is NOT a key principle of **Agile methods**?

- A. Customer collaboration over contract negotiation
- B. Responding to change over following a plan
- C. Comprehensive documentation over working software
- D. Individuals and interactions over processes and tools
- Answer: C

2. **Agile methods** are most effective for projects that:

- A. Have well-defined, unchanging requirements
- B. Require frequent changes and adaptations
- C. Have a long, extended timeline
- D. Involve large, distributed teams
- Answer: B

Artifact

3. An example of an **artifact** in project management is:

- A. A project plan
- B. A team meeting
- C. A team member
- D. A client requirement
- Answer: A

4. In Agile methodologies, which of the following is considered an artifact?

- A. Sprint
- B. User story
- C. Product backlog
- D. Daily stand-up
- Answer: C

Methodology

5. A **methodology** can be defined as:

- A. A random set of guidelines
- B. An individual's personal work habits
- C. A structured approach to project management
- D. An informal discussion
- Answer: C

6. Which of the following is a commonly used project management methodology?

- A. Waterfall
- B. Sprint
- C. Backlog
- D. Stand-up
- Answer: A

Product Backlog

7. Who is primarily responsible for maintaining the **product backlog**?

- A. Scrum Master
- B. Product Owner
- C. Development Team
- D. Stakeholders
- Answer: B

8. Items in the **product backlog** are typically prioritized based on:

- A. Technical complexity
- B. Development team's preferences
- C. Business value and urgency
- D. Project manager's discretion
- Answer: C

Project Management Process Groups

9. Which of the following is NOT one of the five **project management process groups**?

- A. Initiating
- B. Planning
- C. Executing
- D. Reporting
- Answer: D

10. The primary purpose of the **Monitoring and Controlling** process group is to:

- A. Define project objectives
- B. Complete project work
- C. Track, review, and regulate project progress and performance
- D. Close the project formally
- Answer: C

User Stories

11. A typical **user story** includes which of the following components?

- A. As a [type of user], I want [an action] so that [a benefit]
- B. Detailed technical specifications
- C. A timeline for development
- D. A budget estimate
- Answer: A

12. **User stories** are primarily used in:

- A. Waterfall projects
- B. Agile projects
- C. Predictive life cycle projects
- D. Sequential life cycle projects
- Answer: B

Sprint Reviews

13. The main purpose of a **sprint review** is to:

- A. Plan the next sprint
- B. Inspect the increment and adapt the product backlog
- C. Discuss team performance
- D. Conduct a team-building exercise
- Answer: B

14. Who participates in a **sprint review**?

- A. Only the development team
- B. Development team, Scrum Master, Product Owner, and stakeholders
- C. Only the Product Owner
- D. Only external stakeholders
- Answer: B

Six Sigma Methodologies

15. **Six Sigma methodologies** are focused on:

- A. Speeding up project timelines
- B. Improving quality by reducing defects
- C. Increasing team communication
- D. Enhancing customer satisfaction through frequent releases
- Answer: B

16. The two main methodologies within **Six Sigma** are:

- A. DMAIC and DMADV
- B. Agile and Waterfall
- C. RUP and Scrum
- D. Kanban and Lean
- Answer: A

Rational Unified Process (RUP) Framework

17. The **Rational Unified Process (RUP)** framework is best described as:

- A. A linear, sequential approach to software development
- B. An iterative software development process framework
- C. A rigid, fixed methodology
- D. A non-structured, ad-hoc approach
- Answer: B

18. **RUP** divides the development process into how many phases?

- A. Three
- B. Four
- C. Five
- D. Six
- Answer: B

Stakeholder Register

19. The **stakeholder register** includes information about:

- A. Project costs and budget
- B. Identified stakeholders, their interests, and their impact on the project
- C. Technical specifications and requirements
- D. Project timeline and milestones
- Answer: B

20. The **stakeholder register** is typically created during which project management process group?

- A. Initiating
- B. Planning
- C. Executing
- D. Closing
- Answer: A

Fill in the Blanks:

Agile Methods

1. **Agile methods** focus on delivering _____ increments of the product.

   - Answer: small

2. In **Agile methods**, teams conduct regular _____ to reflect on how to improve.

   - Answer: retrospectives

Artifact

3. An **artifact** is any tangible by-product produced during the _____ process.

   - Answer: development

4. In Scrum, an example of an artifact is the _____ backlog.

   - Answer: product

Methodology

5. A **methodology** is a system of practices, techniques, procedures, and _____ used in a discipline.

- Answer: rules

6. The Agile _____ emphasizes iterative development and customer collaboration.

- Answer: methodology

Product Backlog

7. The **product backlog** is a prioritized list of features, enhancements, and _____ for a product.

- Answer: bug fixes

8. The person primarily responsible for the **product backlog** is the _____.

- Answer: Product Owner

Project Management Process Groups

9. The five **project management process groups** are Initiating, Planning, Executing, Monitoring and Controlling, and _____.

- Answer: Closing

10. The **Monitoring and Controlling** process group aims to track, review, and regulate project _____ and performance.

- Answer: progress

User Stories

11. **User stories** are short, simple descriptions of a feature told from the perspective of the _____ who desires the new capability.

- Answer: user

12. A typical format for a **user story** is: "As a [type of user], I want [an action] so that [a _____]."

- Answer: benefit

Sprint Reviews

13. **Sprint reviews** are held at the end of each sprint to inspect the increment and adapt the _____ backlog if needed.

- Answer: product

14. The main participants in a **sprint review** are the development team, Scrum Master, Product Owner, and _____.

- Answer: stakeholders

Six Sigma Methodologies

15. **Six Sigma methodologies** aim to improve the quality of process outputs by identifying and removing causes of _____.

- Answer: defects

16. The two main methodologies within **Six Sigma** are DMAIC and _____.

- Answer: DMADV

Rational Unified Process (RUP) Framework

17. The **RUP** framework divides the development process into four phases: Inception, Elaboration, _____, and Transition.

- Answer: Construction

18. The **RUP** framework is an iterative software development process that emphasizes early risk _____.

- Answer: mitigation

Stakeholder Register

19. A **stakeholder register** is a document that identifies and _____ project stakeholders.

- Answer: analyzes

20. The **stakeholder register** is typically created during the _____ process group.

- Answer: Initiating

True or False Questions:

Baseline

1. A **baseline** is an approved version of a work product that can only be changed through formal change control procedures.

   - True

2. The project **baseline** is established after the project is completed.

   - False

Change Control Board (CCB)

3. The **Change Control Board (CCB)** is responsible for approving or rejecting changes to the project baselines.

   - True

4. The **CCB** can be composed of external stakeholders only.

   - False

Project Charter

5. A **project charter** formally authorizes a project and gives the project manager the authority to apply resources to project activities.

   - True

6. The **project charter** includes detailed project schedules and budget information.

   - False

SWOT Analysis

7. **SWOT analysis** is a strategic planning tool used to identify strengths, weaknesses, opportunities, and threats related to project planning.

   - True

8. **SWOT analysis** is only applicable during the project closing phase.

   - False

Multiple Choice Questions:

Baseline

1. A **baseline** in project management is:

   - A. A rough estimate of project cost
   - B. An approved version of the project plan
   - C. A set of project goals
   - D. An informal agreement
   - Answer: B

2. Which of the following is NOT typically considered a type of **baseline** in project management?

   - A. Scope baseline

- B. Time baseline
- C. Cost baseline
- D. Performance baseline
- Answer: D

Change Control Board (CCB)

3. The primary function of the **Change Control Board (CCB)** is to:

- A. Assign project tasks
- B. Approve or reject changes to the project
- C. Monitor team performance
- D. Develop project schedules
- Answer: B

4. Who typically chairs the **Change Control Board (CCB)**?

- A. Project sponsor
- B. Project manager
- C. Senior executive
- D. Team leader
- Answer: B

Project Charter

5. The **project charter** includes all of the following EXCEPT:

- A. Project objectives
- B. Project budget details
- C. Key stakeholders
- D. High-level project description
- Answer: B

6. Which of the following statements about the **project charter** is true?

- A. It is created by the project team.
- B. It formally authorizes the existence of the project.
- C. It is not necessary for small projects.
- D. It contains the detailed project plan.
- Answer: B

SWOT Analysis

7. In **SWOT analysis**, what does the "S" stand for?

- A. Scope

- B. Strategy
- C. Strengths
- D. Standards
- Answer: C

8. **SWOT analysis** is typically used to:

- A. Develop detailed project schedules
- B. Identify internal and external factors that could impact the project
- C. Create a project budget
- D. Define the project scope
- Answer: B

Fill in the Blanks:

Baseline

1. A **baseline** is an approved version of a _____ plan that can be changed only through formal change control procedures.

   - Answer: work

2. The project **baseline** typically includes scope baseline, schedule baseline, and _____ baseline.

   - Answer: cost

Change Control Board (CCB)

3. The **Change Control Board (CCB)** is responsible for reviewing, evaluating, approving, delaying, or rejecting _____ changes.

   - Answer: project

4. Members of the **CCB** typically include the project manager, key stakeholders, and _____.

   - Answer: subject matter experts

Project Charter

5. The **project charter** formally authorizes a project and provides the project manager with the authority to apply _____ to project activities.

   - Answer: resources

6. A **project charter** often includes the project objectives, high-level _____, and key stakeholders.

   - Answer: requirements

SWOT Analysis

7. **SWOT analysis** is a tool used to identify strengths, weaknesses, opportunities, and _____.

- Answer: threats

8. In **SWOT analysis**, strengths and weaknesses are considered _____ factors.

   - Answer: internal

True or False Questions:

Joint Application Design (JAD)

1. **Joint Application Design (JAD)** is a process used to collect business requirements while developing new information systems.

   - True

2. **JAD** sessions typically exclude end-users and focus only on IT staff.

   - False

Requirements Traceability Matrix (RTM)

3. A **requirements traceability matrix (RTM)** is used to track the relationship between requirements and the work products developed to implement and verify those requirements.

   - True

4. An **RTM** is only used during the project planning phase.

   - False

Scope Creep

5. **Scope creep** refers to uncontrolled changes or continuous growth in a project's scope.

   - True

6. **Scope creep** is generally seen as a positive indicator of a project's flexibility and adaptability.

   - False

Work Breakdown Structure (WBS)

7. A **work breakdown structure (WBS)** is a hierarchical decomposition of the total scope of work to accomplish project objectives.

   - True

8. The **WBS** is used to assign project roles and responsibilities.

   - False

Work Package

9. A **work package** is the smallest unit of work defined in a project's WBS.

   - True

10. **Work packages** cannot be decomposed further into smaller tasks.

- False

Multiple Choice Questions:

Joint Application Design (JAD)

1. The primary purpose of **Joint Application Design (JAD)** is to:

   - A. Develop project schedules
   - B. Collect business requirements

- C. Monitor team performance

- D. Allocate project budgets

- Answer: B

2. **JAD** sessions typically involve:

- A. Only the project manager

- B. Key stakeholders, end-users, and IT staff

- C. External auditors

- D. Marketing team

- Answer: B

Requirements Traceability Matrix (RTM)

3. An **RTM** helps in ensuring that all project requirements:

- A. Are documented and approved by the project sponsor

- B. Are linked to their origins and tracked throughout the project lifecycle

- C. Are included in the project budget

- D. Are completed within the project timeline

- Answer: B

4. Which of the following is NOT a typical benefit of using an **RTM**?

- A. Helps manage changes to project scope

- B. Ensures all requirements are addressed

- C. Tracks the status of project deliverables

- D. Simplifies the project budgeting process

- Answer: D

Scope Creep

5. **Scope creep** can be managed by:

- A. Allowing all changes without formal approval

- B. Implementing a robust change control process

- C. Ignoring minor changes in scope

- D. Delaying the project timeline

- Answer: B

6. One common cause of **scope creep** is:

- A. Poor initial project planning

- B. Clear and concise requirements

- C. A well-defined project scope

- D. Strict change control procedures
- Answer: A

Work Breakdown Structure (WBS)

7. The primary purpose of a **WBS** is to:

   - A. Allocate project resources
   - B. Break down the project scope into manageable sections
   - C. Monitor project risks
   - D. Define project objectives
   - Answer: B

8. Which of the following is NOT a characteristic of a **WBS**?

   - A. Hierarchical structure
   - B. Defines deliverables
   - C. Outlines project timelines
   - D. Facilitates project management
   - Answer: C

Work Package

9. A **work package** is best described as:

   - A. A summary of the project goals
   - B. The smallest unit of work in a WBS
   - C. A high-level project milestone
   - D. A project's financial plan
   - Answer: B

10. Which of the following is true about **work packages**?

    - A. They include project timelines and budgets
    - B. They cannot be further decomposed
    - C. They are used to assign tasks to team members
    - D. They define the project scope
    - Answer: C

Fill in the Blanks:

Joint Application Design (JAD)

1. **Joint Application Design (JAD)** is a process used to collect _____ requirements while developing new information systems.

- Answer: business

2. **JAD** sessions involve key stakeholders, end-users, and _____ staff.

   - Answer: IT

Requirements Traceability Matrix (RTM)

3. A **requirements traceability matrix (RTM)** is used to track the relationship between requirements and the _____ developed to implement and verify those requirements.

   - Answer: work products

4. The **RTM** ensures that all requirements are addressed and _____ throughout the project lifecycle.

   - Answer: tracked

Scope Creep

5. **Scope creep** refers to uncontrolled changes or continuous _____ in a project's scope.

   - Answer: growth

6. One way to manage **scope creep** is by implementing a robust _____ control process.

   - Answer: change

Work Breakdown Structure (WBS)

7. A **work breakdown structure (WBS)** is a hierarchical decomposition of the total scope of work to accomplish project _____.

   - Answer: objectives

8. The **WBS** helps in breaking down the project scope into manageable _____.

   - Answer: sections

Work Package

9. A **work package** is the smallest unit of work defined in a project's _____.

   - Answer: WBS

10. **Work packages** are used to assign _____ to team members.

    - Answer: tasks

True or False Questions:

Theory of Constraints (TOC)

1. **Theory of Constraints (TOC)** focuses on identifying and managing the most critical constraint that limits the system's performance.

    - True

2. According to **TOC**, improving any part of the system will always lead to overall system improvement.

    - False

Precedence Diagramming Method (PDM)

3. The **precedence diagramming method (PDM)** is used to construct a project schedule network diagram.

    - True

4. **PDM** exclusively uses start-to-start relationships between activities.

    - False

Parkinson's Law

5. **Parkinson's Law** states that work expands to fill the time available for its completion.

    - True

6. **Parkinson's Law** suggests that the more resources you add to a project, the faster it will be completed.

    - False

Murphy's Law

7. **Murphy's Law** is the adage that "anything that can go wrong will go wrong."

    - True

8. **Murphy's Law** implies that thorough planning can completely prevent project issues.

    - False

Milestone

9. A **milestone** is a significant point or event in the project timeline.

    - True

10. **Milestones** typically have a duration and require resources to complete.

    - False

Multiple Choice Questions:

Theory of Constraints (TOC)

1. The primary focus of the **Theory of Constraints (TOC)** is to:

    - A. Maximize resource utilization

    - B. Identify and manage system constraints

    - C. Increase product quality

- D. Expand market reach
- Answer: B

2. According to **TOC**, which of the following is the most effective way to improve system performance?

- A. Increase overall efficiency
- B. Optimize the constraint
- C. Reduce operational costs
- D. Expand the workforce
- Answer: B

Precedence Diagramming Method (PDM)

3. The **precedence diagramming method (PDM)** includes which type of relationship between activities?

- A. Start-to-start
- B. Finish-to-finish
- C. Start-to-finish
- D. All of the above
- Answer: D

4. In **PDM**, the most common relationship used is:

- A. Start-to-start
- B. Finish-to-start
- C. Finish-to-finish
- D. Start-to-finish
- Answer: B

Parkinson's Law

5. According to **Parkinson's Law**, work expands to fill the:

- A. Available budget
- B. Number of team members
- C. Available time
- D. Complexity of the project
- Answer: C

6. **Parkinson's Law** is most relevant when considering:

- A. Resource allocation
- B. Time management
- C. Risk management
- D. Quality control

- Answer: B

Murphy's Law

7. **Murphy's Law** is often summarized as:

    - A. "The more you plan, the less likely things will go wrong."
    - B. "Anything that can go wrong will go wrong."
    - C. "Work expands to fill the time available."
    - D. "The simplest solution is often the best."
    - Answer: B

8. Which of the following best describes **Murphy's Law** in project management?

    - A. Projects will always finish ahead of schedule.
    - B. Unexpected problems are inevitable.
    - C. Increasing resources guarantees success.
    - D. Planning can eliminate all risks.
    - Answer: B

Milestone

9. A **milestone** in project management is:

    - A. A task with a defined duration
    - B. A significant event or point in time
    - C. A detailed project plan
    - D. A resource allocation strategy
    - Answer: B

10. Which of the following statements is true about **milestones**?

    - A. They require a specific budget allocation.
    - B. They mark significant points in the project without duration.
    - C. They are minor tasks within a project.
    - D. They are used for detailed project scheduling.
    - Answer: B

Fill in the Blanks:

Theory of Constraints (TOC)

1. **Theory of Constraints (TOC)** focuses on identifying and managing the most critical _____ that limits the system's performance.

    - Answer: constraint

2. According to **TOC**, improving the _____ constraint can lead to significant improvements in overall system performance.

- Answer: system

Precedence Diagramming Method (PDM)

3. The **precedence diagramming method (PDM)** is used to construct a project schedule _____ diagram.

- Answer: network

4. In **PDM**, the relationship where one activity cannot start until another finishes is known as _____.

- Answer: finish-to-start

Parkinson's Law

5. **Parkinson's Law** states that work expands to fill the _____ available for its completion.

- Answer: time

6. **Parkinson's Law** implies that setting shorter deadlines can potentially increase _____.

- Answer: efficiency

Murphy's Law

7. **Murphy's Law** suggests that "anything that can go wrong will go _____."

- Answer: wrong

8. In project management, **Murphy's Law** underscores the importance of _____ planning and risk management.

- Answer: contingency

Milestone

9. A **milestone** is a significant point or event in the project _____.

- Answer: timeline

10. **Milestones** are used to mark important _____ and review points in a project.

- Answer: achievements

True or False Questions:

Earned Value Management (EVM)

1. **Earned Value Management (EVM)** is a project management technique that integrates scope, time, and cost data.

   - True

2. **EVM** can only be applied to software development projects.

   - False

Life Cycle Costing

3. **Life cycle costing** includes all costs incurred during the life of a project, from inception to disposal.

   - True

4. **Life cycle costing** focuses only on the initial investment costs of a project.

   - False

Earned Value (EV)

5. **Earned value (EV)** is the measure of work performed expressed in terms of the budget authorized for that work.

   - True

6. **Earned value (EV)** is always equal to the planned value (PV) at the end of a project.

   - False

Multiple Choice Questions:

Earned Value Management (EVM)

1. Which of the following best describes **Earned Value Management (EVM)**?

   - A. A financial accounting method
   - B. A project management technique that measures project performance and progress
   - C. A tool for resource allocation
   - D. A method for managing stakeholder expectations
   - Answer: B

2. In **EVM**, the formula for calculating Schedule Performance Index (SPI) is:

   - A. EV/PV
   - B. PV/EV
   - C. EV/AC
   - D. AC/EV
   - Answer: A

Life Cycle Costing

3. **Life cycle costing** considers which of the following phases of a project?

- A. Initiation
- B. Planning
- C. Execution
- D. All of the above
- Answer: D

4. Which of the following is NOT a component of **life cycle costing**?

- A. Acquisition costs
- B. Operating costs
- C. Disposal costs
- D. Profit margins
- Answer: D

Earned Value (EV)

5. **Earned value (EV)** is calculated by:

- A. Summing the actual costs to date
- B. Multiplying the percent complete by the total project budget
- C. Adding the planned value to the actual costs
- D. Subtracting the actual costs from the planned value
- Answer: B

6. In **EVM**, if the earned value (EV) is greater than the actual cost (AC), the project is:

- A. Over budget
- B. Under budget
- C. Behind schedule
- D. Ahead of schedule
- Answer: B

Fill in the Blanks:

Earned Value Management (EVM)

1. **Earned Value Management (EVM)** integrates scope, time, and _____ data to assess project performance.

- Answer: cost

2. One of the key benefits of **EVM** is its ability to provide early warning signals for _____ issues.

- Answer: performance

Life Cycle Costing

3. **Life cycle costing** includes costs incurred during the entire life of a project, from _____ to disposal.

- Answer: inception

4. By considering the total cost of ownership, **life cycle costing** helps in making more informed _____ decisions.

    - Answer: financial

Earned Value (EV)

5. **Earned value (EV)** is the measure of work performed expressed in terms of the _____ authorized for that work.

    - Answer: budget

6. To calculate **earned value (EV)**, you multiply the percent complete by the _____ project budget.

    - Answer: total

True or False Questions:

Brainstorming

1. **Brainstorming** is a technique used to generate a large number of ideas for the solution to a problem.
   - True
2. **Brainstorming** sessions should always be conducted in a formal and structured manner.
   - False

Risk Register

3. A **risk register** is a document used to identify, assess, and manage risks throughout a project.
   - True
4. Once risks are documented in the **risk register**, they do not need to be reviewed or updated.
   - False

Risk Utility

5. **Risk utility**, also known as risk tolerance, refers to the amount of risk an organization is willing to accept.
   - True
6. **Risk utility** is only considered at the beginning of a project and does not change.
   - False

Multiple Choice Questions:

Brainstorming

1. The primary purpose of **brainstorming** is to:

   - A. Evaluate potential solutions
   - B. Generate a large number of ideas
   - C. Create detailed project plans
   - D. Allocate project resources
   - Answer: B

2. Which of the following is NOT a typical rule for a **brainstorming** session?

   - A. Encourage wild ideas
   - B. Criticize ideas as they are presented
   - C. Build on others' ideas
   - D. Aim for quantity over quality
   - Answer: B

Risk Register

3. A **risk register** typically includes:

- A. Identified risks
- B. Risk analysis results
- C. Risk response plans
- D. All of the above
- Answer: D

4. The main purpose of a **risk register** is to:

- A. Document project requirements
- B. Track project expenses
- C. Identify and manage risks
- D. Schedule project activities
- Answer: C

Risk Utility

5. **Risk utility** is also known as:

- A. Risk appetite
- B. Risk assessment
- C. Risk analysis
- D. Risk identification
- Answer: A

6. An organization with a high **risk utility** is likely to:

- A. Avoid all risks
- B. Accept more risks in pursuit of higher rewards
- C. Minimize all potential risks
- D. Only engage in low-risk projects
- Answer: B

Fill in the Blanks:

Brainstorming

1. **Brainstorming** is a technique used to generate a large number of _____ for the solution to a problem.

- Answer: ideas

2. During a **brainstorming** session, participants are encouraged to build on others' _____.

- Answer: ideas

Risk Register

3. A **risk register** is a document used to identify, assess, and manage _____ throughout a project.

- Answer: risks

4. The **risk register** should be regularly reviewed and _____ as new risks are identified or existing risks change.

    - Answer: updated

Risk Utility

5. **Risk utility**, also known as risk tolerance, refers to the amount of _____ an organization is willing to accept.

    - Answer: risk

6. Organizations with low **risk utility** tend to be _____ in their project choices.

    - Answer: conservative

True or False Questions:

Make-or-Buy Decision

1. A **make-or-buy decision** involves choosing between producing a product in-house or purchasing it from an external supplier.

   - True

2. **Make-or-buy decisions** are typically made only once during the project lifecycle.

   - False

OStatement of Work (SW)

3. A **statement of work (SOW)** is a document that describes the work required for a project in detail.

   - True

4. The **SOW** should include a detailed schedule and budget for the project.

   - False

Proposal

5. A **proposal** is a document that offers a solution to a problem or a course of action in response to a request.

   - True

6. Proposals are only used in the context of government contracts.

   - False

Multiple Choice Questions:

Make-or-Buy Decision

1. The primary consideration in a **make-or-buy decision** is:

   - A. The brand of the supplier

   - B. The cost and benefits of making versus buying

   - C. The location of the supplier

   - D. The size of the project team

   - Answer: B

2. Which of the following is NOT typically a factor in a **make-or-buy decision**?

   - A. Internal production capacity

   - B. Supplier reliability

   - C. Current market trends

   - D. Color preferences

   - Answer: D

Statement of Work (SOW)

3. A **statement of work (SOW)** typically includes:

- A. Project objectives and scope
- B. Detailed budget breakdown
- C. Team member resumes
- D. Stakeholder personal preferences
- Answer: A

4. The **SOW** is primarily used to:

- A. Define the roles and responsibilities of the project team
- B. Outline the work required for a project
- C. Track project expenses
- D. Schedule project meetings
- Answer: B

Proposal

5. A **proposal** is generally created in response to:

- A. An internal memo
- B. A request for proposal (RFP)
- C. A stakeholder meeting
- D. A project milestone
- Answer: B

6. The main purpose of a **proposal** is to:

- A. Allocate project resources
- B. Offer a solution to a problem or a course of action
- C. Document project risks
- D. Schedule project activities
- Answer: B

Fill in the Blanks:

Make-or-Buy Decision

1. A **make-or-buy decision** involves choosing between producing a product in-house or purchasing it from an external _____.

- Answer: supplier

2. Factors influencing **make-or-buy decisions** include cost, production capacity, and _____ reliability.

- Answer: supplier

Statement of Work (SOW)

3. A **statement of work (SOW)** is a document that describes the _____ required for a project in detail.

- Answer: work

4. The **SOW** should clearly outline the project objectives, scope, and _____.

- Answer: deliverables

Proposal

5. A **proposal** is a document that offers a solution to a problem or a course of action in response to a _____.

- Answer: request

6. The main goal of a **proposal** is to persuade the recipient to _____ the proposed solution or course of action.

- Answer: accept