

CSPB 3308 Summer 2024 - Nath - Software Development Methods and Tools

[Dashboard](#) / [My courses](#) / [2244:CSPB 3308](#) / [2 June - 8 June](#) / [Agile Development Review Quiz](#)

Started on Tuesday, 4 June 2024, 3:55 PM

State Finished

Completed on Tuesday, 4 June 2024, 4:00 PM

Time taken 4 mins 49 secs

Grade 10.00 out of 10.00 (100%)

Question 1

Correct

Mark 1.00 out of 1.00

Match each of the following roles on an Agile/Scrum team with the best description of that role

Product Owner

Prioritizes the Feature Backlog



Sprint Team

a self-organizing group of developers that builds features



Scrum Master

A "coach" who keeps the Sprint Team following proper processes



Your answer is correct.

The correct answer is: Product Owner → Prioritizes the Feature Backlog, Sprint Team → a self-organizing group of developers that builds features, Scrum Master → A "coach" who keeps the Sprint Team following proper processes

Question 2

Correct

Mark 0.50 out of 0.50

Agile Scrum Masters recommend that daily scrums should not exceed 15 minutes.

Select one:

- ☒ True ✓
- ☐ False

The correct answer is 'True'.

Question 3

Correct

Mark 0.50 out of 0.50

In Agile development, what is the common time frame for a sprint?

Select one:

- ☐ a. 1 hour
- ☐ b. 1/2 day
- ☐ c. 1 day
- ☒ d. 1-4 weeks ✓
- ☐ e. 2-4 months
- ☐ f. 6 months
- ☐ g. 1 year

Your answer is correct.

The correct answer is: 1-4 weeks

Question **4**

Correct

Mark 1.00 out of 1.00

Which of the following are from the Agile Manifesto? *Select all that apply.*

Select one or more:



a. Individuals and interactions over processes and tools



- ☒ b. Working software over comprehensive documentation ✓
- ☐ c. Project tracking tools over following a plan
- ☐ d. Customer contract negotiation over formalized processes

Your answer is correct.

The correct answers are: Working software over comprehensive documentation, Individuals and interactions over processes and tools

Question 5

Correct

Mark 1.00 out of 1.00

During a daily scrum, sprint team members take turns answering which of these questions (mark all that apply.)

Select one or more:

- ☒ a. What obstacles are blocking my progress? ✓
- ☐ b. What features are in the next sprint?
- ☒ c. What will I complete by the next scrum? ✓
- ☒ d. What have I completed since the last scrum? ✓

Your answer is correct.

The correct answers are: What have I completed since the last scrum?, What will I complete by the next scrum?, What obstacles are blocking my progress?

Question 6

Correct

Mark 1.00 out of 1.00

Which of the following is NOT a key principle of managing projects according to the Agile/Scrum methodology?

Select one:

- ☐ a. The product is composed of "Features" as described by one or more "User Stories"
- ☐ b. Each "sprint" produces fully functional features
- ☒ c. In each daily scrum, the Project Manager assigns tasks to each Sprint team member
- ☐ d. Working software features is the primary measure of progress
- ☐ e. Focuses on PEOPLE and INTERACTIONS more than PROCESSES and TOOLS



Your answer is correct.

The correct answer is: In each daily scrum, the Project Manager assigns tasks to each Sprint team member

Question 7

Correct

Mark 1.00 out of 1.00

A Burn Down chart represents:

Select one:

- ☐ a. percent (or number) of days still required to implement features in a release
- ☒ b. percent (or number) of features NOT YET implemented in a release
- ☐ c. percent (or number) of days used to implement features in a release
- ☐ d. percent (or number) of features implemented in a release



Your answer is correct.

The correct answer is: percent (or number) of features NOT YET implemented in a release

Question 8

Correct

Mark 1.00 out of 1.00

A Burn Up chart represents:

Select one:

- ☐ a. percent (or number) of days used to implement features in a release
- ☐ b. percent (or number) of features NOT YET implemented in a release
- ☐ c. percent (or number) of days still required to implement features in a release
- ☒ d. percent (or number) of features implemented in a release



Your answer is correct.

The correct answer is: percent (or number) of features implemented in a release

Question 9

Correct

Mark 1.00 out of 1.00

The waterfall model of software development is:

Select one:

- ☐ a. An old fashioned model that is rarely used any more.
- ☐ b. A good approach when a working program is required quickly.
- ☒ c. A reasonable approach when requirements are set and well defined.
- ☐ d. The best approach to use for projects with large development teams.



Your answer is correct.

The correct answer is: A reasonable approach when requirements are set and well defined.

Question 10

Correct

Mark 1.00 out of 1.00

In pair programming, approximately how often should you change positions?

Select one:

- ☐ a. Never
- ☐ b. Every 5 minutes
- ☒ c. Every half-hour
- ☐ d. Twice a day
- ☐ e. Daily
- ☐ f. Each sprint
- ☐ g. Each quarter



Your answer is correct.

The correct answer is: Every half-hour

Question 11

Correct

Mark 1.00 out of 1.00

In pair programming the development time is greater, so how can it be cost effective?

Select one:

- ☐ a. The ratio of skilled to less-skilled developers is high, lowering overhead
- ☐ b. Hardware costs are halved
- ☒ c. Defect counts are lowered and this affects the overall cost of development
- ☐ d. Benefits relating to morale and other team aspects



Your answer is correct.

The correct answer is: Defect counts are lowered and this affects the overall cost of development