

Question 1: It is true or false for the following sentences? (8 Marks)

- 6/8
- A. Scrum method is a typical example for a predictive life cycle. (F.) ✓
  - B. One of the main reasons why project management is challenging is because of the factor of uncertainty. (T.) ✓
  - C. For successful IT projects, project stakeholders should have the greatest opportunity to influence the project in the middle phases of a project life cycle not at the end phases. (T.) ✗
  - D. A project's stakeholders include more than customers, users, and suppliers. (T.) ✓
  - E. Net present value (NPV) considers the last year as a point of time (reference) to calculate the expected net monetary gain or loss. (F.) ✗
  - F. The output of the stakeholder management strategy results is a project charter. (F.) ✓
  - G. Initiating and closing tasks usually are not the longest and do not require the most amount of resources and time. (T.) ✓
  - H. Outsourcing offers excellent solution for tasks that a company has internal ability to do. (F.) ✓

Question 2: List two popular methodologies to manage IT project?

(2 marks)

Waterfall chart, PMBOK, Planning, closing project

0/2

Question 3: WBS is very useful for project scope management and other disciplines. What does WBS stand for? Explain WBS using a small example. (1+2 marks)

WBS is stand for the manager

0/3

Question 4: An IT company called "QuSoftInc" was selected to implement smart gates project for a large factory. What would you suggest for QuSoftInc's senior managers as pre-initiation tasks that have to be performed? List three suggestions. (2 marks)

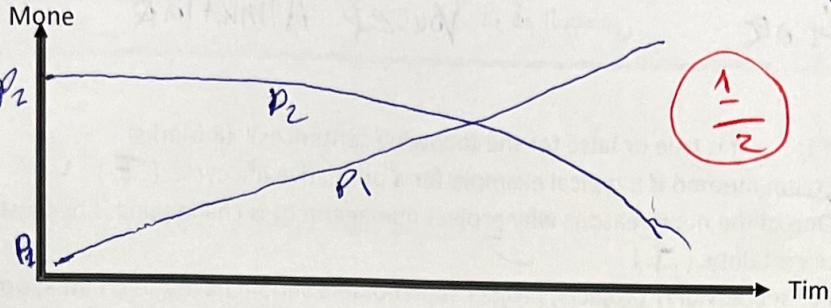
First of suggestions is time, and ~~Project~~ cost, goals of ~~Project~~   
 what the sponsor of company and what the time ~~Project~~   
 Project

1/2



Question 5: Draw a diagram that shows an early payback of projects does not always indicate high profit. (Hint: Just draw two projects). (2 marks)

P1 = No start for low money time is long comment of P2 but needs success because the project not lose more money



P2 = start with money and time less of P1 but we not complete project because the project filled the money finish

Question 6: What is the purpose of SWOT technique? Apply the technique to a project that seeks developing a gaming App The app will be developed for iOS mobiles. (2 + 2 marks)

Simulation work operation task is ~~the~~ tools of developing management. ~~the~~ before the seeks developing for App game you must determine tools and infrastructure of Application and

0/4

Question 7: A) What are the main three roles in Scrum?

B) List three useful artifacts used in Scrum?

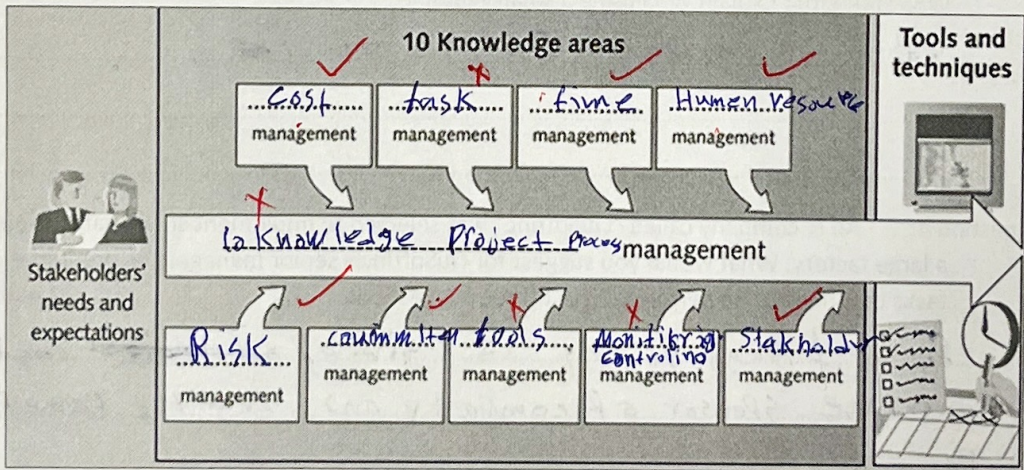
(2+2 marks)

roles three artifacts  
1- Product Owner  
2- Product Manager  
3- For team project and developing  
- Product Backlog  
- Scrum Backlog  
- Scrum Daily Scrum

3/4

Question 8: Fill up the missing knowledge areas in the following figure:

(5 marks)



3/5