TQ 7 - Agile - Results   ✕

Attempt 1 of 5

Written Nov 16, 2023 7:57 PM - Nov 16, 2023 7:58 PM

Attempt Score **9 / 9**

Overall Grade (Highest Attempt) **9 / 9**

Question 1   1 / 1 point

Map the 4 values of the Agile Manifesto to counterparts

__2__ Working software

__4__ Responding to Change

__1__ Individuals and interactions

__3__ Customer collaboration

1. over process and tools

2. over comprehensive documentation

3. over contract negotiation

4. over following a plan

Question 2   1 / 1 point

Agile philosophy promotes the idea that processes and tools

◯ Are customizable to each member of the development team

◯ Should support the development teams

◯ Are static and should not change once the project has started

◯ Are optional

Question 3   1 / 1 point

Agile philosophy promotes the idea that working software

○ **Provides a better mechanism for communication between customers and developers when delivered frequently**

○ Means coding is more important than anything else

○ Means you are done

○ Naturally evolves out of comprehensive documentation

Question 4   1 / 1 point

Agile philosophy promotes the idea of customer collaboration

○ As a way to avoid wasting time on documentation

○ Prior to the start of the project so developers don't have to wait on customer feedback

○ So that there are plenty of people to blame when things go wrong

○ **With developers routinely throughout the project to improve customer satisfaction in the final product**

Question 5   1 / 1 point

Agile philosophy promotes the idea that responding to change

○ Is for wimpy teams that can't stand up to customers

○ Means there is no need for a plan

○ **Should be part of the plan and supported by the plan**

○ Means the customer tells the developers what to do each day

Question 6   1 / 1 point

The 12 Agile principles

○ Are more of an ala carte concept for teams to select from

○ Must be memorized and followed exactly in order to be Agile

○ Are concepts which define the approach and environment to best deliver software solutions where requirements are unknown or rapidly changing

○ Are a litmus test to determine if a developer is Agile or Agile enough

Question 7   1 / 1 point

"Continuous attention to technical excellence and good design enhances agility" means

○ That trying your best with what you know is all that is needed

○ The rigor and attributes of SDLC still apply to Agile projects (e.g. requirements analysis, UML, system testing, validation, etc)

○ You have to have a 3.5 GPA or higher to be good at Agile development

○ A good design is enough to make the project successful

Question 8   1 / 1 point

The most efficient and effective method of conveying information to and within a development team is face-to-face conversation

○ Means that remote work is not viable in an Agile development

○ Means you have to be able to stand toe-to-toe with other developers or you aren't Agile

○ Means you don't have to document anything or read emails

○ Means that humans are better at communication in person (or via video chat) than they are at communicating in writing because emails, documentation, texts, etc., often fail to communicate emotion, priority, importance, nuance, sarcasm, etc.

Question 9   1 / 1 point

The best architectures, requirements, and designs emerge from self-organizing teams.

○ Means that self organized teams always put the most experienced people on the important tasks and leave the less experienced people to do mundane work

○ Means that the most dominant members of a team do the best work (a sort of Darwinian approach to development)

○ ==Means team members collaborate to get work done which results in better outcomes versus assigning individuals to do tasks independently of each other.==

○ Means labor unions would be a good model for development teams to follow

Done