

SET-1

1. Design Thinking supports in
 - a. Developing the product
 - b. Developing the strategy
 - c. Developing the process**
 - d. All of the above
2. What is design considerations are not linked with?
 - a. Products
 - b. Services
 - c. Business
 - d. Computers**
3. Design Thinker in an organization are
 - a. People
 - b. Employees
 - c. Managers
 - d. All of the above**
4. Design thinking supports in developing product features to improve the services to the customers
 - a. Yes**
 - b. No
5. Comprehensive Principle of Design Thinking does not include
 - a. Relationship
 - b. Collaboration
 - c. Communication
 - d. Suppliers**
6. Communication Skills includes
 - a. Speaking
 - b. Writing
 - c. Visual
 - d. All of the above**
7. In the stages of design thinking empathy means
 - a. Identifying areas of concern in the business
 - b. Identifying from the perspective of the employees**
 - c. Identifying from the perspective of the product
 - d. All of the above

8. What are the steps of Design Thinking Process?
- a. Understand > Draw > Ideate > Create > Test
 - b. Empathize > Define > Ideate > Prototype > Test**
 - c. Empathize > Design > Implement > Produce > Test
 - d. Understand > Define > Ideate > Produce > Try
9. Design Thinking is a Linear Process. True or False
- a. True
 - b. False**
10. Design Thinking typically helps in _____
- a. Innovation**
 - b. Data Analysis
 - c. Marketing Management
 - d. Operation Management
11. Which of the following well known consulting firms are offering Design Thinking as a solution?
- a. McKinsey & Co
 - b. BCG
 - c. Bain & Co
 - d. All of the above**
12. Which one of these statements is TRUE about the Prototype?
- a. Your prototype has to be exactly like the final product
 - b. You must not make it online
 - c. The objective is to have people interacting with your product**
 - d. You can consider anyone as a potential user of your product
13. Which one of these statements is NOT a good interview practice for user testing in the Empathy step?
- a. Encourage interviewees to share personal experiences
 - b. Encourage interviewees to provide concise answers going straight to the point
 - c. Interview your target audience in their usage environment
 - d. Depending on interviewees, diverge from the Interview Guide to ask additional unplanned questions
14. A Brainstorming session is _____
- a. There is no rule, it is up to the Brainstorming facilitator to decide
 - b. A mix of individual & collective activities
 - c. A collective activity only**
 - d. An individual activity only
15. The objective of a low-fidelity prototype is to...
- a. Test fast and fail cheap
 - b. Validate final concepts among your target audience
 - c. Test more concepts at an early stage
 - d. Assess the technical feasibility of the solution**
16. You can interview your target users at any step of the Design Thinking approach.
- a. Yes**
 - b. No

17. When testing a new prototype, how many people do you need to interview per Persona to detect the main usability issues?

- a. The more persons per Persona the better**
- b. 20 persons per Persona
- c. 10 persons per Persona
- d. Five persons per Persona

18. You are an Innovation Consultant helping a Team apply the Design Thinking approach. This team is working on the Ideation step and have produced more than 100 ideas. What would you suggest they do first?

- a. To prototype some of these ideas**
- b. To categorise their ideas
- c. To continue iterating on ideas
- d. To vote for their preferred ideas

19. As an Innovation Consultant, what should you do to help a team struggling to think outside the box during a Brainstorming session?

- a. Propose to them new brainstorming techniques (e.g. Mash-up)
- b. Remind the team about the Problem Statement(s) to help guide the ideation process
- c. Remind the team about the Brainstorming rules
- d. Give them feedback about the ideas like highlighting the good ones already proposed**

20. Who bought a collaborative design philosophy?

- a. Henry Ford
- b. Henry Ford and Steve Jobs**
- c. Steve Jobs
- d. None of the above

21. One needs to have professional training in design to become a design thinker. True or False?

- a. True
- b. False**

22. How does the Prototype stage of design thinking enable better management?

- a. It enables designers to eliminate the user feedback portion of testing.
- b. It allows the design team to break testing down into smaller chunks.
- c. It requires the design team to tackle all portions of testing at once.
- d. The Prototype stage has no bearing on better test management.

23. How does the test stage of design thinking allow you to make tweaks and refine your prototype?

- a. By observing and talking to customers, you can learn whether your product hits the mark.**

- b. By learning more about your product, you can determine the best market for it.
- c. By testing employees' knowledge of the product, you can start designing packaging.
- d. By talking with other designers, you can learn ways to redesign to make more money.

24. What is characteristic for the location of a virtual team?

- a. In the same building
- b. In the same industry
- c. In the same country
- d. Remotely**

25. Innovation is defined as:

- a. the commercialization of a new product or process.**
- b. the invention of a new product or process.
- c. a new product or process idea.
- d. the implementation of a new production method.

26. Innovation can help to provide a temporary competitive advantage when:

- a. Barriers to entry are high.
- b. Barriers to imitation are low and intellectual property rights are difficult to enforce.**
- c. There are few other competitors.
- d. Barriers to entry are low.

27. Scope of Strategic Innovation includes

- a. Managed Innovation
- b. Strategic Alignment
- c. Industry Foresight
- d. All of the above**

28. Integrating Design thinking in strategic innovation includes

- a. Reviewing
- b. Simulating
- c. Conversing
- d. All of the above**

29. Mr. Anil is starting a clothing company. Instead of making clothing that fits models, though, Will wants to start by thinking about what non-models need. Because will is planning his designs around the end user, he is engaging in ____.

- a. Design thinking**
- b. Model design
- c. End user generation
- d. Model thinking

30. Mr. Ravi wants to design a new bed that she can sell to nursing homes to use with their patients. However, Ravi doesn't want anything to do with older adults or people with disabilities. According to the design thinking process, Mr. Ravi will face problems because he is missing _____.

- a. **Empathy**
- b. Creativity
- c. Practicality
- d. Imagination

31. Design Thinking is sometimes visualized as a linear process, but it is actually

- a. Impactful
- b. Incapacitating
- c. International
- d. **Iterative**

32. Which of these is a reason that companies might implement design thinking?

- a. It relies on risk-taking
- b. It creates more problems
- c. It eliminates mistakes
- d. **It accelerates effectiveness**

33. Mr. Ram is creating a new product for university students. He takes a design-thinking approach. He's first step is addressing who she is creating the product for and conducts research on understanding this target market. What is this step in the design thinking process?

- a. Define
- b. Ideate
- c. **Empathize**
- d. Prototype

34. Internal stakeholders are people or groups who work at your company or organization and directly or indirectly influence your task. Internal stakeholders can be

- a. Employees
- b. Other business units or departments
- c. Top management
- d. **All of the above**

35. What is a customer journey map?

- a. It is a map to locate where the customer has travelled
- b. This only applies to the travel industry, since it involves maps
- c. **It is a typical journey of a customer who goes through a certain experience**
- d. The map that leads us to a profit-making enterprise

36. The main uses of a customer journey map are

- a. **This gives the design thinkers a near first-hand experience of what a customer goes through**
- b. The map can give us the emotional roller coaster of the user
- c. The output of the map is a list of problems that the customer goes through
- d. The map also serves as a visual aid to communicate the situation of the user

37. Design thinking is often also called

- a. Intellectual property

b. Human Centered design

- c. Ecological sustainability
- d. Alien diversity

38. For building a customer journey map, we interview only one customer

- a. True
- b. False**

39. Who is the recommended group that you should test out the prototypes with?

- a. Your target customers**
- b. People in your team
- c. Professional designers
- d. Experts

40. During which step do you allow an authentic audience to interact with your prototype and give feedback?

- a. Prototype
- b. Ideate
- c. Test**
- d. Define

41. What is the usual order of problem-solving process?

- a. Try, Reflect, Prepare, Define
- b. Prepare, Try, Define, Reflect
- c. Try and Reflect
- d. Define, Prepare, Try, Reflect**

42. During which step do you create an interactive representation or model of your idea or solution?

- a. Prototype**
- b. Ideate
- c. Test
- d. Define

43. Ideate means

- a. To rapidly change.
- b. When you create a 3D model of your design.
- c. The process for creating and sharing ideas where you use images and sketches instead of words to describe your idea.**
- d. When you brainstorm ideas, get feedback, create an initial design, share the design, and iterate.

44. State true or false. The various stages of design thinking are fixed and linear.

- a. True
- b. False**

45. Stages of design thinking workshop are planning stage and workshop stage

- a. True
- b. False**

46. Learning Goals in design thinking workshop are related to

- a. Define learning outcomes
- b. Mapping with the problem statement
- c. Understanding culture of the organization**
- d. Defining learning styles

47. During the design thinking workshop, providing introduction is important to engage participants

- a. True**
- b. False

48. Closing remarks of the design thinking workshop supports in motivating the participants to apply concepts of design thinking at the workplace

- a. True**
- b. False

49. Collaboration in design thinking for strategic innovation includes

- a. Collaboration with design thinking team
- b. Collaboration with design thinking consultant
- c. Collaboration with operation team
- d. Collaboration with all the members of the organization for shared solution for a complex problem**

50. Readiness of the organization for strategic innovation means

- a. Changing innovation process in the organization
- b. Ready for change in the organization
- c. Ready for change in the capabilities of the organization
- d. All of the above**

Set-2

1. The final step in the Design Process is to _____.
 - a) **Test**
 - b) Define
 - c) Ideate
 - d) Empathize
2. During which stage would you consult experts to learn more about the areas of concern and to gain an understanding of other people's experiences?
 - a) Prototype
 - b) Define
 - c) Ideate
 - d) **Empathize**
3. During which stage would you gather information about people's needs and motivations?
 - a) Prototype
 - b) Define
 - c) Ideate
 - d) **Empathize**
4. The first step in the Design Process is to _____.
 - a) Test
 - b) Define
 - c) Ideate
 - d) **Empathize**
5. You would interview people to gain an understanding of how they feel during the _____ stage of Design Thinking.
 - a) Test
 - b) Define
 - c) Ideate
 - d) **Empathize**
6. What happens in the test stage of design thinking?
 - a) You conduct a written test of your design team.
 - b) **You allow consumers to test a product or service.**
 - c) You engage in internal testing with employees.
 - d) You test products designed by competitors.
7. Collecting _____ is an important portion of testing a prototype in the test stage of design thinking.
 - a) Pictures
 - b) Money
 - c) **Feedback**
 - d) Emails

8. Design Thinking is:
- a) Thinking about design
 - b) Designing ways in which people think
 - c) Asking users to solve problems
 - d) Defining, framing and solving problems from users' perspectives**
9. What are the steps of Design Thinking Process?
- a) Understand > Draw > Ideate > Create > Test
 - b) Empathise > Define > Ideate > Prototype > Test**
 - c) Empathise > Design > Implement > Produce > Test
 - d) Understand > Define > Ideate > Produce > Try
10. Which of the below firm is associated the most with Design Thinking?
- a) Ikea
 - b) Ideo**
 - c) Idea
 - d) Ikei
11. Design thinking typically helps in _____
- a) Innovation**
 - b) Data analytics
 - c) Financial planning
 - d) Operational efficiency
12. Which of the below is incorrect?
- a) PepsiCo has turned Design Thinking into its strategy
 - b) Air BnB avoided bankruptcy and turned profitable using Design Thinking
 - c) Google has a 3 step process to bring about new innovations
 - d) All of the above are correct**
13. Design thinking is a linear process?
- a) True
 - b) False**
14. Which of the following is not one of the profiles of design thinkers?
- a) Empathy
 - b) Simplicity
 - c) Integrative thinking
 - d) Optimism**
 - e) Experimentalism
15. Majority of the top executives regarded as one of the top 3 leadership qualities?
- a) Empathy**
 - b) Creativity
 - c) Humility
 - d) Qualifications
 - e) Experience

16. Which of the following is right?

- a) Design sensibilities are a combination of design features, qualities and aesthetics.
- b) Empathy is to see no evil, hear no evil and speak no evil.
- c) Design sensibilities are complex feelings such as amenity, pleasantness, comfort, pleasure, etc.
- d) Empathy is seeing with your own eye, hearing with your own ear and feeling the pain with your own heart.
- e) **a & d**

17. Identify the correct statement

- a) **To derive the power of design thinking, individuals, teams, and organizations must have a leap of faith about the existence of a solution.**
- b) Leap of faith is the page in the manual of design thinking containing the core philosophy about design thinking.
- c) Design thinking presupposes that some people are inherently creative and become successful in creative product development. The team should have at least one such person.
- d) None of the above.

18. Which of the following statements is correct?

- a) **Design thinking is convergence-divergence process**
- b) Design thinking is a linear process of product development that compulsorily involves validation at the end of the product development.
- c) Design thinking is regarded as a lean start-up process.
- d) Design thinking is predominantly a product development process and is not very suitable for service innovation.
- e) Design thinking follows the agile process of product development.

19. A college is redesigning its website. Current students are the main users of the website. Which one of the below elements should definitely be on the website?

- a) College rules and regulations
- b) Information on faculty members
- c) **Information about courses**
- d) Alumni details

20. In design, where does the information used to put together a problem statement come from?

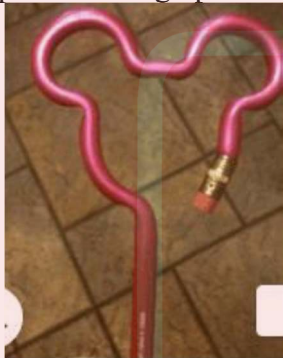
- a) The Design Stage
- b) **The Define Stage**
- c) The Empathize Stage
- d) The Testing Stage

21. What is wrong with this product design?



- a) The colour is too bright.
- b) It does not function as a chair should.
- c) **It will not be comfortable for the user.**
- d) The design is too unstable.

22. What step of the design process did they miss?



- a) Manufacturing
- b) Research
- c) **Prototyping & Testing**
- d) Design Brief

23. What question did the designers forget to ask?



- a) How many urinals are needed?
- b) **How much space is needed per person?**
- c) What will the toilet look like once the floor plan is complete?
- d) Where do they go?

24. Which is NOT a good interview strategy for the Empathy step?

- a) Encourage the person to talk about experiences.
- b) **Encourage short answers that get right to the point.**
- c) Ask follow-up questions to get more information.

- d) Try to uncover needs people may or may not be aware of.
25. Which is NOT an aspect of the Define step of design thinking?
- a) Create a composite user to give perspective to the solution
 - b) Develop a Point of View statement to state user's need
 - c) Define as many possible solutions to the problem as possible**
 - d) Recognise a challenge with a "How Might We" question
26. At what step do you want to complete the POV - point of view?
- a) empathy
 - b) prototype
 - c) define**
 - d) ideate
27. Prototype should only be demonstrated and tested within the team
- a) True
 - b) False**
28. The initial design brief is provided by
- a) Designer
 - b) User
 - c) Both of them
 - d) Client**
 - e) None of them
29. When defining a problem, your problem statement should include a solution.
- a) True
 - b) False**
30. True or false, design thinking can be applied in other professions?
- a) True**
 - b) False
31. Rashmi is creating a new product for Architectural college students. She takes a designthinking approach. Her first step is, addressing who she is creating the product for? And conducts research on understanding the market. What is this step in the design thinking process?
- a) Define
 - b) Ideate
 - c) Empathise**
 - d) Prototype
32. Is 'prototyping' a step in the design-thinking process?
- a) true**
 - b) false
33. What element of User Experience Design would the design strategy fall under?
- a) Interaction Design
 - b) Experience Strategy**
 - c) User Research
 - d) Information Architecture

34. Taking into account the look and feel of a product and its presentation is user-experience design?

- a) True
- b) False**

35. No alterations are to be made in the design after testing phase

- a) True
- b) False**

36. User persons are created during which phase of design process

- a) Design stage**
- b) Discover stage
- c) Develop stage
- d) None of the above

37. What helps the design team and client to visualize and handle the design concept

- a) Define
- b) Ideate
- c) Empathise
- d) Prototype**

38. Design brief given by the client be modified or re-written?

- a) True**
- b) False

39. The ultimate goal of design thinking is to help you design better

- a) Services
- b) Products
- c) Experiences
- d) All of above**

40. Design thinking typically provides a solution based to problem solving

- a) True**
- b) False

41. in the delivery phase we

- a) Iterate
- b) Test
- c) Prototype
- d) All of above**

42. Design thinking has

- a) Nothing to do with graphic design
- b) Nothing to do with architectural design
- c) Very little to do with UI and UX design
- d) Everything to do with products that succeed.**

43 what is the way to narrow down the thoughts to reach at the final solution

- a) Convergent thinking**
- b) Divergent thinking
- c) None of them

d) Both of them

44. Empathy is crucial because it allows design thinkers to set aside their assumptions about the world to gain insight into users and their needs.

a) True

b) False

45. What is the key in any design thinking process?

a) Empathy

b) Defining the problem

c) Designing the solution

d) None of these

46. The goal of the prototype phase is?

a) To understand what component of your idea didn't work

b) To understand what component of your idea work

c) Both of them

d) None of them

47. The winning design is typically that which most closely meets the design brief and need not necessary adhere to budget and timeline

a) True

b) False

48. A sitemap is a high level diagram portraying the general structure and architecture of the website.

a) True

b) False

49. MVP stands for

a) Most viable product

b) Maximum viable product

c) Minimum viable product

d) None of above

50. Being an experimental phase, continuous iterations can take place here, which phase it refers to?

a) Define

b) Empathise

c) Prototype

d) None of them

Set-3

1. What is Design Thinking?
 - a. A method facilitated by UX designers
 - b. A process for creative problem solving**
 - c. A process to teach design to non-designers
 - d. A methodology developed to discard old design methods
2. Which of the following principles are not considered for design thinking?
 - a. Embrace Experimentation
 - b. Human-centric design
 - c. Profit-centric**
 - d. Pattern identification for problem solving
3. To empathize, one has to
 - a. Observe
 - b. Engage
 - c. Listen
 - d. All of the above**
4. Which of the following are NOT tools of visualization?
 - a. Maps
 - b. Images
 - c. Stories**
 - d. Videos
5. _____ storytelling is the most compelling type of story
 - a. Aural
 - b. Visual**
 - c. Textual
 - d. All of the above
6. What happens in the test stage of design thinking?
 - a. You conduct a written test of your design team.
 - b. You allow consumers to test a product or service.**
 - c. You engage in internal testing with employees.
 - d. You test products designed by competitors.
7. Collecting _____ is an important portion of testing a prototype in the test stage of design thinking.
 - a. Pictures
 - b. Money
 - c. Feedback**
 - d. Emails
8. Mind maps are used to _____ ideas
 - a. Generate
 - b. Visualize
 - c. Structure
 - d. All of the above**
9. Journey mapping is also called _____ mapping
 - a. Path

b. Experience

- c. Conduct
- d. Feedback

10. Which of the following are NOT tools of Design Thinking?

- a. Co-creation
- b. Prototyping
- c. Mind Mapping
- d. Online Marketing**

11. Which of these are NOT components of a mind map?

- a. Branches
- b. Arrows
- c. Central Idea
- d. All of the above are components**

12. Journey mapping maps which phase of activity of service for a customer?

- a. Before a service
- b. During a service
- c. After a service
- d. All of the above**

13. _____ is used with the objective of identifying needs that customers are often unable to articulate.

- a. Mind mapping
- b. Experience mapping**
- c. Story telling
- d. Rapid Concept Development

14. Value chain analysis examines how an organization interacts with value chain partners to _____ new offerings.

- a. Produce
- b. Market
- c. Distribute
- d. All of the above**

15. A prototype is a simple experimental model of a proposed solution used to

- a. test ideas
- b. validate ideas
- c. Both**
- d. None of the above

16. A hypothesis is _____.

- a. a wished-for result that the researcher concludes the research with
- b. a complicated set of sentences that pulls variables into proposed complex relationships
- c. a conjecture that is grounded in support background originating from secondary research**
- d. None of the above

17. Learning launches are designed to test the key underlying value-generating assumptions

of a potential new-growth initiative in the marketplace.

- a. **True**
- b. False
- c. Cannot be said

18. What is your first model/design of a product called?

- a. Draft
- b. Rough Draft
- c. **Prototype**
- d. Practice Design

19. To Ideate is

- a. To rapidly change.
- b. When you create a 3D model of your design.
- c. **The process for creating and sharing ideas where you use images and sketches instead of words to describe your idea.**
- d. When you brainstorm ideas, get feedback, create an initial design, share the design, and iterate.

20. In design, where does the information used to put together a problem statement come from?

- a. The Design Stage
- b. The Ideate Stage
- c. **The Empathize Stage**
- d. The Testing Stage

21. A case study is

- a. a research strategy
- b. an empirical inquiry
- c. a descriptive and exploratory analysis
- d. **All of the above**

22. Which is NOT a good interview strategy for the Empathy step?

- a. Encourage the person to talk about experiences.
- b. **Encourage short answers that get right to the point.**
- c. Ask follow-up questions to get more information.
- d. Try to uncover needs people may or may not be aware of.

23. Which is NOT an aspect of the Define step of design thinking?

- a. Create a composite user to give perspective to the solution
- b. Develop a Point of View statement to state user's need
- c. **Define as many possible solutions to the problem as possible**
- d. Recognise a challenge with a "How Might We" question

24. _____ is an analysis of persons, groups, events, decisions, periods, policies, institutions or other systems that are studied holistically by one or more methods.

- a. Literature Study
- b. **Case Study**
- c. Co-creation
- d. Prototyping

25. MVP stands for
- a. Minimum viable product**
 - b. Maximum viable product
 - c. Most viable product
 - d. None of above
26. At what step do you want to complete the POV - point of view?
- a. empathy**
 - b. prototype
 - c. define
 - d. ideate
27. Design thinking principles DO NOT include
- a. Feasibility
 - b. Viability
 - c. Desirability
 - d. Credibility**
28. The final step in the Design Process is to ____.
- a. Test**
 - b. Define
 - c. Ideate
 - d. Empathize
29. The purpose of MVP is NOT
- a. Be able to test a product hypothesis with maximum resources
 - b. Accelerate learning
 - c. Reduce wasted engineering hours
 - d. Get the product to early customers as soon as possible**
30. The three "I"s of Design thinking DO NOT include
- a. Interest**
 - b. Implementation
 - c. Inspiration
 - d. Ideation
31. Rashmi is creating a new product for Architectural college students. She takes a design thinking approach. Her first step is, addressing who she is creating the product for? and conducts research on understanding this target market. What is this step in the design thinking process?
- a. Define
 - b. Ideate
 - c. Empathise**
 - d. Prototype
32. Collaborative teamwork is essential in design thinking for
- a. Equal Importance to all members
 - b. Solving multifaceted problems
 - c. Unbiased Selection of ideas
 - d. Better failure management**

33. Design Thinking is best suited to addressing problems at the intersection of
- business and society
 - logic and emotion
 - human needs and economic demands
 - d. All of the above**
34. Frank Robinson defined and coined the term
- Design Thinking
 - Mind Mapping
 - c. MVP**
 - Hypothesis
35. Design Thinking process began with the following 3 steps:
- Understand - Improve – Apply
 - Define – Ideate – Build
 - Study – Solve – Create
 - Understand – Ideate – Create
36. User persons are created during which phase of design process
- a. Design stage**
 - Discover stage
 - Develop stage
 - None of the above
37. _____ was IDEO'S first expression of design thinking.
- Deep-Design
 - Deep-Dive
 - Deep-Structure
 - Study-Dive
38. _____ Helps the design team and client to visualize and handle the design concept
- Define
 - b. Ideate**
 - Empathise
 - Prototype
39. Human-centric design was re-interpreted as an acronym to mean
- a. Hear, Create, Deliver**
 - Hear, Create, Design
 - Hold, Create, Deliver
 - Hear, Compile, Deliver
40. The ultimate goal of design thinking is to help you design better
- Services
 - Products
 - Experiences
 - d. All of the above**
41. Design thinking typically is a
- a. Non-linear process**

- b. Linear process
- c. Cyclic process
- d. None of the above

42. In the Create phase we DO NOT

- a. Recognise existing knowledge in the challenge space**
- b. Recruit participants for the co-design task from a diverse pool of those affected
- c. Maintain awareness of sensitivities by avoiding judgements
- d. Encouraging storytelling and expression

43. Design thinking has

- a. Nothing to do with graphic design
- b. Nothing to do with architectural design
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44. is the way to narrow down the thoughts to reach at the final solution

- a. Convergent thinking
- b. Divergent thinking
- c. None of them**
- d. Both of them

45. Design thinking is also known as

- a. Adaptable Enquiry
- b. Strategic design thinking
- c. Transformation by design
- d. All of the above**

46. Design thinking follows

- a. Waterfall Model
- b. Agile methodology**
- c. Both of these
- d. None of these

47. The goal of the prototype phase is

- a. To understand what component of your idea didn't work
- b. To understand what component of your idea worked
- c. Both of them**
- d. None of them

48. BPM stands for

- a. Building Product Management
- b. Business Product Management
- c. Business Process Management**
- d. Basic Product Management

49. _____ is an iterative and incremental method of managing development and design.

- a. Waterfall Model
- b. Agile Methodology**
- c. Cyclic Methodology

d. All of the above

50. Which of the following sequences is correct for Waterfall Methodology?

a. Define – Design – Develop – Test - Deploy

b. Define – Develop – Design - Test - Deploy

c. Define – Design – Develop – Deploy – Test

d. Design - Define – Develop – Test - Deploy

