# Chapter 1 – Introduction (Applied Software Project Management)

1. Which of the following is NOT a reason why software projects fail?
A. Programming before understanding the problem
B. Unrealistic deadlines
C. Comprehensive documentation from the start ■
D. Late discovery of defects

2. What happens when programmers start coding before understanding the problem?
A. They might produce software that solves the wrong problem ■
B. They will save time overall
C. They will prevent late defects
D. They ensure full stakeholder approval

3. A common reason for project failure is:
A. The team has unrealistic ideas about the amount of work involved ■
B. Overestimating work
C. Too much testing
D. Too many meetings

4. Defects that are injected early but found late are:
A. Cheaper to fix
B. More expensive to fix ■
C. Easier to track
D. Less important

5. Which bad habit increases the chance of failure?
A. Not testing code properly ■
B. Writing too many comments
C. Using version control
D. Reviewing everything

*Note:* ■ *indicates the correct answer.*