**Module 4: Assessment (Graded)**

1.Question 1

An anti-pattern is a \_\_\_ occurring solution or situation in projects, with \_\_\_ consequences.



commonly / positive



rarely / unintended



recently / probable



commonly / negative

**ANSWER:** (d) commonly / negative

2.Question 2

The project for a software product is stuck in the specification phase, waiting for the product requirements to be perfected. Which anti-pattern is this?



Cart before the horse



Specification procrastination



Perfectionism



Analysis paralysis

**ANSWER:** (d) Analysis paralysis

3.Question 3

The project for a software product has separate teams that do not communicate well with each other, leading to an incoherent product. Which anti-pattern is this?



Groupthink



Not seeing the whole



Silos



Independent teams

**ANSWER:** (c) Silos

4.Question 4

The development team is deciding between two data compression libraries for a mobile app. To avoid groupthink and make an effective decision, what should the team do?



Have each member independently make their choice, use ballots to record the votes, and take the majority choice.



Let the team lead decide for everyone.



Have each member independently make their choice, reveal the choices at the same time, and discuss.



Decide to produce a new data compression library to avoid vendor lock-in.

**ANSWER:** (c) Have each member independently make their choice, reveal the choices at the same time, and discuss.

5.Question 5

Which of the following would be an indicator of a fire drill anti-pattern?



Little value is provided by the product for a while, but the developers are forced to keep completing user stories for the sprint review.



Little working software is created, but documentation is shown instead at the sprint review.



Little movement happens on a task board until just before the sprint review.



Little is heard from the development manager, until a problem arises with a user story to be shown at the sprint review.

**ANSWER:** (c) Little movement happens on a task board until just before the sprint review.

6.Question 6

Suppose a mobile application has a growing user base and the underlying server-side platform is not scaling with the demand. What main type of risk is happening, which could cause the product or project to fail?



stakeholder risk



technology risk



personnel risk



scope risk

**ANSWER:** (b) technology risk

7.Question 7

From the version of the impact versus likelihood matrix presented in the course, a risk with low impact and high likelihood would be a \_\_\_ risk. A risk with high impact and medium likelihood would be a \_\_\_ risk.



medium / high



high / high



medium / medium



low / medium

**ANSWER:** (d) low / medium

8.Question 8

Backed by market data, a software product manager wants a new video game to support the iOS mobile platform, natively. The past games by the development team were Android apps. In a risk plan, there is a risk identified and indicated that the development team is inexperienced with iOS. What would be a suitable action for this risk?



Do nothing and just monitor the situation.



Develop the product for Android, and use a converter to create an iOS version.



Set up development machines for iOS.



Arrange formal iOS training for the developers and allow time for learning.

**ANSWER:** (d)Arrange formal iOS training for the developers and allow time for learning.