**Module 3 Assessment (Graded)**

1.Question 1

Which of the following Agile principles are applicable when exploring stakeholder needs? Choose all that are correct.



Continuous attention to technical excellence and good design enhances agility.



Welcome changing requirements, even late in development. Agile processes harness change for the customer's competitive advantage.



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



Deliver working software frequently, from a couple of weeks to a couple of months, with a preference to the shorter timescale.

**ANSWER:** (a) Continuous attention to technical excellence and good design enhances agility.

(b) Welcome changing requirements, even late in development. Agile processes harness change for the customer's competitive advantage.

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

(d) Deliver working software frequently, from a couple of weeks to a couple of months, with a preference to the shorter timescale.

2.Question 2

In which traditional, standard form does a user story express the who, what, and why of a requirement?



As a \_\_\_, I want \_\_\_, so that \_\_\_.



As a \_\_\_, I need \_\_\_, because \_\_\_.



As a \_\_\_, I need \_\_\_, so that \_\_\_.



As a \_\_\_, I want \_\_\_, since \_\_\_.

**ANSWER:** (a) As a \_\_\_, I want \_\_\_, so that \_\_\_.

3.Question 3

Bill Wake devised the mnemonic INVEST to remember what makes a good user story. The "I" stands for "independent" and the "N" stands for "negotiable". What do the "V", "E", "S", and "T" stand for?



valuable, estimatable, small, testable



verifiable, estimatable, specific, time-bound



valuable, estimatable, small, time-bound



viable, estimatable, small, testable

**ANSWER:** valuable, estimatable, small, testable

4.Question 4

Consider the following user story:

*As a reader, I want to advance to the next article in my reading list by clicking a green button labeled "Next".*

Besides missing the reason why, what else is poor about this requirement? Choose two that are correct.



It is not small.



It describes a specific implementation.



It is not testable.



It is not negotiable.

**ANSWER:** (b) It describes a specific implementation.

(d) It is not negotiable.

5.Question 5

To verify a user story as completed correctly, an acceptance criterion is a \_\_\_ and an acceptance test is a \_\_\_.



specific condition to be met / method to ensure that condition is true



specific condition to be met / method to check for that condition



specific performance to be met / benchmark to check for that performance



specific quality to be met / method to check for that quality

**ANSWER:** (b) specific condition to be met / method to check for that condition

6.Question 6

When employing the approach of writing user stories on index cards, what is commonly written on the back of the user story card?



Acceptance tests and/or criteria



The estimated effort



The developer assigned to implement it



The priority

**ANSWER:** (a) Acceptance tests and/or criteria

7.Question 7

Prior to planning, who determines the effort estimate to complete a user story on the product backlog?



The developer assigned to complete the user story



The developers collectively



The manager



The client

**ANSWER:** (b) The developers collectively

8.Question 8

A story map takes the user stories on the product backlog and organizes them into columns that denote \_\_\_ and rows that denote \_\_\_.



functional categories / priorities or releases



stages of completion / priorities or releases



stages of completion / developers



functional categories / effort levels

**ANSWER:** (a) functional categories / priorities or releases