QUIZ 2

1. In the iteration planning of XP planning, which statement below is true?

a. The iteration size is chosen by the developer, rather than customer.

b. Customer can still change the stories in the iteration once it has begun.

c. Customers prioritise user stories in the first iteration, regardless of the velocity.

d. **The iteration ends on the specified date, even if all the stories aren't done**

2. **High Quality is enforced in XP projects through use of:**
   a. pair-programming and test-driven development
   b. simple design and refactoring of code
   c. preventing change of requirements at the end of iteration
   d. all of the above
   e. a and b

3. **A conversation between two developers:**

1: I am really worried

2: What happened?

3: Whenever I fix a bug in the system, some other functionality brakes which I have not touched at all

The above scenario illustrates what kind of design smell in the system software?

a. Immobility

b. Opacity

c. Fragility

d. Software viscosity

e. Rigidity

4. **Choose the in-correct statement**

```
class Graphic:

def draw_to_scale(self, shape, ratio):
        if isinstance(shape, Rectangle):
            shape._length *= ratio
            shape._width *= ratio
            # include code to draw a rectangle
        elif isinstance(shape, Circle):
            shape.radius *= ratio
            # include code to draw a square
        else: print("shape not defined")
```

a. The class Graphic does not conform to OCP as the method draw_to_scale must be changed each time a new type of shape is introduced

b. The class Graphic should be decoupled from the responsibilities of calculating the scale, and delegate the responsibility of calculating the scale to the respective shape classes
c. The above design does not conform to DIP as it is dependent on the low-level modules and requires knowledge of the type of shape to invoke the appropriate methods
d. The above design does not conform to SRP as the class Graphic has too many responsibilities such as drawing a square, drawing a rectangle

5. Which of the following is true about software design?

a. Coupling is defined as the the degree to which all elements of a component or class work together as a functional unit
b. Good software design aims for building a system with high coupling, low cohesiveness
c. Low coupling leads to eventual software rot
d. High cohesive classes are easier to maintain
e. Low coupling occurs when one module **A** depends on the internal workings of another module B and is affected by internal changes to module B

6. Which of the following statement(s) are not true about the XP Planning Game?

a. During iteration planning, customers choose user stories for the iteration from the release plan but must fit the current project velocity
b. During task planning, user stories are broken down into programming tasks and order of implementation of user stories within the iteration is determined
c. Initial exploration involves conversations between customer and developer team to identify epic stories, breaking down epics into user-stories and user-stories are estimated
d. During release planning, customers and developers negotiate a release date (6 or 12 or 24 months in the future) and customers specify which user stories are needed and the order for the planned date (business decisions)
e. During task-planning, developers are always assigned specific tasks and are not free to choose any kind of task

7. Which statement is not true about user story?

a. User-stories have a much smaller scope than use-cases
b. A mnemonic token of an ongoing conversation about a requirement
c. A requirement is not a user-story. A requirement is defined by a user-story, acceptance criteria and additional supporting information
d. A user-story represents a description of a feature from the perspective of the developer.
e. A user-story serves as a planning tool to schedule the implementation of a requirement

8. In an iPod, once the battery dies, you might as well buy a new iPod, as the battery is soldered fixed and won't come loose, thus making replacing very expensive. This is an example of:
   a. Low coupling
   b. Tight coupling
   c. High cohesion
   d. Low cohesion