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## **Multiple Choice Quiz**

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## Results Reporter

Out of 15 questions, you answered 4 correctly with a final grade of 27%

4 correct (27%)

	11 incorrect (73%)
	0 unanswered (0%)
Your Results	·
The correct answer	for each question is indicated by a $\checkmark$ .
1 CORRECT	The president of a software company remarks in a speech that new technologically advanced software will be available in one year. This is an example of reducing project duration caused by:
<b>~</b>	A) Imposed project deadlines
	B) Time to market
	C) Unforeseen project delays
	<b>D)</b> High overhead
	E) Incentive contracts
2 INCORRECT	Adverse weather, design flaws, and equipment breakdown can create negative slack. This is an example of reducing project duration caused by:
	A) Imposed project deadlines
	B) Time to market
<b>✓</b>	C) Unforeseen project delays
	D) High overhead
	E) Incentive contracts
3 INCORRECT	Which of the following is <u>not</u> considered a project indirect cost?
	A) Supervision
	B) Consultants
<b>~</b>	C) Equipment
	D) Interest
	All of these are considered project indirect costs
4 CORRECT	Low-cost, realistic, efficient methods for completing an activity under normal conditions are supported by time.
<b>✓</b>	A) Normal
	B) Budget
	C) Optimized
	D) Expected
	E) Target
5 INCORRECT	The shortest possible time an activity can be completed realistically is called time.
	A) Expedited
	B) Accelerated
<b>✓</b>	C) Crash
	Optimistic
	E) Optimal
6 INCORRECT	costs are incurred when completing an activity in its realistically shortest time.
-	A) Normal
	B) Reserve
<b>~</b>	C) Crash

8 INCORRECT

INCORRECT

Which of the following correctly calculates an activity's cost slope?

**D)** Accelerated **E)** Expedited

A) Run by the riseB) Rise by the run

Cost slope can be determined by dividing the

C) Crash cost by the normal costD) Normal cost by the crash costE) Both B and C are correct

9 INCORRECT	B) (crash cost-normal cost)/(normal time-crash time) C) (normal time-crash time)/(crash cost-normal cost) D) (normal time-crash time)/(normal cost-crash cost) E) (crash cost-normal cost)/(crash time-normal time) The optimum duration for a project is at the point where:
INCORRECT	(normal time-crash time)/(normal cost-crash cost)     (crash cost-normal cost)/(crash time-normal time)
INCORRECT	(crash cost-normal cost)/(crash time-normal time)
INCORRECT	
INCORRECT	The optimum duration for a project is at the point where:
. 1	(a) A) (b) (b) (c) (d) (d) (d) (d) (d) (d) (d) (d) (d) (d
. 1	A) Direct costs are the lowest
. 1	B) Indirect costs are the lowest
	C) Direct costs equal indirect costs
<b>~</b>	D) Total project costs are the lowest
10	E) The project changes from time-constrained to resource-constrained
INCORRECT	Creating a Project Cost-Duration graph is useful:
	During the pre-project planning phase
	<b>B)</b> After the project has begun
	C) After the completion of the project
<b>✓</b>	D) Both A and B are correct
	○ <b>E)</b> A, B, and C are all correct
11 INCORRECT	If a network has several critical or near-critical paths it is deemed to be:
INCORRECT	A) Well planned
	B) The lowest cost alternative
	C) Resource-constrained
<b>~</b>	D) Sensitive
•	E) Insensitive
12	A positive situation where moving toward the optimum time can result in very real, large savings—this occurs when th
CORRECT	network is:
<b>V</b>	A) Insensitive
	B) Sensitive
	C) Ahead of schedule
	D) Shifting to the critical chain
13	E) Implementing a fast-tracking system
CORRECT	Which of the following is the most common method for shortening project time?
✓	Assigning additional staff and equipment
	B) Subcontract work
	C) Schedule overtime
	D) Reduce project scope
	E) Reduce the quality
14 INCORRECT	Which of the following is the easiest method for shortening project time?
IIIOOKKEOI	A) Assigning additional staff and equipment
	B) Subcontract work
<b>~</b>	C) Schedule overtime
•	D) Reduce project scope
	E) Reduce the quality
15	The Snapshot from Practice "Cell-Phone Wars" is an excellent example of reducing project duration due to:
INCORRECT	
	A) Imposed project deadlines
<b>V</b>	B) Time to market
	C) Unforeseen project delays
	D) High overhead
	E) Incentive contracts
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