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GRADE
88.88%

Course Final Assessment (Graded)

LATEST SUBMISSION GRADE

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1. Every process is organized into distinct phases. What is a phase organized into? 1 / 1 point

- tasks
- activities
- cycles
- steps

Correct
Correct answer. A phase is organized into activities.

2. In general, what are the smallest manageable units of work to do within a process? 1 / 1 point

- steps
- roles
- work products
- tasks

Correct
Correct answer. Tasks are the smallest managed units of work to do.

3. What is the term to describe a sequence of phases outlining the structure of work to create a software product? 0 / 1 point

- methodology
- process
- life cycle
- model (selected)

Incorrect

A model is a specific type of process in which phases are ordered in a particular way.

4. Which one of the following statements is true? 1 / 1 point

- The number of tasks done leads to a process progressing through phases.
- An activity is composed of tasks done by the same role.
- An activity is composed of tasks involving common resources.
- A software life cycle process model consists of phases. (selected)

Correct

Correct answer. A software life cycle process organizes work for a software product into phases.

5. What are examples of resources needed to make a software product? 1 / 1 point

- Cost and quality
- Office supplies and requirements
- Designs for the product
- Time and money (selected)

Correct

Correct answer. Time and money are examples of things that advance or fund the work to be done for the software product.

6. What are examples of roles played by people for a software product? 1 / 1 point

- [x] Programmer and tester
- [ ] Duties and responsibilities
- [ ] Team player
- [ ] Smart and empathic

Correct

Correct answer. Programmer and tester are roles with associated duties. A specific developer could play one role or the other role as needed.

7. As defined and depicted in the course, which one of the following statements is true? **1 / 1 point**

- [ ] A role *produces* and *consumes* work products.
- [ ] A task *uses* time to *produce* a work product.
- [x] A task *uses* a work product to *produce* another work product.
- [ ] A role *uses* and *produces* work products.

Correct

Correct answer. A task can *use* a work product to *produce* another work product.

8. From the course, which two of the following statements is true? **1 / 1 point**

- [ ] An Agile methodology has practices that emphasize processes and tools.
- [ ] The Manifesto for Agile Software Development is a methodology.
- [x] Practices are tactics used to make a process happen more effectively.

Correct

This is a correct answer because practices are tactics or guidelines used to make the activities in a process happen more effectively.

- [x] An Agile methodology contains practices based on Agile principles.

Correct

This is a correct answer because an Agile methodology follows Agile principles and contains practices that follow those principles.

9. From the course, what are examples of specification activities? **1 / 1 point**

- (•) Identifying ideas or needs, eliciting requirements, and managing requirements.
- ( ) Identifying ideas or needs, prioritizing requirements, and demonstrating to clients.
- ( ) Analyzing requirements, designing the architecture, and developing test procedures.
- ( ) Creating a process, expressing requirements, and analyzing requirements.

Correct

Correct answer. Identifying ideas or needs, eliciting requirements, and managing requirements are all specification activities.

10. From the course, in which phase would an activity to conduct reviews and audits upon the product occur? **1 / 1 point**

- (•) Verification and validation
- ( ) Design and implementation
- ( ) Reviewing
- ( ) Specification

Correct

Correct answer. Conducting reviews and audits is an activity in the verification and validation phase.

11. Which one of the following process models is not an example of a linear process model? **1 / 1 point**

- ( ) Sawtooth
- (•) Unified
- ( ) Waterfall
- ( ) V

Correct

Correct answer. The Unified model is an example of an iterative, not linear model.

12. Which two of the following statements are not true of the Waterfall software process model? **0 / 1 point**

- [x] The model completes phases one at a time.

This should not be selected

This is not a correct answer because it is true that the Waterfall model completes its phases one at a time.

- [x] Software requirements can be changed later easily.

Correct

This is a correct answer because in the Waterfall model, software requirements are defined upfront and not easily changed.

- [x] The client sees working software early.

Correct

This is a correct answer because in the Waterfall model, the client sees the working product toward the end of the process.

- [x] The model is simple and readily understood.

This should not be selected

This is not a correct answer because it is true that the Waterfall model is simple and readily understood.

13. Unlike Waterfall and V, what does the Sawtooth software process model further allow? **1 / 1 point**

- ( ) Linear structure of phases
- ( ) Explicit verification at multiple levels
- (•) Intermediate prototypes shown to client

- ◯ Approved work products

✓ **Correct**

Correct answer. Beyond Waterfall and V models, the Sawtooth model adds opportunities to show intermediate prototypes to the client.

14. In the Spiral software process model, what is the correct order of quadrants or phases in each iteration? **1 / 1 point**

- ◯ determine objectives, develop and test, evaluate prototype, plan the next iteration
- ◯ specification, design and implementation, verification and validation, plan the next iteration
- ◉ determine objectives, identify and resolve risks, develop and test, plan the next iteration
- ◯ identify and resolve risks, determine objectives, develop and test, plan the next iteration

✓ **Correct**

Correct answer. This is the correct order for the quadrants in the Spiral process model.

15. The Unified software process model is iterative because of which of the following reason(s)? (Choose two that are correct) **0 / 1 point**

- ☑ An iteration in a phase can be repeated.

✓ **Correct**

This is a correct answer because an iteration in a phase can be repeated.

- ☑ A spiral can be repeated.

! **This should not be selected**

This is not a correct answer because the Unified process model does not have spirals.

- ☑ The iteration phase can be repeated.

! **This should not be selected**

This is not a correct answer because the Unified process model does not have an iteration phase.

- [x] Phases of the model happen in a cycle, and a cycle can be repeated.

Correct

This is a correct answer because phases of the model happen in a cycle, and a cycle can be repeated.

16. In the Unified software process model, requirements are conceived in the ___ phase and further refined in the ___ phase. 1 / 1 point

- (•) inception / elaboration
- ( ) initiation / requirements
- ( ) requirements / design
- ( ) inception / specification

Correct

Correct answer. Requirements are conceived in the inception phase, and further refined in the elaboration phase.

17. In incremental prototyping, the product is built up by adding successive increments. What kinds of features get done in the successive increments? 1 / 1 point

- (•) Must do features get done first, then should do features get done next.
- ( ) Must do features get done first, then could do features get done next.
- ( ) Basic forms of features get done first, then refined variations get done next.
- ( ) Security issues are fixed first, then new features get done next.

Correct

Correct answer. Incremental prototyping uses a triage method, prioritizing features to add into must do, then should do, and then could do.

18. Continuous delivery mainly aims to achieve _____ by the end of each iteration? 1 / 1 point

- ( ) the product requirements are received for the next iteration

- [x] working software that is tested, ready-to-run, and releasable to others
- [ ] nourishment is continuously delivered to the team
- [ ] a meeting with the client to gain feedback on the working software

✓ **Correct**

Correct answer. Continuous delivery mainly aims to have working software that is tested, ready-to-run, and releasable to others.

19. Which of the following statements is not an outcome of the planning game in Extreme Programming that involves the client and development team? 1 / 1 point

- [ ] Decisions are formed on what required features are to be ready for which release.
- [ ] Effort estimates are made for each required feature.
- [ ] The required features for the product are defined and prioritized.
- [x] A contract is drawn up for the committed set of required features.

✓ **Correct**

Correct answer. Extreme Programming is an Agile methodology, and it does not necessitate contracts.

20. A specific Extreme Programming practice is to have a system ___, so that the product intent or design can be easily explained to others. 1 / 1 point

- [ ] vision
- [x] metaphor
- [ ] design
- [ ] explanation

✓ **Correct**

Correct answer. System metaphor is the specific Extreme Programming practice.

21. Which one of the following upholds the Extreme Programming practice of simple design? 1 / 1 point

- Make detailed designs of all your requirements.
- Give your product a simple name.
- Design just what you need to make your high-priority requirements work.
- Create a design that covers many future possibilities.

Correct

Correct answer. Designing just what you need to make your high-priority requirements work leads to simple design.

22. Which of the following statements is true about the Extreme Programming practice of continuous testing? 1 / 1 point

- Tests are written for a required feature by the client writing unit tests.
- Tests are written for a required feature before its source code is written.
- Tests are written for a required feature just after its source code is written.
- Tests are written for a required feature to validate the product.

Correct

Correct answer. Extreme Programming applies test-driven development, where tests are written for a required feature before its source code is written.

23. In the Extreme Programming practice of continuous testing, what type of test is used by the client to check that each expected feature of the overall product works as specified? 1 / 1 point

- Continuous test
- Unit test
- Extreme test
- Acceptance test

Correct

Correct answer. An acceptance test is used by the client to check that each expected feature of the product works as specified.

24. In the Extreme Programming practice of pair programming, which two of the following statements is true? 1 / 1 point

- [ ] A pair of developers works at the same computer, with one assigned to do code review.
- [x] Pair programming increases code review.

✓ **Correct**

This is a correct answer because pair programming takes code review to the extreme.

- [ ] A pair of developers works side-by-side, each with their own computer and task.
- [x] A pair of developers works at the same computer, on the same task.

✓ **Correct**

This is a correct answer because a pair of developers works at the same computer, on the same task.

25. In Scrum, the project timeline is divided into fixed-length time boxes known as ___, with each typically lasting ___. 1 / 1 point

- ○ sprints / one or two months
- ◉ sprints / one or two weeks
- ○ scrums / one or two months
- ○ scrums / one or two weeks

✓ **Correct**

Correct answer. The time boxes for the project are known as sprints, with each typically lasting one or two weeks.

26. In Scrum, the ___ is responsible for ___ on the product backlog. 1 / 1 point

- ○ scrum team / prioritizing requirements
- ○ scrum master / collecting requirements
- ○ product owner / assigning team members to requirements

product owner / prioritizing requirements

Correct

Correct answer. In Scrum, the product owner is responsible for defining and prioritizing requirements for the product backlog.

27. In Scrum, who can make changes to the requirements on the product backlog? **1 / 1 point**

- Anyone on the scrum team
- Product owner
- Product master
- Scrum master

Correct

Correct answer. Only the product owner can make changes to the requirements on the product backlog.

28. What are two scrum events that are facilitated by a scrum master? **1 / 1 point**

- Sprint planning and daily retrospective
- Daily scrum and sprint planning
- Daily scrum and roadblock removal
- Daily planning and sprint review

Correct

Correct answer. Daily scrum and sprint planning are two scrum events that are facilitated by a scrum master.

29. How can waste arise in software development? (Choose two that are correct) **1 / 1 point**

- [x] Each developer is busy, but required features are not fully "done".

Correct

This is a correct answer because work that keeps each developer busy, but doesn't fully finish required features, could become wasted work.

- [x] The requirements are unclear.

Correct

This is a correct answer because unclear requirements leads to work that may have to be reverted, which is wasted work.

- [ ] Knowledge is shared within the team.
- [ ] The developers reuse standard software components.

30. In Lean software development, how can amplifying learning occur? (Choose two that are correct) 1 / 1 point

- [x] The developers continuously develop alternative solutions to the problem.

Correct

This is a correct answer because exploring ideas thoroughly by thinking through alternative solutions is a way to amplify learning about the problem.

- [ ] The developers watch educational online videos while on a programming task.
- [ ] The developers focus on one expedient solution.
- [x] The developers show all alternative solutions to the client.

Correct

This is a correct answer because having the client see the features of all the alternative solutions is a way to discover their needs and amplify learning about the problem.

31. In Lean software development, what does the principle of deciding as late as possible mean? 1 / 1 point

- ( ) Decisions are made to choose the latest alternative.
- ( ) Decisions are made to delay the product delivery to a later date.

Decisions are made just before a deadline.

Decisions are made after having enough information from considering the alternatives.

Correct

Correct answer. Decisions are made after having enough information from considering the alternatives.

32. In Lean software development, what does the principle of delivering as fast as possible mean? (Choose three that are correct) **1 / 1 point**

Iterations are short, so feedback is frequent, and product evolution is rapid.

Correct

This is a correct answer because iterations are short, so feedback is frequent, and product evolution is rapid.

The software product is initially simple, to reach the market rapidly.

Correct

This is a correct answer because the product is initially simple, to reach the market rapidly.

Working alternatives are rapidly created.

Correct

This is a correct answer because working alternatives are rapidly created.

The software product is delivered rapidly via courier.

33. In Lean software development, what does building quality or integrity in mean? (Choose two that are correct) **1 / 1 point**

The developers refactor the source code to be simpler and easier to modify.

Correct

This is a correct answer because refactoring the source code to simplify and improve the design is a way to enhance quality and integrity.

- [ ] External inspectors determine whether the software product is high quality.
- [x] The developers apply practices to avoid or quickly catch errors while making the software product.

✓ **Correct**

This is a correct answer because practices like pair programming or test-driven development can avoid or quickly catch errors while making the software product.

- [ ] Certain sprints are dedicated to focus on quality.

34. In Lean software development, what does seeing the whole mean? (Choose two that are correct) **0 / 1 point**

- [x] Developers leave it to the managers to understand the big picture.

! **This should not be selected**

This is not a correct answer because everyone should understand the big picture.

- [x] The end user experiences a cohesive software product.

✓ **Correct**

This is a correct answer because the end user experiences a cohesive software product.

- [ ] The software product is understood in the context of other products by the same maker.
- [ ] The whole software product is merely the sum of individual features.

35. In Kanban, the columns on the board represent ___. **1 / 1 point**

- ( ) calendar months
- ( ) individual team members
- ( ) sprints
- (•) states that tasks undergo

Correct

Correct answer. The columns represent states that tasks undergo, like stages in the project.

36. Following Scrum and Kanban, for a small feature development task, what should the done column signify?

- The feature is written.
- The feature is written, tested, and documented.
- The feature is written, tested, documented, and accepted.
- The feature is written and tested.

Correct

Correct answer. Being done means done in all aspects.