

Congratulations! You passed!

TO PASS 70% or higher

Keep Learning

Retake the assignment in **7h 45m**

GRADE
100%

Module 4: Assessment (Graded)

LATEST SUBMISSION GRADE

100%

1. An anti-pattern is a ____ occurring solution or situation in projects, with ____ consequences. **1 / 1 point**

- ☐ recently / probable
- ☐ rarely / unintended
- ☐ commonly / positive
- ☒ commonly / negative



Correct

Correct answer. An anti-pattern is a commonly occurring situation in projects, with negative consequences.

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? **1 / 1 point**

- ☐ Cart before the horse
- ☒ Analysis paralysis
- ☐ Perfectionism
- ☐ Specification procrastination



Correct

Correct answer.

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? **1 / 1 point**

- ☐ Not seeing the whole
- ☒ Silos
- ☐ Independent teams
- ☐ Groupthink



Correct

Correct answer.

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? **1 / 1 point**

- ☐ Have each member independently make their choice, use ballots to record the votes, and take the majority choice.
- ☐ Decide to produce a new data compression library to avoid vendor lock-in.
- ☐ Let the team lead decide for everyone.
- ☒ Have each member independently make their choice, reveal the choices at the same time, and discuss.



Correct

Correct answer. The independent choices and simultaneous reveal avoid groupthink, while the discussion will help the team come to a consensus.

5. Which of the following would be an indicator of a fire drill anti-pattern? **1 / 1 point**

- ☐ Little is heard from the development manager, until a problem arises with a user story to be shown at the sprint review.
- ☐ 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 movement happens on a task board until just before the sprint review.

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



Correct

Correct answer. The sudden need for a rush effort indicates a fire drill.

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?

1 / 1 point

- ☒ technology risk
- ☐ stakeholder risk
- ☐ scope risk
- ☐ personnel risk



Correct

Correct answer. This is mainly a technology risk.

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.

1 / 1 point

- ☐ high / high
- ☒ low / medium
- ☐ medium / high
- ☐ medium / medium



Correct

Correct answer. Low impact and high likelihood would be a low risk. High impact and medium likelihood would be a medium risk.

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?

- ☒ Arrange formal iOS training for the developers and allow time for learning.
- ☐ Do nothing and just monitor the situation.
- ☐ Set up development machines for iOS.
- ☐ Develop the product for Android, and use a converter to create an iOS version.



Correct

Correct answer.