

Congratulations! You passed!

TO PASS 70% or higher

Keep Learning

GRADE
87.5%

Module 4 Assessment (Graded)

LATEST SUBMISSION GRADE

87.5%

1. The Agile Unified Process follows Agile principles. What practices or techniques are added to the basic Unified process? (Choose two that are correct) 1 / 1 point

☐ Eliminating waste

☒ Test-driven development

✓ **Correct**

This is a correct answer because in Agile Unified Process, test-driven development is a practice added to the basic Unified process.

☐ Architecture models

☒ Incremental releases

✓ **Correct**

This is a correct answer because in Agile Unified Process, incremental releases (like in continuous delivery) is a practice added to the basic Unified process.

2. Which practices waste time during software development? (Choose two that are correct) 1 / 1 point

☐ Everyone is aware of the progress through an updated Kanban board.

☒ There are delays in receiving work products.

✓ **Correct**

This is a correct answer because delays in receiving work products leads to waiting or lag, which wastes time.

☐ The working software is shown to the client, who offers constructive feedback.

☒ Meetings are scheduled weekly, whether or not they are needed.



Correct

This is a correct answer because unneeded meetings are a waste of time.

3. How can waste arise in software development? (Choose two that are correct)

1 / 1 point

☒ There are product defects found late in the development.



Correct

This is a correct answer because product defects found late may be difficult to fix, which is work that could have been avoided had the defects been caught earlier.

☐ Required features expected to be developed in a sprint are fully "done".

☒ Developers work on rarely used product features.



Correct

This is a correct answer because rarely used product features are a waste of work.

☐ Knowledge about the developers' skills is shared among the team.

4. In Lean software development, how can amplifying learning occur? (Choose two that are correct)

0 / 1 point

☐ The developers write and run tests.

☐ The developers choose technologies that force them to learn new skills.

☒ The developers make different solutions, each with the exact same features.



This should not be selected

This is not a correct answer because alternative solutions that vary in their features, not programming language, would amplify learning about the problem.

☒ The developers use short iterations.

✓ **Correct**

This is a correct answer because short iterations allow the developers to fail and learn quickly, which amplifies learning about the problem.

5. In Lean software development, what does empowering the team mean? (Choose two that are correct)

1 / 1 point

☐ Managers tell the developers how to do their tasks.

☐ There are no managers.

☒ Developers are trusted to make the right technical decisions.

✓ **Correct**

This is a correct answer because managers do not micro-manage the work of the developers.

☒ Managers do not tell the developers how to do their tasks.

✓ **Correct**

This is a correct answer because managers do not micro-manage the work of the developers.

6. In Lean software development, what does the additional principle of using the scientific method mean? (Choose two that are correct)

1 / 1 point

☒ A product manager initiates experiments to collect user data and test hypotheses.

✓ **Correct**

This is a correct answer because a product manager initiates experiments to collect user data and test hypotheses.

☐ The developers wear lab coats to look like scientists.

☒ A product manager supports claims or decisions using user data.

 **Correct**

This is a correct answer because a product manager supports claims or decisions using user data.

☐ Decisions are made by trusting intuition.

7. In Kanban, tasks are done only when they are absolutely needed. This push-pull practice is similar to ___ manufacturing.

1 / 1 point

☐ one-at-a-time

☐ out-of-time

☒ just-in-time

☐ just-in-case

 **Correct**

Correct answer.

8. In Kanban, the developer tasks are initially derived from ___.

☐ managers determining the tasks

☐ the previous column on the board

☒ requirements on the product backlog

☐ clients determining the tasks

 **Correct**

Correct answer. Developer tasks are derived from requirements on the product backlog, by the developers.