**Homework Assignment 4**

**Q1:C**

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Which of the following is the suggested list of meetings that should take place in a Scrum team?

Daily meeting, requirements meeting, design meeting, sprint meeting.

Daily meeting, planning meeting, review meeting, design meeting.

Daily meeting, planning meeting, retrospective meeting, review meeting.

Daily meeting, planning meeting, sprint meeting, review meeting.

**Q2:ABF**

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Which of the following questions should a developer answer during a daily meeting in Scrum? Check all that apply.

What did you do yesterday?

What will you do today?

What will you do tomorrow?

Did you encounter any bug in your code?

Did you encounter any bug in someone else's code?

Are there any impediments in your way?

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**Q3:ACD**

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Which of the following are goals of the pair programming practice according to XP? Check all that apply.

Take initiative when the other member of the pair is stuck.

Teach each other the fundamentals of programming.

Make your thinking process explicit.

Hold each other accountable to team practices.

**Q4:D**

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What does XP mean by "Maintain a single code base"?

The code base should be stored on a single server.

Allow branching and merging only at predefined milestones in the project.

Avoid merging, even if permitted by the configuration management system.

Avoid branching, even if permitted by the configuration management system.

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**Q5:B**

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What does XP methodology mean by "continuous integration"?

Integrate the latest code and tests several times a month.

Integrate the latest code and tests several times a day.

Integrate the latest tests several times a day, the latest code several times a week.

Integrate the latest code and tests once a week.

**Q6:A**

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Ideally, how long should release cycles be according to XP (Kent Beck)?

Weekly.

Biweekly.

Daily.

Monthly.

**Q7: B**

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Which of the following reflects XP's approach to unit testing?

Always Write code before writing the corresponding unit tests.

Always write unit tests before writing the corresponding code.

Always write first the smallest amount of code to implement a given story. Then always write the corresponding unit tests.

Always write first the smallest amount of code to implement a given story. Then, if you have time, write the corresponding unit tests.

Q8: BCD

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Which of the following are expected benefits of Test-Driven Development? Check all that apply.

Write fewer tests.

Drive the design of the program.

Replace specifications by tests.

Catch bugs early.

### Q9:ABCD

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Which of the following questions should a participant to a scrum of scrums meeting answer? Check all that apply.

What will your team do before we meet again?

Are you about to put something in another team's way?

What did your team do since we last met?

Is anything slowing your team down?

### Q10:D

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Why do some decks of cards used to play the planning poker game have card values resembling the Fibonacci sequence (0, 1, 2, 3, 5, 8, 13, ...)?

In honor of Leonardo Fibonacci, who in his work as an early mathematician applied ideas that prefigured agile methods.

To reflect the numbers that statistically the majority of developers pick.

To reflect the inherent uncertainty of short-term estimation.

To avoid nit-picking discussions on small differences of estimation.

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