**COMP 2832 QUIZ #1**

**STUDEN NAME: ­­­­­­­­­­­­­­­­­­­­­­­­­­­­­­­­­\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_DATE:\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_**

1. Agile is primarily focused on:
   1. Speed of software delivery
   2. **Addressing continual business change during the development cycle.**
   3. Collaboration between I.T. and the business.

1. Incremental Software delivery (development) is:
   1. Lean documentation
   2. **Adding piece by piece and expecting each piece to be finished.**
   3. Creating a rough piece in the first iteration and then refining that piece over the following few iterations.
2. Iterative Software delivery (development) is:
   1. Lean documentation
   2. Adding piece by piece and expecting each piece to be finished.
   3. **Creating a rough piece in the first iteration and then refining that piece over the following few iterations.**
3. Agile Software Development employs the following development principle:
   1. Incremental Software Development
   2. Iterative Software Development
   3. **A combination of both “a” and “b”.**
4. Which is **not** 1 of the 4 pillars of the Agile Manifesto?
   1. Individuals and interactions over processes and tools.
   2. **Documentation over working software.**
   3. Customer collaboration over contract negotiation.
   4. Responding to change over following a plan.
5. Which Discipline listed here is not one of the Agile Management Disciplines?
   1. Scrum
   2. **Extreme Programming**
   3. Lean/Kanban
6. A project that meets one of the criteria listed below would fit into the category of one that would do well using an agile development approach. Which criteria?
   1. Requirements are fixed by government legislation and are well known and understood clearly by all parties.
   2. Stakeholders are scattered and have very little time available for team involvement.
   3. **Project requirements are uncertain and volatile.**
7. The success of an agile development process does not stand or fall based on the methodology used, but on:
   1. **The culture of the organization using it.**
   2. The agile methodology adopted by the organization
   3. The agile tools used to make the process more efficient.
8. Which is an agile technique?
   1. Planning the project in its entirety using Microsoft Project, before the business case is written.
   2. **Short development iterations that produce increments of working software.**
   3. Writing all documentation before software is created.
9. Which statement below **does not** reflect the responsibility of an Agile Project Manager?
   1. Team manages its own tasks.
   2. **Makes commitments for the team.**
   3. Facilitates ranked Product Backlog.
10. Which technique listed below is not an Agile Technique?
    1. Continuous collaboration.
    2. Frequent replanning.
    3. **Running all tests at the end of the iteration.**
11. Refactoring means:
    1. **Continual refining / restructuring of code.**
    2. Adding new requirements to the product backlog.
    3. Getting client approvals of the developed software throughout the iteration.
12. Short development iterations that produce increments of working software:
    1. Refers to the concept of pair programming.
    2. Relies on the Project Steering committee approvals on a quarterly basis.
    3. **Are small/short releases –at least once every 2 months**
    4. Must all be planned out for the entire project before work commences by the development team.
13. Development Iterations must:
    1. **Be Time and dollar boxed.**
    2. Meet all the requirements presented and fixed by the client at the beginning of the project development cycle.
    3. Produce all required documentation before work can proceed on the building of software.
14. It is recommended that a software build for an agile project be done at least:
    1. Once a week
    2. Once a month
    3. **Once a day**
    4. Once a quarter