**True or False Questions:**

**DevOps**

1. **DevOps** aims to combine software development and IT operations to shorten the systems development life cycle.
   * True
2. The main goal of **DevOps** is to increase the separation between development and operations teams.
   * False

**Gantt Chart**

1. A **Gantt chart** is a type of bar chart that illustrates a project schedule.
   * True
2. **Gantt charts** do not show dependencies between tasks.
   * False

**Project Management Institute (PMI)**

1. The **Project Management Institute (PMI)** is an organization that provides training and certification in project management.
   * True
2. **PMI** certifications are only recognized in the United States.
   * False

**Project Management Professional (PMP®)**

1. **Project Management Professional (PMP®)** certification is only valid for three years.
   * True
2. **PMP®** certification is only for IT professionals.
   * False

**Project Sponsor**

1. A **project sponsor** is responsible for providing the necessary resources and support for the project.
   * True
2. A **project sponsor** is responsible for managing the day-to-day activities of a project.

* False

**Servant Leader**

1. A **servant leader** prioritizes the needs of their team over their own.

* True

1. **Servant leaders** focus primarily on maintaining strict control over their team members.

* False

**Triple Constraint**

1. The **triple constraint** in project management includes scope, cost, and time.

* True

1. Quality is one of the primary elements of the **triple constraint**.

* False

**Multiple Choice Questions:**

**DevOps**

1. Which of the following is NOT a primary goal of **DevOps**?
   * A. Improve deployment frequency
   * B. Achieve a faster time to market
   * C. Reduce the risk of change
   * D. Increase the cost of software development
   * Answer: D
2. **DevOps** primarily focuses on improving collaboration between:
   * A. Marketing and Sales
   * B. Development and Operations
   * C. HR and Finance
   * D. Customer Service and IT
   * Answer: B

**Gantt Chart**

1. What does a **Gantt chart** primarily display?
   * A. Resource allocation
   * B. Project schedule
   * C. Risk assessment
   * D. Budget tracking
   * Answer: B
2. Which tool is commonly used to create a **Gantt chart**?
   * A. Microsoft Word
   * B. Microsoft Excel
   * C. Microsoft Project
   * D. Microsoft Access
   * Answer: C

**Project Management Institute (PMI)**

1. The **Project Management Institute (PMI)** offers which well-known certification?
   * A. Certified ScrumMaster (CSM)
   * B. Six Sigma Black Belt
   * C. Project Management Professional (PMP®)
   * D. Certified Information Systems Security Professional (CISSP)
   * Answer: C
2. When was the **Project Management Institute (PMI)** founded?
   * A. 1965
   * B. 1969
   * C. 1975
   * D. 1980
   * Answer: B

**Project Management Professional (PMP®)**

1. How often must **PMP®** certification holders earn professional development units (PDUs) to maintain their certification?
   * A. Annually
   * B. Every two years
   * C. Every three years
   * D. Every five years
   * Answer: C
2. Which of the following is a requirement to apply for the **PMP®** certification?
   * A. No work experience needed
   * B. High school diploma
   * C. Secondary degree and 5 years of project management experience
   * D. Bachelor’s degree and 3 years of project management experience
   * Answer: D

**Project Sponsor**

1. Which of the following is a key responsibility of a **project sponsor**?
   * A. Managing daily project tasks
   * B. Providing strategic direction and funding
   * C. Conducting team performance reviews
   * D. Writing project code
   * Answer: B
2. A **project sponsor** typically holds which of the following positions in an organization?

* A. Junior Developer
* B. Senior Executive
* C. Project Manager
* D. Team Lead
* Answer: B

**Servant Leader**

1. A **servant leader** is most likely to:

* A. Enforce strict rules and guidelines
* B. Empower team members and foster collaboration
* C. Focus solely on personal achievements
* D. Maintain a distant relationship with the team
* Answer: B

1. **Servant leadership** is characterized by:

* A. Top-down command structures
* B. Focus on team well-being and development
* C. Maximizing short-term profits
* D. Micromanaging every task
* Answer: B

**Triple Constraint**

1. Which of the following is NOT part of the **triple constraint** in project management?

* A. Scope
* B. Cost
* C. Time
* D. Quality
* Answer: D

1. The **triple constraint** is also known as the:

* A
* . Project triangle
* B. Management triangle
* C. Success triangle
* D. Risk triangle
* Answer: A

**Fill in the Blanks:**

**DevOps**

1. **DevOps** aims to bridge the gap between \_\_\_\_\_\_\_\_\_\_ and IT operations.
   * Answer: development
2. The primary objective of **DevOps** is to improve the \_\_\_\_\_\_\_\_\_\_ and quality of software deployment.
   * Answer: speed

**Gantt Chart**

1. A **Gantt chart** is commonly used to display a \_\_\_\_\_\_\_\_\_\_ schedule.
   * Answer: project
2. Dependencies between tasks in a **Gantt chart** are shown using \_\_\_\_\_\_\_\_\_\_.
   * Answer: arrows

**Project Management Institute (PMI)**

1. The **Project Management Institute (PMI)** is an organization that provides training and \_\_\_\_\_\_\_\_\_\_ in project management.
   * Answer: certification
2. **PMI** offers a guide to project management called the \_\_\_\_\_\_\_\_\_\_.
   * Answer: PMBOK® Guide

**Project Management Professional (PMP®)**

1. The **Project Management Professional (PMP®)** certification is recognized globally as a standard for \_\_\_\_\_\_\_\_\_\_ project managers.
   * Answer: professional
2. To apply for **PMP®** certification, one must have a combination of education and \_\_\_\_\_\_\_\_\_\_ experience.
   * Answer: project management

**Project Sponsor**

1. A **project sponsor** is typically a senior executive who provides \_\_\_\_\_\_\_\_\_\_ and resources for the project.
   * Answer: support
2. The **project sponsor** ensures the project aligns with the organization’s strategic \_\_\_\_\_\_\_\_\_\_.
   * Answer: goals

**Servant Leader**

1. A **servant leader** focuses on the growth and well-being of \_\_\_\_\_\_\_\_\_\_ and the communities to which they belong.
   * Answer: people
2. **Servant leadership** is a leadership philosophy in which the main goal of the leader is to \_\_\_\_\_\_\_\_\_\_.
   * Answer: serve

**Triple Constraint**

1. The **triple constraint** in project management refers to the balancing of scope, \_\_\_\_\_\_\_\_\_\_, and time.
   * Answer: cost
2. The **triple constraint** is also known as the \_\_\_\_\_\_\_\_\_\_ triangle.
   * Answer: project

**True or False Questions:**

**Agile**

1. **Agile** methodologies focus on iterative development and customer collaboration.
   * True
2. **Agile** methods require detailed documentation before starting any project work.
   * False

**Deliverable**

1. A **deliverable** is any unique and verifiable product, result, or capability to perform a service required by a project.
   * True
2. **Deliverables** are not necessary for the completion of a project.
   * False

**Kanban**

1. **Kanban** is a visual workflow management method for improving efficiency.
   * True
2. In **Kanban**, work in progress (WIP) limits are optional.
   * False

**Predictive Life Cycle**

1. A **predictive life cycle** is also known as a waterfall life cycle.
   * True
2. **Predictive life cycles** allow for extensive changes during the project execution.
   * False

**Scrum**

1. **Scrum** is a framework for managing and completing complex projects.
   * True
2. In **Scrum**, the team works in time-boxed iterations called sprints that usually last three to six months.

* False

**Systems Development Life Cycle (SDLC)**

1. The **systems development life cycle (SDLC)** is a process used to create and manage software projects.

* True

1. The **SDLC** only includes the planning and development phases of a software project.

* False

**Multiple Choice Questions:**

**Agile**

1. Which of the following is a key principle of **Agile** methodologies?
   * A. Detailed upfront planning
   * B. Customer collaboration over contract negotiation
   * C. Fixed requirements
   * D. Sequential project phases
   * Answer: B
2. Which **Agile** framework uses roles such as Product Owner, Scrum Master, and Development Team?
   * A. Kanban
   * B. Lean
   * C. Scrum
   * D. XP
   * Answer: C

**Deliverable**

1. A **deliverable** in a project can be:
   * A. A report
   * B. A completed software module
   * C. A training session
   * D. All of the above
   * Answer: D
2. In project management, **deliverables** are typically:
   * A. Tangible or intangible outputs produced as a result of project activities
   * B. Only physical products
   * C. Financial reports
   * D. None of the above
   * Answer: A

**Kanban**

1. Which of the following is a key feature of **Kanban**?
   * A. Fixed-length iterations
   * B. Visual task board
   * C. Detailed upfront planning
   * D. Strict hierarchical roles
   * Answer: B
2. In **Kanban**, what is the purpose of Work In Progress (WIP) limits?
   * A. To ensure tasks are completed sequentially
   * B. To prevent too much work from being done at once
   * C. To allocate resources efficiently
   * D. To set long-term project goals
   * Answer: B

**Predictive Life Cycle**

1. The **predictive life cycle** is best suited for projects with:
   * A. High uncertainty and changing requirements
   * B. Well-defined requirements and low uncertainty
   * C. Short duration and iterative processes
   * D. High customer involvement
   * Answer: B
2. In a **predictive life cycle**, project phases are typically:
   * A. Overlapping
   * B. Sequential
   * C. Iterative
   * D. Flexible
   * Answer: B

**Scrum**

1. What is the duration of a typical **Scrum** sprint?
   * A. 1 day
   * B. 1 week
   * C. 2 to 4 weeks
   * D. 2 to 6 months
   * Answer: C
2. In **Scrum**, who is responsible for ensuring that the team follows Scrum practices?
   * A. Product Owner
   * B. Scrum Master
   * C. Project Manager
   * D. Team Lead
   * Answer: B

**Systems Development Life Cycle (SDLC)**

1. The **systems development life cycle (SDLC)** includes which of the following phases?
   * A. Planning, Analysis, Design, Implementation, Maintenance
   * B. Planning, Execution, Control, Closure
   * C. Initiation, Planning, Execution, Monitoring
   * D. Concept, Development, Testing, Deployment
   * Answer: A
2. The primary goal of the **SDLC** is to:
   * A. Deliver high-quality software that meets or exceeds customer expectations
   * B. Reduce project costs
   * C. Improve team communication
   * D. Increase market share
   * Answer: A

**Fill in the Blanks:**

**Agile**

1. **Agile** methodologies focus on delivering \_\_\_\_\_\_\_\_\_\_ increments of the product.
   * Answer: small
2. In **Agile**, the team conducts regular \_\_\_\_\_\_\_\_\_\_ to reflect on how to become more effective.
   * Answer: retrospectives

**Deliverable**

1. A **deliverable** is a tangible or intangible \_\_\_\_\_\_\_\_\_\_ produced as a result of project activities.
   * Answer: output
2. Project \_\_\_\_\_\_\_\_\_\_ include all the outputs, documents, and products created during the project.
   * Answer: deliverables

**Kanban**

1. **Kanban** uses a visual board to manage the flow of \_\_\_\_\_\_\_\_\_\_.
   * Answer: work
2. In **Kanban**, work is pulled through the process as capacity permits, using a \_\_\_\_\_\_\_\_\_\_ system.
   * Answer: pull

**Predictive Life Cycle**

1. A **predictive life cycle** is often referred to as the \_\_\_\_\_\_\_\_\_\_ approach.
   * Answer: waterfall
2. The **predictive life cycle** is characterized by \_\_\_\_\_\_\_\_\_\_ phases.
   * Answer: sequential

**Scrum**

1. In **Scrum**, the team works in time-boxed iterations called \_\_\_\_\_\_\_\_\_\_.
   * Answer: sprints
2. The person responsible for maximizing the value of the product in **Scrum** is the \_\_\_\_\_\_\_\_\_\_.
   * Answer: Product Owner

**Systems Development Life Cycle (SDLC)**

1. The **SDLC** phase where the system is built or developed is called the \_\_\_\_\_\_\_\_\_\_ phase.
   * Answer: implementation
2. In the **SDLC**, the phase where requirements are gathered and analyzed is the \_\_\_\_\_\_\_\_\_\_ phase.
   * Answer: analysis

**True or False Questions:**

**Agile Methods**

1. **Agile methods** prioritize working software over comprehensive documentation.
   * True
2. **Agile methods** are best suited for projects with fixed requirements and minimal changes.
   * False

**Artifact**

1. An **artifact** in project management is any tangible by-product produced during the development process.
   * True
2. Artifacts are only created during the planning phase of a project.
   * False

**Methodology**

1. A **methodology** is a system of practices, techniques, procedures, and rules used by those who work in a discipline.
   * True
2. Methodologies are universally applicable to all types of projects without any modification.
   * False

**Product Backlog**

1. The **product backlog** is a prioritized list of features, enhancements, and bug fixes for a product.
   * True
2. Once items are added to the **product backlog**, they cannot be removed or changed.
   * False

**Project Management Process Groups**

1. The **project management process groups** include Initiating, Planning, Executing, Monitoring and Controlling, and Closing.
   * True
2. The process groups in project management must be performed in a strict linear sequence.
   * False

**User Stories**

1. **User stories** are short, simple descriptions of a feature told from the perspective of the person who desires the new capability.
   * True
2. **User stories** typically include detailed technical specifications.
   * False

**Sprint Reviews**

1. **Sprint reviews** are held at the end of each sprint to inspect the increment and adapt the product backlog if needed.
   * True
2. **Sprint reviews** are informal meetings where team members discuss personal issues and non-project-related topics.
   * False

**Six Sigma Methodologies**

1. **Six Sigma methodologies** focus on improving the quality of process outputs by identifying and removing causes of defects.
   * True
2. **Six Sigma** projects typically have a flexible scope and undefined goals.
   * False

**Rational Unified Process (RUP) Framework**

1. The **Rational Unified Process (RUP)** framework is an iterative software development process framework.
   * True
2. **RUP** prescribes a one-size-fits-all approach for software development.
   * False

**Stakeholder Register**

1. A **stakeholder register** is a document that identifies and analyzes project stakeholders.
   * True
2. The **stakeholder register** is maintained only at the beginning of a project.
   * False

**Multiple Choice Questions:**

**Agile Methods**

1. Which of the following is NOT a key principle of **Agile methods**?
   * A. Customer collaboration over contract negotiation
   * B. Responding to change over following a plan
   * C. Comprehensive documentation over working software
   * D. Individuals and interactions over processes and tools
   * Answer: C
2. **Agile methods** are most effective for projects that:
   * A. Have well-defined, unchanging requirements
   * B. Require frequent changes and adaptations
   * C. Have a long, extended timeline
   * D. Involve large, distributed teams
   * Answer: B

**Artifact**

1. An example of an **artifact** in project management is:
   * A. A project plan
   * B. A team meeting
   * C. A team member
   * D. A client requirement
   * Answer: A
2. In Agile methodologies, which of the following is considered an artifact?
   * A. Sprint
   * B. User story
   * C. Product backlog
   * D. Daily stand-up
   * Answer: C

**Methodology**

1. A **methodology** can be defined as:
   * A. A random set of guidelines
   * B. An individual's personal work habits
   * C. A structured approach to project management
   * D. An informal discussion
   * Answer: C
2. Which of the following is a commonly used project management methodology?
   * A. Waterfall
   * B. Sprint
   * C. Backlog
   * D. Stand-up
   * Answer: A

**Product Backlog**

1. Who is primarily responsible for maintaining the **product backlog**?
   * A. Scrum Master
   * B. Product Owner
   * C. Development Team
   * D. Stakeholders
   * Answer: B
2. Items in the **product backlog** are typically prioritized based on:
   * A. Technical complexity
   * B. Development team’s preferences
   * C. Business value and urgency
   * D. Project manager’s discretion
   * Answer: C

**Project Management Process Groups**

1. Which of the following is NOT one of the five **project management process groups**?
   * A. Initiating
   * B. Planning
   * C. Executing
   * D. Reporting
   * Answer: D
2. The primary purpose of the **Monitoring and Controlling** process group is to:
   * A. Define project objectives
   * B. Complete project work
   * C. Track, review, and regulate project progress and performance
   * D. Close the project formally
   * Answer: C

**User Stories**

1. A typical **user story** includes which of the following components?
   * A. As a [type of user], I want [an action] so that [a benefit]
   * B. Detailed technical specifications
   * C. A timeline for development
   * D. A budget estimate
   * Answer: A
2. **User stories** are primarily used in:
   * A. Waterfall projects
   * B. Agile projects
   * C. Predictive life cycle projects
   * D. Sequential life cycle projects
   * Answer: B

**Sprint Reviews**

1. The main purpose of a **sprint review** is to:
   * A. Plan the next sprint
   * B. Inspect the increment and adapt the product backlog
   * C. Discuss team performance
   * D. Conduct a team-building exercise
   * Answer: B
2. Who participates in a **sprint review**?
   * A. Only the development team
   * B. Development team, Scrum Master, Product Owner, and stakeholders
   * C. Only the Product Owner
   * D. Only external stakeholders
   * Answer: B

**Six Sigma Methodologies**

1. **Six Sigma methodologies** are focused on:
   * A. Speeding up project timelines
   * B. Improving quality by reducing defects
   * C. Increasing team communication
   * D. Enhancing customer satisfaction through frequent releases
   * Answer: B
2. The two main methodologies within **Six Sigma** are:
   * A. DMAIC and DMADV
   * B. Agile and Waterfall
   * C. RUP and Scrum
   * D. Kanban and Lean
   * Answer: A

**Rational Unified Process (RUP) Framework**

1. The **Rational Unified Process (RUP)** framework is best described as:
   * A. A linear, sequential approach to software development
   * B. An iterative software development process framework
   * C. A rigid, fixed methodology
   * D. A non-structured, ad-hoc approach
   * Answer: B
2. **RUP** divides the development process into how many phases?
   * A. Three
   * B. Four
   * C. Five
   * D. Six
   * Answer: B

**Stakeholder Register**

1. The **stakeholder register** includes information about:
   * A. Project costs and budget
   * B. Identified stakeholders, their interests, and their impact on the project
   * C. Technical specifications and requirements
   * D. Project timeline and milestones
   * Answer: B
2. The **stakeholder register** is typically created during which project management process group?
   * A. Initiating
   * B. Planning
   * C. Executing
   * D. Closing
   * Answer: A

**Fill in the Blanks:**

**Agile Methods**

1. **Agile methods** focus on delivering \_\_\_\_\_\_\_\_\_\_ increments of the product.
   * Answer: small
2. In **Agile methods**, teams conduct regular \_\_\_\_\_\_\_\_\_\_ to reflect on how to improve.
   * Answer: retrospectives

**Artifact**

1. An **artifact** is any tangible by-product produced during the \_\_\_\_\_\_\_\_\_\_ process.
   * Answer: development
2. In Scrum, an example of an artifact is the \_\_\_\_\_\_\_\_\_\_ backlog.
   * Answer: product

**Methodology**

1. A **methodology** is a system of practices, techniques, procedures, and \_\_\_\_\_\_\_\_\_\_ used in a discipline.
   * Answer: rules
2. The Agile \_\_\_\_\_\_\_\_\_\_ emphasizes iterative development and customer collaboration.
   * Answer: methodology

**Product Backlog**

1. The **product backlog** is a prioritized list of features, enhancements, and \_\_\_\_\_\_\_\_\_\_ for a product.
   * Answer: bug fixes
2. The person primarily responsible for the **product backlog** is the \_\_\_\_\_\_\_\_\_\_.
   * Answer: Product Owner

**Project Management Process Groups**

1. The five **project management process groups** are Initiating, Planning, Executing, Monitoring and Controlling, and \_\_\_\_\_\_\_\_\_\_.
   * Answer: Closing
2. The **Monitoring and Controlling** process group aims to track, review, and regulate project \_\_\_\_\_\_\_\_\_\_ and performance.
   * Answer: progress

**User Stories**

1. **User stories** are short, simple descriptions of a feature told from the perspective of the \_\_\_\_\_\_\_\_\_\_ who desires the new capability.
   * Answer: user
2. A typical format for a **user story** is: "As a [type of user], I want [an action] so that [a \_\_\_\_\_\_\_\_\_\_]."
   * Answer: benefit

**Sprint Reviews**

1. **Sprint reviews** are held at the end of each sprint to inspect the increment and adapt the \_\_\_\_\_\_\_\_\_\_ backlog if needed.
   * Answer: product
2. The main participants in a **sprint review** are the development team, Scrum Master, Product Owner, and \_\_\_\_\_\_\_\_\_\_.
   * Answer: stakeholders

**Six Sigma Methodologies**

1. **Six Sigma methodologies** aim to improve the quality of process outputs by identifying and removing causes of \_\_\_\_\_\_\_\_\_\_.
   * Answer: defects
2. The two main methodologies within **Six Sigma** are DMAIC and \_\_\_\_\_\_\_\_\_\_.
   * Answer: DMADV

**Rational Unified Process (RUP) Framework**

1. The **RUP** framework divides the development process into four phases: Inception, Elaboration, \_\_\_\_\_\_\_\_\_\_, and Transition.
   * Answer: Construction
2. The **RUP** framework is an iterative software development process that emphasizes early risk \_\_\_\_\_\_\_\_\_\_.
   * Answer: mitigation

**Stakeholder Register**

1. A **stakeholder register** is a document that identifies and \_\_\_\_\_\_\_\_\_\_ project stakeholders.
   * Answer: analyzes
2. The **stakeholder register** is typically created during the \_\_\_\_\_\_\_\_\_\_ process group.
   * Answer: Initiating

**True or False Questions:**

**Baseline**

1. A **baseline** is an approved version of a work product that can only be changed through formal change control procedures.
   * True
2. The project **baseline** is established after the project is completed.
   * False

**Change Control Board (CCB)**

1. The **Change Control Board (CCB)** is responsible for approving or rejecting changes to the project baselines.
   * True
2. The **CCB** can be composed of external stakeholders only.
   * False

**Project Charter**

1. A **project charter** formally authorizes a project and gives the project manager the authority to apply resources to project activities.
   * True
2. The **project charter** includes detailed project schedules and budget information.
   * False

**SWOT Analysis**

1. **SWOT analysis** is a strategic planning tool used to identify strengths, weaknesses, opportunities, and threats related to project planning.
   * True
2. **SWOT analysis** is only applicable during the project closing phase.
   * False

**Multiple Choice Questions:**

**Baseline**

1. A **baseline** in project management is:
   * A. A rough estimate of project cost
   * B. An approved version of the project plan
   * C. A set of project goals
   * D. An informal agreement
   * Answer: B
2. Which of the following is NOT typically considered a type of **baseline** in project management?
   * A. Scope baseline
   * B. Time baseline
   * C. Cost baseline
   * D. Performance baseline
   * Answer: D

**Change Control Board (CCB)**

1. The primary function of the **Change Control Board (CCB)** is to:
   * A. Assign project tasks
   * B. Approve or reject changes to the project
   * C. Monitor team performance
   * D. Develop project schedules
   * Answer: B
2. Who typically chairs the **Change Control Board (CCB)**?
   * A. Project sponsor
   * B. Project manager
   * C. Senior executive
   * D. Team leader
   * Answer: B

**Project Charter**

1. The **project charter** includes all of the following EXCEPT:
   * A. Project objectives
   * B. Project budget details
   * C. Key stakeholders
   * D. High-level project description
   * Answer: B
2. Which of the following statements about the **project charter** is true?
   * A. It is created by the project team.
   * B. It formally authorizes the existence of the project.
   * C. It is not necessary for small projects.
   * D. It contains the detailed project plan.
   * Answer: B

**SWOT Analysis**

1. In **SWOT analysis**, what does the "S" stand for?
   * A. Scope
   * B. Strategy
   * C. Strengths
   * D. Standards
   * Answer: C
2. **SWOT analysis** is typically used to:
   * A. Develop detailed project schedules
   * B. Identify internal and external factors that could impact the project
   * C. Create a project budget
   * D. Define the project scope
   * Answer: B

**Fill in the Blanks:**

**Baseline**

1. A **baseline** is an approved version of a \_\_\_\_\_\_\_\_\_\_ plan that can be changed only through formal change control procedures.
   * Answer: work
2. The project **baseline** typically includes scope baseline, schedule baseline, and \_\_\_\_\_\_\_\_\_\_ baseline.
   * Answer: cost

**Change Control Board (CCB)**

1. The **Change Control Board (CCB)** is responsible for reviewing, evaluating, approving, delaying, or rejecting \_\_\_\_\_\_\_\_\_\_ changes.
   * Answer: project
2. Members of the **CCB** typically include the project manager, key stakeholders, and \_\_\_\_\_\_\_\_\_\_.
   * Answer: subject matter experts

**Project Charter**

1. The **project charter** formally authorizes a project and provides the project manager with the authority to apply \_\_\_\_\_\_\_\_\_\_ to project activities.
   * Answer: resources
2. A **project charter** often includes the project objectives, high-level \_\_\_\_\_\_\_\_\_\_, and key stakeholders.
   * Answer: requirements

**SWOT Analysis**

1. **SWOT analysis** is a tool used to identify strengths, weaknesses, opportunities, and \_\_\_\_\_\_\_\_\_\_.
   * Answer: threats
2. In **SWOT analysis**, strengths and weaknesses are considered \_\_\_\_\_\_\_\_\_\_ factors.
   * Answer: internal

**True or False Questions:**

**Joint Application Design (JAD)**

1. **Joint Application Design (JAD)** is a process used to collect business requirements while developing new information systems.
   * True
2. **JAD** sessions typically exclude end-users and focus only on IT staff.
   * False

**Requirements Traceability Matrix (RTM)**

1. A **requirements traceability matrix (RTM)** is used to track the relationship between requirements and the work products developed to implement and verify those requirements.
   * True
2. An **RTM** is only used during the project planning phase.
   * False

**Scope Creep**

1. **Scope creep** refers to uncontrolled changes or continuous growth in a project's scope.
   * True
2. **Scope creep** is generally seen as a positive indicator of a project’s flexibility and adaptability.
   * False

**Work Breakdown Structure (WBS)**

1. A **work breakdown structure (WBS)** is a hierarchical decomposition of the total scope of work to accomplish project objectives.
   * True
2. The **WBS** is used to assign project roles and responsibilities.
   * False

**Work Package**

1. A **work package** is the smallest unit of work defined in a project’s WBS.
   * True
2. **Work packages** cannot be decomposed further into smaller tasks.

* False

**Multiple Choice Questions:**

**Joint Application Design (JAD)**

1. The primary purpose of **Joint Application Design (JAD)** is to:
   * A. Develop project schedules
   * B. Collect business requirements
   * C. Monitor team performance
   * D. Allocate project budgets
   * Answer: B
2. **JAD** sessions typically involve:
   * A. Only the project manager
   * B. Key stakeholders, end-users, and IT staff
   * C. External auditors
   * D. Marketing team
   * Answer: B

**Requirements Traceability Matrix (RTM)**

1. An **RTM** helps in ensuring that all project requirements:
   * A. Are documented and approved by the project sponsor
   * B. Are linked to their origins and tracked throughout the project lifecycle
   * C. Are included in the project budget
   * D. Are completed within the project timeline
   * Answer: B
2. Which of the following is NOT a typical benefit of using an **RTM**?
   * A. Helps manage changes to project scope
   * B. Ensures all requirements are addressed
   * C. Tracks the status of project deliverables
   * D. Simplifies the project budgeting process
   * Answer: D

**Scope Creep**

1. **Scope creep** can be managed by:
   * A. Allowing all changes without formal approval
   * B. Implementing a robust change control process
   * C. Ignoring minor changes in scope
   * D. Delaying the project timeline
   * Answer: B
2. One common cause of **scope creep** is:
   * A. Poor initial project planning
   * B. Clear and concise requirements
   * C. A well-defined project scope
   * D. Strict change control procedures
   * Answer: A

**Work Breakdown Structure (WBS)**

1. The primary purpose of a **WBS** is to:
   * A. Allocate project resources
   * B. Break down the project scope into manageable sections
   * C. Monitor project risks
   * D. Define project objectives
   * Answer: B
2. Which of the following is NOT a characteristic of a **WBS**?
   * A. Hierarchical structure
   * B. Defines deliverables
   * C. Outlines project timelines
   * D. Facilitates project management
   * Answer: C

**Work Package**

1. A **work package** is best described as:
   * A. A summary of the project goals
   * B. The smallest unit of work in a WBS
   * C. A high-level project milestone
   * D. A project’s financial plan
   * Answer: B
2. Which of the following is true about **work packages**?
   * A. They include project timelines and budgets
   * B. They cannot be further decomposed
   * C. They are used to assign tasks to team members
   * D. They define the project scope
   * Answer: C

**Fill in the Blanks:**

**Joint Application Design (JAD)**

1. **Joint Application Design (JAD)** is a process used to collect \_\_\_\_\_\_\_\_\_\_ requirements while developing new information systems.
   * Answer: business
2. **JAD** sessions involve key stakeholders, end-users, and \_\_\_\_\_\_\_\_\_\_ staff.
   * Answer: IT

**Requirements Traceability Matrix (RTM)**

1. A **requirements traceability matrix (RTM)** is used to track the relationship between requirements and the \_\_\_\_\_\_\_\_\_\_ developed to implement and verify those requirements.
   * Answer: work products
2. The **RTM** ensures that all requirements are addressed and \_\_\_\_\_\_\_\_\_\_ throughout the project lifecycle.
   * Answer: tracked

**Scope Creep**

1. **Scope creep** refers to uncontrolled changes or continuous \_\_\_\_\_\_\_\_\_\_ in a project's scope.
   * Answer: growth
2. One way to manage **scope creep** is by implementing a robust \_\_\_\_\_\_\_\_\_\_ control process.
   * Answer: change

**Work Breakdown Structure (WBS)**

1. A **work breakdown structure (WBS)** is a hierarchical decomposition of the total scope of work to accomplish project \_\_\_\_\_\_\_\_\_\_.
   * Answer: objectives
2. The **WBS** helps in breaking down the project scope into manageable \_\_\_\_\_\_\_\_\_\_.
   * Answer: sections

**Work Package**

1. A **work package** is the smallest unit of work defined in a project’s \_\_\_\_\_\_\_\_\_\_.
   * Answer: WBS
2. **Work packages** are used to assign \_\_\_\_\_\_\_\_\_\_ to team members.
   * Answer: tasks

**True or False Questions:**

**Theory of Constraints (TOC)**

1. **Theory of Constraints (TOC)** focuses on identifying and managing the most critical constraint that limits the system's performance.
   * True
2. According to **TOC**, improving any part of the system will always lead to overall system improvement.
   * False

**Precedence Diagramming Method (PDM)**

1. The **precedence diagramming method (PDM)** is used to construct a project schedule network diagram.
   * True
2. **PDM** exclusively uses start-to-start relationships between activities.
   * False

**Parkinson’s Law**

1. **Parkinson’s Law** states that work expands to fill the time available for its completion.
   * True
2. **Parkinson’s Law** suggests that the more resources you add to a project, the faster it will be completed.
   * False

**Murphy’s Law**

1. **Murphy’s Law** is the adage that "anything that can go wrong will go wrong."
   * True
2. **Murphy’s Law** implies that thorough planning can completely prevent project issues.
   * False

**Milestone**

1. A **milestone** is a significant point or event in the project timeline.
   * True
2. **Milestones** typically have a duration and require resources to complete.
   * False

**Multiple Choice Questions:**

**Theory of Constraints (TOC)**

1. The primary focus of the **Theory of Constraints (TOC)** is to:
   * A. Maximize resource utilization
   * B. Identify and manage system constraints
   * C. Increase product quality
   * D. Expand market reach
   * Answer: B
2. According to **TOC**, which of the following is the most effective way to improve system performance?
   * A. Increase overall efficiency
   * B. Optimize the constraint
   * C. Reduce operational costs
   * D. Expand the workforce
   * Answer: B

**Precedence Diagramming Method (PDM)**

1. The **precedence diagramming method (PDM)** includes which type of relationship between activities?
   * A. Start-to-start
   * B. Finish-to-finish
   * C. Start-to-finish
   * D. All of the above
   * Answer: D
2. In **PDM**, the most common relationship used is:
   * A. Start-to-start
   * B. Finish-to-start
   * C. Finish-to-finish
   * D. Start-to-finish
   * Answer: B

**Parkinson’s Law**

1. According to **Parkinson’s Law**, work expands to fill the:
   * A. Available budget
   * B. Number of team members
   * C. Available time
   * D. Complexity of the project
   * Answer: C
2. **Parkinson’s Law** is most relevant when considering:
   * A. Resource allocation
   * B. Time management
   * C. Risk management
   * D. Quality control
   * Answer: B

**Murphy’s Law**

1. **Murphy’s Law** is often summarized as:
   * A. "The more you plan, the less likely things will go wrong."
   * B. "Anything that can go wrong will go wrong."
   * C. "Work expands to fill the time available."
   * D. "The simplest solution is often the best."
   * Answer: B
2. Which of the following best describes **Murphy’s Law** in project management?
   * A. Projects will always finish ahead of schedule.
   * B. Unexpected problems are inevitable.
   * C. Increasing resources guarantees success.
   * D. Planning can eliminate all risks.
   * Answer: B

**Milestone**

1. A **milestone** in project management is:
   * A. A task with a defined duration
   * B. A significant event or point in time
   * C. A detailed project plan
   * D. A resource allocation strategy
   * Answer: B
2. Which of the following statements is true about **milestones**?
   * A. They require a specific budget allocation.
   * B. They mark significant points in the project without duration.
   * C. They are minor tasks within a project.
   * D. They are used for detailed project scheduling.
   * Answer: B

**Fill in the Blanks:**

**Theory of Constraints (TOC)**

1. **Theory of Constraints (TOC)** focuses on identifying and managing the most critical \_\_\_\_\_\_\_\_\_\_ that limits the system's performance.
   * Answer: constraint
2. According to **TOC**, improving the \_\_\_\_\_\_\_\_\_\_ constraint can lead to significant improvements in overall system performance.
   * Answer: system

**Precedence Diagramming Method (PDM)**

1. The **precedence diagramming method (PDM)** is used to construct a project schedule \_\_\_\_\_\_\_\_\_\_ diagram.
   * Answer: network
2. In **PDM**, the relationship where one activity cannot start until another finishes is known as \_\_\_\_\_\_\_\_\_\_.
   * Answer: finish-to-start

**Parkinson’s Law**

1. **Parkinson’s Law** states that work expands to fill the \_\_\_\_\_\_\_\_\_\_ available for its completion.
   * Answer: time
2. **Parkinson’s Law** implies that setting shorter deadlines can potentially increase \_\_\_\_\_\_\_\_\_\_.
   * Answer: efficiency

**Murphy’s Law**

1. **Murphy’s Law** suggests that "anything that can go wrong will go \_\_\_\_\_\_\_\_\_\_."
   * Answer: wrong
2. In project management, **Murphy’s Law** underscores the importance of \_\_\_\_\_\_\_\_\_\_ planning and risk management.
   * Answer: contingency

**Milestone**

1. A **milestone** is a significant point or event in the project \_\_\_\_\_\_\_\_\_\_.
   * Answer: timeline
2. **Milestones** are used to mark important \_\_\_\_\_\_\_\_\_\_ and review points in a project.
   * Answer: achievements

**True or False Questions:**

**Earned Value Management (EVM)**

1. **Earned Value Management (EVM)** is a project management technique that integrates scope, time, and cost data.
   * True
2. **EVM** can only be applied to software development projects.
   * False

**Life Cycle Costing**

1. **Life cycle costing** includes all costs incurred during the life of a project, from inception to disposal.
   * True
2. **Life cycle costing** focuses only on the initial investment costs of a project.
   * False

**Earned Value (EV)**

1. **Earned value (EV)** is the measure of work performed expressed in terms of the budget authorized for that work.
   * True
2. **Earned value (EV)** is always equal to the planned value (PV) at the end of a project.
   * False

**Multiple Choice Questions:**

**Earned Value Management (EVM)**

1. Which of the following best describes **Earned Value Management (EVM)**?
   * A. A financial accounting method
   * B. A project management technique that measures project performance and progress
   * C. A tool for resource allocation
   * D. A method for managing stakeholder expectations
   * Answer: B
2. In **EVM**, the formula for calculating Schedule Performance Index (SPI) is:
   * A. EV/PV
   * B. PV/EV
   * C. EV/AC
   * D. AC/EV
   * Answer: A

**Life Cycle Costing**

1. **Life cycle costing** considers which of the following phases of a project?
   * A. Initiation
   * B. Planning
   * C. Execution
   * D. All of the above
   * Answer: D
2. Which of the following is NOT a component of **life cycle costing**?
   * A. Acquisition costs
   * B. Operating costs
   * C. Disposal costs
   * D. Profit margins
   * Answer: D

**Earned Value (EV)**

1. **Earned value (EV)** is calculated by:
   * A. Summing the actual costs to date
   * B. Multiplying the percent complete by the total project budget
   * C. Adding the planned value to the actual costs
   * D. Subtracting the actual costs from the planned value
   * Answer: B
2. In **EVM**, if the earned value (EV) is greater than the actual cost (AC), the project is:
   * A. Over budget
   * B. Under budget
   * C. Behind schedule
   * D. Ahead of schedule
   * Answer: B

**Fill in the Blanks:**

**Earned Value Management (EVM)**

1. **Earned Value Management (EVM)** integrates scope, time, and \_\_\_\_\_\_\_\_\_\_ data to assess project performance.
   * Answer: cost
2. One of the key benefits of **EVM** is its ability to provide early warning signals for \_\_\_\_\_\_\_\_\_\_ issues.
   * Answer: performance

**Life Cycle Costing**

1. **Life cycle costing** includes costs incurred during the entire life of a project, from \_\_\_\_\_\_\_\_\_\_ to disposal.
   * Answer: inception
2. By considering the total cost of ownership, **life cycle costing** helps in making more informed \_\_\_\_\_\_\_\_\_\_ decisions.
   * Answer: financial

**Earned Value (EV)**

1. **Earned value (EV)** is the measure of work performed expressed in terms of the \_\_\_\_\_\_\_\_\_\_ authorized for that work.
   * Answer: budget
2. To calculate **earned value (EV)**, you multiply the percent complete by the \_\_\_\_\_\_\_\_\_\_ project budget.
   * Answer: total

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**True or False Questions:**

**B////rainstorming**

1. **Brainstorming** is a technique used to generate a large number of ideas for the solution to a problem.
   * True
2. **Brainstorming** sessions should always be conducted in a formal and structured manner.
   * False

**Risk Register**

1. A **risk register** is a document used to identify, assess, and manage risks throughout a project.
   * True
2. Once risks are documented in the **risk register**, they do not need to be reviewed or updated.
   * False

**Risk Utility**

1. **Risk utility**, also known as risk tolerance, refers to the amount of risk an organization is willing to accept.
   * True
2. **Risk utility** is only considered at the beginning of a project and does not change.
   * False

**Multiple Choice Questions:**

**Brainstorming**

1. The primary purpose of **brainstorming** is to:
   * A. Evaluate potential solutions
   * B. Generate a large number of ideas
   * C. Create detailed project plans
   * D. Allocate project resources
   * Answer: B
2. Which of the following is NOT a typical rule for a **brainstorming** session?
   * A. Encourage wild ideas
   * B. Criticize ideas as they are presented
   * C. Build on others' ideas
   * D. Aim for quantity over quality
   * Answer: B

**Risk Register**

1. A **risk register** typically includes:
   * A. Identified risks
   * B. Risk analysis results
   * C. Risk response plans
   * D. All of the above
   * Answer: D
2. The main purpose of a **risk register** is to:
   * A. Document project requirements
   * B. Track project expenses
   * C. Identify and manage risks
   * D. Schedule project activities
   * Answer: C

**Risk Utility**

1. **Risk utility** is also known as:
   * A. Risk appetite
   * B. Risk assessment
   * C. Risk analysis
   * D. Risk identification
   * Answer: A
2. An organization with a high **risk utility** is likely to:
   * A. Avoid all risks
   * B. Accept more risks in pursuit of higher rewards
   * C. Minimize all potential risks
   * D. Only engage in low-risk projects
   * Answer: B

**Fill in the Blanks:**

**Brainstorming**

1. **Brainstorming** is a technique used to generate a large number of \_\_\_\_\_\_\_\_\_\_ for the solution to a problem.
   * Answer: ideas
2. During a **brainstorming** session, participants are encouraged to build on others' \_\_\_\_\_\_\_\_\_\_.
   * Answer: ideas

**Risk Register**

1. A **risk register** is a document used to identify, assess, and manage \_\_\_\_\_\_\_\_\_\_ throughout a project.
   * Answer: risks
2. The **risk register** should be regularly reviewed and \_\_\_\_\_\_\_\_\_\_ as new risks are identified or existing risks change.
   * Answer: updated

**Risk Utility**

1. **Risk utility**, also known as risk tolerance, refers to the amount of \_\_\_\_\_\_\_\_\_\_ an organization is willing to accept.
   * Answer: risk
2. Organizations with low **risk utility** tend to be \_\_\_\_\_\_\_\_\_\_ in their project choices.
   * Answer: conservative

**True or False Questions:**

**Make-or-Buy Decision**

1. A **make-or-buy decision** involves choosing between producing a product in-house or purchasing it from an external supplier.
   * True
2. **Make-or-buy decisions** are typically made only once during the project lifecycle.
   * False

**OStatement of Work (SW)**

1. A **statement of work (SOW)** is a document that describes the work required for a project in detail.
   * True
2. The **SOW** should include a detailed schedule and budget for the project.
   * False

**Proposal**

1. A **proposal** is a document that offers a solution to a problem or a course of action in response to a request.
   * True
2. Proposals are only used in the context of government contracts.
   * False

**Multiple Choice Questions:**

**Make-or-Buy Decision**

1. The primary consideration in a **make-or-buy decision** is:
   * A. The brand of the supplier
   * B. The cost and benefits of making versus buying
   * C. The location of the supplier
   * D. The size of the project team
   * Answer: B
2. Which of the following is NOT typically a factor in a **make-or-buy decision**?
   * A. Internal production capacity
   * B. Supplier reliability
   * C. Current market trends
   * D. Color preferences
   * Answer: D

**Statement of Work (SOW)**

1. A **statement of work (SOW)** typically includes:
   * A. Project objectives and scope
   * B. Detailed budget breakdown
   * C. Team member resumes
   * D. Stakeholder personal preferences
   * Answer: A
2. The **SOW** is primarily used to:
   * A. Define the roles and responsibilities of the project team
   * B. Outline the work required for a project
   * C. Track project expenses
   * D. Schedule project meetings
   * Answer: B

**Proposal**

1. A **proposal** is generally created in response to:
   * A. An internal memo
   * B. A request for proposal (RFP)
   * C. A stakeholder meeting
   * D. A project milestone
   * Answer: B
2. The main purpose of a **proposal** is to:
   * A. Allocate project resources
   * B. Offer a solution to a problem or a course of action
   * C. Document project risks
   * D. Schedule project activities
   * Answer: B

**Fill in the Blanks:**

**Make-or-Buy Decision**

1. A **make-or-buy decision** involves choosing between producing a product in-house or purchasing it from an external \_\_\_\_\_\_\_\_\_\_.
   * Answer: supplier
2. Factors influencing **make-or-buy decisions** include cost, production capacity, and \_\_\_\_\_\_\_\_\_\_ reliability.
   * Answer: supplier

**Statement of Work (SOW)**

1. A **statement of work (SOW)** is a document that describes the \_\_\_\_\_\_\_\_\_\_ required for a project in detail.
   * Answer: work
2. The **SOW** should clearly outline the project objectives, scope, and \_\_\_\_\_\_\_\_\_\_.
   * Answer: deliverables

**Proposal**

1. A **proposal** is a document that offers a solution to a problem or a course of action in response to a \_\_\_\_\_\_\_\_\_\_.
   * Answer: request
2. The main goal of a **proposal** is to persuade the recipient to \_\_\_\_\_\_\_\_\_\_ the proposed solution or course of action.
   * Answer: accept