

Midterm_Exam password: 2424 (Covering Ch 1 - Ch 9)

Due Oct 26 at 11:59pm **Points** 20.13 **Questions** 61
Available Oct 26 at 10am - Oct 26 at 11:59pm about 14 hours
Time Limit 150 Minutes

Instructions

Once you have submitted an answer, you will not be able to change it later.

You will not be able to view the previous question.

Attempt History

	Attempt	Time	Score
LATEST	Attempt 1	57 minutes	19.8 out of 20.13

❗ Correct answers are hidden.

Score for this quiz: **19.8** out of 20.13

Submitted Oct 26 at 11:15am

This attempt took 57 minutes.

Question 1

0.33 / 0.33 pts

The components of an individual computer system consist of processing hardware, input devices, output devices, storage devices

- ☐ and operating system software
- ☒ application software and operating system software
- ☐ and application programs
- ☐ application software, file storage, and data processing

Correct

Question 2

0.33 / 0.33 pts

The _____ provides the physical mechanisms to input and output data, to manipulate and process data, and to electronically control the various input, output, and storage

- ☐ network
- ☐ computer software
- ☒ computer hardware
- ☐ data

Correct

Question 3

0.33 / 0.33 pts

Which of the following is *not* part of the conceptual view of a CPU?

- ☐ Control Unit
- ☐ ALU
- ☐ Interface Unit

☒ Main memory

Correct

Question 4

0.33 / 0.33 pts

The system architecture representation of the flow and processing of data within an organization is called_____

☐ customer oriented architecture

☐ flow control architecture

☐ three-tier architecture

☒ application architecture

Correct

Question 5

0.33 / 0.33 pts

The ____ acts as an interface between the operating system, device drivers, and applications and the devices that are attached via the USB host.

☐ seek strategy

☐ search time

☒ USB (universal serial bus) controller

☐ I/O traffic controller

Correct

Question 6

0.33 / 0.33 pts

In a client-server architecture, the only limitations to running multiple applications on a single server are the potential slowdowns that may result from the load on the server computer and _____

☒ the traffic on the network to that server

☐ traffic on the Internet

☐ users who open many web browsers

☐ load on client computer

Correct

Question 7

0.33 / 0.33 pts

Data security is the ability of a system to _____

☐ allow access to information when it is needed

- ☐ allow configuration, monitoring, and maintaining operation
- ☒ protect data against unauthorized access or modification.
- ☐ handle a growing amount of work

Correct

Question 8

0.33 / 0.33 pts

In a client-server architecture, the only limitations to running multiple applications on a single server are the potential slowdowns that may result from the load on the server computer and _____

- ☐ users who open many web browsers
- ☐ load on client computer
- ☐ traffic on the Internet
- ☒ the traffic on the network to that server

Correct

Question 9

0.33 / 0.33 pts

The protocol that makes communication between a Web server and a database application possible is called _____

☐ HTTP☐ SQL☐ Database Control Language☒ Common Gateway Interface

Correct

Question 10**0.33 / 0.33 pts**

How many binary digits does it take to represent the decimal number 2013?

☐ 8☐ 16☐ 2013☒ 11

Correct

Question 11**0.33 / 0.33 pts**

How many bytes does it take to store the binary equivalent of the decimal number 1945?

☐ 4

☐ 10

☐ 1

☒ 2

Correct

Question 12

0.33 / 0.33 pts

Eight raised to the power zero is _____

☒ 1

☐ 8

☐ 0

☐ -8

Correct

Question 13

0.33 / 0.33 pts

A single digit that can have only one of two values, 0 or 1, is
a _____

☒ bit

☐ signal

☐ character

☐ blip

Correct

Question 14

0.33 / 0.33 pts

The number of different digits, including zero, that exist in the number system is the _____

☐ field

☐ parameter

☐ range

☒ base

Correct

Question 15**0.33 / 0.33 pts**

Input from a device that represents a continuous range of data is known as _____

- ☐ metadata
- ☐ discrete data
- ☒ analog data
- ☐ various data

Correct

Question 16**0.33 / 0.33 pts**

Information that describes or interprets the meaning of the data is known as _____

- ☐ analog
- ☐ EBCDIC
- ☐ ASCII
- ☒ metadata

Correct

Question 17**0.33 / 0.33 pts**

The term **distributed operating system** is used to describe a specific set of rules used to control the flow of messages through the network.

☐ True☒ False

Correct

Question 18**0.33 / 0.33 pts**

Image files that store each individual point within the image are_____

☒ bitmap images☐ vector images☐ object images☐ glyphs**Question 19****0.33 / 0.33 pts****Operation of the LMC**

The ADD instruction adds data from_____

- ☒ a mailbox to the calculator
- ☐ a mailbox to the in basket
- ☐ the in basket to a mailbox
- ☐ one mailbox to another mailbox

Question 20**0.33 / 0.33 pts****Operation of the LMC****A STORE command will leave the original data in the mailbox**

- ☐ deleted
- ☐ unchanged
- ☒ overwritten
- ☐ corrupted

Question 21**0.33 / 0.33 pts****Representing Numerical Data****How do computers store all data and program instructions?**

- ☐ As decimal numbers
- ☒ As binary numbers
- ☐ As ASCII characters
- ☐ As algebraic equations

Question 22**0.33 / 0.33 pts**

The term **protocol** is used to describe a specific set of rules used to control the flow of messages through the network.

- ☒ True
- ☐ False

Question 23**0.33 / 0.33 pts**

An 8-bit storage location can store any unsigned integer of value between 0 and

- ☒ 255
- ☐ 512

☐ 7☐ 16**Question 24****0.33 / 0.33 pts**

What does BCD stand for?

☐ Binary Character Data☐ Binary Calculating Device☒ Binary-Coded Decimal☐ Binary Common Denominator**Question 25****0.33 / 0.33 pts**

How many BCD digits can be stored in one byte?

☐ 1☐ 7☐ 255☒ 2

Question 26**0.33 / 0.33 pts**

If we complement the value twice, it will

- ☒ return to its original value
- ☐ reset the carry flag
- ☐ be twice as big
- ☐ cause an overflow error

Question 27**0.33 / 0.33 pts**

The ALU and CU together are known as the

- ☐ program counter
- ☐ Memory Management Unit
- ☐ instruction set
- ☒ CPU

Question 28**0.33 / 0.33 pts**

The 1-bit registers that are used to allow the computer to keep track of special conditions (like overflow or power failure) are often called

- ☒ flags
- ☐ loops
- ☐ the ALU
- ☐ I/O counters

Incorrect**Question 29****0 / 0.33 pts**

The mailboxes in the LMC model are the equivalent to a real computer's

- ☐ ports
- ☒ CPU
- ☐ memory
- ☐ control unit

Question 30**0.33 / 0.33 pts**

The different ways of establishing memory addresses within an instruction are called

- ☐ MAR codes
- ☐ MDR codes
- ☒ addressing modes
- ☐ programmable modes

Question 31

0.33 / 0.33 pts

Chapter 8: CPU and Memory Design Enhancement and Implementation

CPU architecture is defined by the basic characteristics and major features of the CPU. "CPU architecture" is sometimes called _____

- ☒ instruction set architecture
- ☐ CPU design and organization
- ☐ architecture design
- ☐ structural organization

Question 32

0.33 / 0.33 pts

Section 8.2 CPU Features and Enhancements

The _____ must be designed to assure that each step of the instruction cycle has time to complete before the results are required by the next step.

☐ instruction pointer

☐ Control Unit

☐ ALU

☒ clock cycle

Question 33

0.33 / 0.33 pts

Overlapping instructions—so that more than one instruction is being worked on at a time—is known as the _____

☐ accelerator method

☒ pipelining method

☐ assembly line method

☐ conveyor belt method

Question 34

0.33 / 0.33 pts

Section 9.3 Interrupts: Which of the following **is not a function** of how interrupts are used?

- ☐ A completion signal
- ☐ A means of allocating CPU time
- ☐ An abnormal event indicator
- ☒ A way of buffering large amounts of data

Question 35

0.33 / 0.33 pts

Section 9.4 Direct Memory Access: Data from disks, and tapes, and flash memory are transferred only in _____.

- ☐ bits
- ☐ No answer text provided.
- ☒ blocks of data
- ☐ chunks of data

Question 36

0.33 / 0.33 pts

Internal interrupts caused by events related to problems or special conditions within the computer itself are sometimes called

- ☐ exclusions
- ☐ exemptions
- ☐ special errors
- ☒ traps or exceptions

Correct

Question 37

0.33 / 0.33 pts

Section 9.3 Interrupts

Instructions that are intended for use by an operating system program, but not by an application program, are called

- ☐ limited instructions
- ☐ control instructions
- ☐ prevalent instructions
- ☒ privileged instructions

Correct

Question 38**0.33 / 0.33 pts****Section 9.3 Interrupts**

When an interrupt causes temporary suspension of the program in progress, all the pertinent information about the program being suspended, including the location of the last instruction executed, and the values of data in various registers are stored in an area of memory known as the

- ☒ process control block
- ☐ memory dump block
- ☐ program method block

Correrct**Question 39****0.33 / 0.33 pts**

The work performed by an individual computer system within the IT system can be characterized by_____

- ☐ hardware and software
- ☐ input, storage and output
- ☒ input, processing, and output
- ☐ storage processing and output

Question 40**0.33 / 0.33 pts**

As a matter of necessity, network interfaces must conform to standard agreements, known as _____, for messages to be understood by both computers during a message exchange between a pair of computers.

- ☐ Ethernet standards
- ☒ protocols
- ☐ device controllers
- ☐ I/O services

Question 41**0.33 / 0.33 pts**

Many of the internal OS services are provided by the _____ module, which contains the most important operating system processing functions.

- ☒ kernel
- ☐ CPU
- ☐ central
- ☐ root

Question 42**0.33 / 0.33 pts**

When the computer is started, a bootstrap or IPL (Initial Program Load) begins testing the system. Where is this bootstrap program stored?

☐ virtual memory

☐ hard drive

☐ RAM

☒ ROM

Question 43

0.33 / 0.33 pts

Section 1.4 Storage devices communicate with a computer using protocols. One such protocol is:

☐ PATA

☐ hard-disk parallel communications protocol (HDPC)

☐ serial encoded messages (SEM)

☒ SATA

Question 44

0.33 / 0.33 pts

The alphanumeric code that has codes for the characters of nearly every character-based alphabet of the world is

☐ ASCII

- ☐ Ordinal
- ☒ Unicode
- ☐ EBCDIC

Question 45**0.33 / 0.33 pts**

The nature of display technology makes it much more convenient and cost effective for regular printers and display screens to display and print all images as

- ☐ palettes
- ☐ equations
- ☒ bitmaps
- ☐ pseudocode

Question 46**0.33 / 0.33 pts**

Section 4.3 The individual elements that form a bitmap image are called

- ☐ grid bits
- ☐ palettes
- ☐ resolution
- ☒ pixels

Question 47**0.33 / 0.33 pts**

Which of the following is not a common function of an I/O disk controller?

☐

The I/O disk controller provides a buffer where the data from memory can be held until it can be transferred to the disk.

☐

The I/O disk controller recognizes messages addressed to it and accepts commands from the CPU.

☐

The I/O disk controller has interrupt capability, which it uses to notify the CPU when the transfer is complete.

☒

The I/O disk controller manages main memory during the transfer.

Question 48**0.33 / 0.33 pts**

Interrupts that can never be temporarily disabled by program instructions are called_____

☐

non-transferable.

☐

invariable.

☐

unchangeable.

☒

nonmaskable.

Question 49**0.33 / 0.33 pts**

The computer provides a CARRY FLAG that is used to correct for carries and borrows that occur when large number must be separated into parts to perform additions and subtractions.

☒ True☐ False**Question 50****0.33 / 0.33 pts**

The sources and destinations of data for an instruction, whether implicit or explicit, are known as SATURATION

☐ True☒ False**Question 51****0.33 / 0.33 pts**

Section 5

Suppose you are writing a program that needs to represent a maximum 50,000 whole things (i.e. integer data type).

Would be better: to use a long integer (64 bits)

☐ True

☒ False

Question 52**0.33 / 0.33 pts**

In the von Neumann architecture, memory is addressed

- ☐ by instructions only
- ☒ by location number
- ☐ by contents of the memory location
- ☐ by the value stored

Question 53**0.33 / 0.33 pts**

Eight raised to the power zero is _____

- ☒ 1
- ☐ 8
- ☐ 0
- ☐ -8

Question 54**0.33 / 0.33 pts**

The main memory, often known as primary storage, working storage, or RAM (for random access memory), holds_____

- ☐ program instructions, data, and instructions for booting the computer
- ☒ program instructions and data
- ☐ data
- ☐ program instructions

Question 55

0.33 / 0.33 pts

The COFFEE BREAK(HALT) instruction_____.

- ☐ ignores the address portion of the instruction
- ☐ clears all mailboxes
- ☒ pauses the program
- ☐ empties the out basket

Question 56

0.33 / 0.33 pts

The register that will hold the data value that is being transferred between the CPU and a particular memory location is called the_____

- ☐ ALU
- ☐ MAR

☒ MDR☐ PC**Question 57****0.33 / 0.33 pts**

Simultaneous thread multiprocessing (STM) is also known as

☐ superthreading☒ hyperthreading☐ concurrent threading☐ expert threading**Question 58****0.33 / 0.33 pts**

In Symmetrical Multiprocessing (SMP) each CPU has _____

☐ identical access to the I/O and memory☐ identical access to memory☒ identical access to the operating system, and to all system resources, including memory☐ identical access to the operating system, I/O and memory

Question 59**0.33 / 0.33 pts**

The incompatibilities in speed between the various devices and the CPU make I/O synchronization difficult, especially if there are multiple devices attempting to do I/O at the same time. To handle these problems data is usually stored_____

☐ inexternal storage☒ in a buffer☐ on the disk drive☐ on the network**Question 60****0.33 / 0.33 pts**

Four pieces of data must be provided to the I/O controller for a particular I/O device to initiate the DMA transfer. Which of the following is not required?

☒ The length of time required to transfer the data☐ The size of the block to be transferred☐ The location of the data on the I/O device☐ The starting location of the block of data in memory**Question 61****0.33 / 0.33 pts**

Which of the following is not one of the three primary conditions for direct memory access to take place?

☐

There must be a means to avoid conflict between the CPU and the I/O controller

☒

The I/O device must have an internal buffer

☐

The I/O controller associated with the particular device must be capable of reading and writing to memory

☐

There must be a method to connect together the I/O interface and memory.

Quiz Score: **19.8** out of 20.13

Quiz 01: Introduction

Due Sep 7 at 10pm**Points** 10**Questions** 6**Time Limit** None

Instructions

Answer the following questions in your own words. Do NOT simply cut and paste the information from the slides. You will receive a score of 0 if you copy the prose from the slides.

Attempt History

	Attempt	Time	Score
LATEST	Attempt 1	2,873 minutes	10 out of 10

❗ Correct answers are hidden.

Score for this quiz: **10** out of 10

Submitted Sep 7 at 9:24pm

This attempt took 2,873 minutes.

Question 1

2 / 2 pts

What is a plan-driven software development process?

Your Answer:

plan-driven process has follow sequentially task which helps us for software development.

It is very rigid process.

In this process each and every task is define earlier. And, if you want to change later on then it will required lot of work.

Moreover, all the task are well formatted in advance and assign the task to the particular group responsible for accomplish the task.

Question 2**2 / 2 pts**

Describe two of the six Best Practices in the Rational Unified Process

Your Answer:

Manage Requirements :- RUP offer a tested framework that defines how requirement are organized and recording. furthermore, it is very easy to capture and communicate the business requirement. It gives clear understanding and meaningful way of use cases scenarios as result it enhance the quality of level.

Use component base architecture: It gives detail information about to create resilient architecture which work flexible for accommodate change .Basically it is support component based software development. The process which create a baseline an architecture which called early development.

Question 3**2 / 2 pts**

According to the RUP reading assignment for this week, what does the RUP process use to replace large volumes of documents?

Your Answer:

For replacement of large volumes of documents RUP uses models.

models of the software being developed

Question 4**2 / 2 pts**

Summarize Boehm's view on Agile Methods from this week's reading. Is he a supporter, a detractor, or somewhere in the middle? How and where does he suggest Agile Methods should be used?

Your Answer:

As per Boehm's point of view on Agile Methods he think that both agile and plan driven mrthods are good.

Form my perspective he is somewhere in the middle. Because, he said that both methods are good when they work together. Moreover, Agile Methods should be used for medical system,air traffic control and financial system.

Question 5**2 / 2 pts**

Are agile methods the best method for all projects? Identify a situation where a Plan Driven approach may be a better approach.

Your Answer:

No, they are not best for all the projects. Because, some of the projects do not need an iterative behavior which agile possess. To build a huge building plan driven can be the best approach as re-revising the requirement or making changes to the plan is not appropriate in such cases plan driven is the best option. However, the shopping sites such as Zara, Gucci and so on require continues changes for that agile is best suitable.

Question 6**0 / 0 pts**

"I pledge on my honor that I have not given or received any unauthorized assistance on this assignment/examination. I further pledge that I have not copied any material from a book, article, the Internet or any other source except where I have expressly cited the source."

☒ True

☐ False

Quiz Score: **10** out of 10

Quiz 02: User Stories

Due Sep 14 at 10pm**Points** 10**Questions** 6**Time Limit** None

Instructions

Answer the following questions in your own words. Do NOT simply cut and paste the information from the slides. You will receive a score of 0 if you copy the prose from the slides.

For this quiz you will play 2 roles: sometimes you will act as a customer and sometimes you will act as a software developer.

You will describe the features and user stories for an event planning iPhone application. The system should allow you to plan events such as parties, meetings, etc. including creating a guest list, arranging with a caterer for food and drinks, inviting guests, tracking RSVP responses, sending out follow up messages after the event.

Attempt History

	Attempt	Time	Score
KEPT	Attempt 2	88 minutes	10 out of 10
LATEST	Attempt 2	88 minutes	10 out of 10
	Attempt 1	3,504 minutes	0 out of 10 *

* Some questions not yet graded

Score for this quiz: **10** out of 10

Submitted Sep 14 at 9:47pm

This attempt took 88 minutes.

Question 1

2 / 2 pts

Compare and contrast the role of developers in Agile and plan driven cultures.

Your Answer:

- In the agile developer have to organize their team by themselves. However, in plan driven manager assign the team member.
- In agile each employer work for the whole team. While, in plan driven each employer work for their manager
- Team can select task in agile when in plan driven manager assign the task.
- In agile they can give frequent delivery whereas in plain driven it can give infrequent deliver
- In agile it can get regular feedback from customer where in plain driven it can not get up-to-date feedback from user.

Question 2**2 / 2 pts**

Playing the role of the customer, make a list of the features you want in your system.

Your Answer:

1. Meeting
2. Event Area selection
3. Contact of the event manager
4. Profile and rating of the event organizer
5. Notification Option
6. Online or physically meeting option available
7. Price of the particular event
8. Feedback Option

Question 3**2 / 2 pts**

Playing the role of the customer, write at least 5 user stories. Be sure to include the following elements in your story:

- title: a short phrase describing the story
- priority: the importance of the story (filled in later)

- story points: the difficulty of implementing the story (filled in later)
- description: a sentence or two describing the story

Your Answer:

1) Meeting:-

- User Story:- I want the meeting feature which can use when I want to book my event and discuss with organizer if I have doubt.
- Priority:- 1
- Story Point:- 5 weeks
- Description:- If I want to organize meeting with event manager then I should be reach easier as soon as possible. Moreover, I can organize meeting offline or online both if I need.

2) Event area selection

- User Story:- As a user, I want this feature because if I wan to see any specific location then i can see on the application. Also it will help to determine that how much far a way from specific area
- Priority:- 1
- Story Point:- 4 weeks
- Description:- In event area selection it will help the user select any area when they need on time. Also its helps the user to conduct parties and any event.

3)Profile and rating of the event organizer

- User Story:- As a customer, I want that user should see event organizer profile and rating
- Priority:- 3
- Story Point:- 2 week
- Description:- user should see previous event which held by particular customer so they can decide which event best for them and choose best option of it

4)Contact of the event manager

- User Story:- As user, I want that each and every event organizer insert their number so user can easily contact them as possible as they can.
- Priority:- 2
- Story Point:- 1 week

- Description:- I want event manager number so I can easily connect them and ask them any question if I have or discuss about event.

5)Notification

- User Story:-I want notification option so I can see any update or new event if uploaded in any time
- Priority:-3
- Story Point:- 2 week
- Description:- I can get notification option so when booked my event and if manager sent me message through canvas then It will notify me easily.

Question 4

2 / 2 pts

Playing the role of the developer, estimate how many days each story will take. If a story will take too long, break it into multiple stories. Write the number of story points in the appropriate place for each story.

Your Answer:

1) Title:-Meeting

Story Point:-5 weeks

In this, Its divide in two part one is meet for online or offline option which take 2 week. However, another take 3 week which is time and date section.

2)Title:-Event area selection

Story Point:- 4 week

In this, I have to divide two part each part take 2 weeks first is location and then second is GPS part

3) Title:- Profile and rating for event manager

Story Point:- 2 week

4)Title:-Contact of event manager

Story Point:- 1 week

5) Title:-Notification

Story Point:-2 week

Question 5

2 / 2 pts

Playing the role of the customer, arrange the stories in priority order.
Assign a priority of "1", "2" or "3" to each story, where the most important stories get a "1".

Your Answer:

1) Title:-Event area selection

Priority:-1

2) Title:-Meeting

Priority:-2

3) Title:-Contact of the event manager

Priority:-2

4) Title:-Notification

Priority:-3

5) Title:-Profile and ration of the event organizer

Priority:-3

Question 6

0 / 0 pts

"I pledge on my honor that I have not given or received any unauthorized assistance on this assignment/examination. I further pledge that I have not copied any material from a book, article, the Internet or any other source except where I have expressly cited the source."

Correct!

☒ True

☐ False

Quiz Score: **10** out of 10

Quiz 03: Scrum

Due Sep 21 at 10pm**Points** 10**Questions** 6**Time Limit** None

Instructions

Answer the following questions in your own words. Do NOT simply cut and paste the information from the slides. You will receive a score of 0 if you copy the prose from the slides.

Attempt History

	Attempt	Time	Score
LATEST	Attempt 1	4,765 minutes	10 out of 10

Score for this quiz: **10** out of 10

Submitted Sep 21 at 8:04pm

This attempt took 4,765 minutes.

Question 1

2 / 2 pts

Scrum is based on empiricism. Describe empiricism and identify the three pillars of empiricism according to Schwaber.

Your Answer:

scrum is identified from empirical process control theory or empiricism. This method believe that knowledge is come from experience and make decision. That this take from what is already known.

The three pillars of empiricism are:

1. Transparency: - Noteworthy part of the process must be noticeable to those answerable for the outcomes. Straightforwardness requires those perspectives be characterizes by typical norm so eyewitnesses share a typical comprehension of what is seen. For example, regular language which is using in project must be shared by everyone.
2. Inspection:- Scrum clients should as often as possible assess scrum antiques and progress toward a sprint goal to distinguish undesirable

variances. The inspection is not very frequently but inspection can be done while working. This inspection is play vital role when inspector do their work properly.

3. Adaptation:- In that, if examiner identified that one or more part of process which effect the process and because of that the result will be not as except as decide at the beginning so for that the process has to modify. Before any problem the modification has to apply.

In the scrum process there are four process for inspection and adaption which are sprint planning, daily meeting, sprint review and sprint retrospective.

Empiricism believes that knowledge comes from experience and making decisions from what is known.

The three pillars are:

- Transparency
- Inspection
- Adaptation

Question 2

2 / 2 pts

Describe who attends and what happens at the Daily Standup/Scrum meeting

Your Answer:

In day to day standup meeting developer team member and scrum master must be there. However, product owner might be attend the meeting. Furthermore, In the meeting employer report their work to scrum master such as, what they did yesterday as well as what they will do today. And , if they have any question regarding project and any other

thing they can discuss in the meeting and get solution of the problem. Scrum master observe that each member of the team properly or not. Moreover, scrum master also observe that project process is going properly or not.

Question 3

2 / 2 pts

What is the difference between defined and empirical processes?

Your Answer:

Define	Empirical Processes
It is possible that first make detail specification of project and then stated to implementation	In these process, hardly make deep specification of the project and build it.
Define process, it can decide cost and effort at the starting of the project	In this process it can not decide the cost and efferent at the starting of the project
Define process change rate is low.	Empirical Process change rate is high.
modification is incalculable change is not normal thing.	modification is incalculable change is normal thing.
In this process. the schedule, all order of the task are define at the beginning	In this process, task are never define at the beginning

Question 4

2 / 2 pts

Describe the DEEP acronym for identifying appropriate Product Backlog Items.

Your Answer:

Detailed Appropriately: - highest priority of the item have more detail information so that in the next sprint it will be completed. Moreover, user story which is not completed in next sprint that means it has low priority.

Emergent: - Item excesses are not static they continue changing with changing necessities and thoughts. Client stories may be included, removed or updated appropriately in the event that they are not a high need and in the middle of the a progressing run.

Estimates: - user stories are estimated by developers. more efforts are required when user stories have high priority.

Prioritized: - As per product owner need product backlog prioritized for every user story. highest priority of user story implement first.

Question 5

2 / 2 pts

Describe who attends and what happens at the Sprint Retrospective meeting

Your Answer:

Scrum retrospective meeting attend scrum master and development team. In that meeting scrum master have chance to inspect improvement for the next sprint. This process occur after sprint review. Basically this meeting take time depends on sprint size. In that scrum master explain everything in that meeting to scrum team. Also, in that time-box scrum master observe that in the last sprint everything went well such as, process, people, tools and so on. Moreover, find out that which thing that could we improve in the next sprint. Then, do planning for next sprint that which is most important for that sprint. Make sure that implement the thing which identified while previous sprint.

Question 6**0 / 0 pts**

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Correct!☒ True☐ False**Quiz Score: 10** out of 10

Quiz 04: Testing

Due Sep 28 at 10pm**Points** 10**Questions** 6**Time Limit** None

Instructions

Answer the following questions in your own words. Do NOT simply cut and paste the information from the slides. You will receive a score of 0 if you copy the prose from the slides.

Attempt History

	Attempt	Time	Score
LATEST	Attempt 1	7,615 minutes	0 out of 10 *

* Some questions not yet graded

Score for this quiz: **0** out of 10 *

Submitted Sep 28 at 8:22pm

This attempt took 7,615 minutes.

Question 1

Not yet graded / 2 pts

Write a user story for some aspect of a university course registration system using the standard BDD template proposed by Dan North.

Your Answer:

User story of university course registration:-

Give the university course registration for which semester and for which major

when student select the particular course

Then on that time student have to submit their professor that they already complete their pre-requisite subject for this course. and student has to

eligible for this course.

Question 2**Not yet graded / 2 pts**

Describe the purpose of acceptance testing. Who performs acceptance testing?

Your Answer:

Acceptance testing is performed by stakeholder. Moreover, stakeholder is check that application is properly done as required. It is the place the user's gets the chance to give their contribution on the current phase of the product. In traditional method is performed at the end of the testing part. However, in agile it is performed at the end of the sprint.

Question 3**Not yet graded / 2 pts**

What types of feedback do tests provide?

Your Answer:

Programmer get to know that where bugs are located. How many test are passed or failed . Furthermore, Which part of the area should improv.

Customers can know that that how programmer doing their work as well as is their reequipments are fulfill or not. Also, they can know about what is working or what is not working in the software. They can know the progress of the product.

Question 4**Not yet graded / 2 pts**

How is testing different from debugging?

Your Answer:

Testing is where you distinguish and find mistakes in the code. this does not really change or do anything to the code itself. troubleshooting is the point at which you really experience the program and roll out the improvements vital with the goal for tests to pass.

Question 5**Not yet graded / 2 pts**

What is the purpose of the fixture in FitNesse?

Your Answer:

It go about as the association between test framework and application. It agents to basic application code and guides the client's test to the significant application code. Moreover, users of developed system can easily enter a formatted input using Fitness.

Question 6**0 / 0 pts**

"I pledge on my honor that I have not given or received any unauthorized assistance on this assignment/examination. I further pledge that I have not copied any material from a book, article, the Internet or any other source except where I have expressly cited the source."

Correct!

☒ True

☐ False

Quiz Score: **0** out of 10

Quiz 05: Continuous Integration and Pair Programming

Due Oct 5 at 10pm**Points** 10**Questions** 6**Time Limit** None

Instructions

Answer the following questions in your own words. Do NOT simply cut and paste the information from the slides. You will receive a score of 0 if you copy the prose from the slides.

Attempt History

	Attempt	Time	Score
LATEST	Attempt 1	7,626 minutes	2 out of 10 *

* Some questions not yet graded

Score for this quiz: **2** out of 10 *

Submitted Oct 5 at 8:34pm

This attempt took 7,626 minutes.

Question 1

Not yet graded / 2 pts

What is pair debugging? Why does it help?

Your Answer:

debugging is main step in pair programing. It include more than one process which are finding the problem, finding the way how to overcome this problem, and isolating the source of the problem. After that , debugging is to test the program that test the after correcting code is that working or not. Sometime in debugging you have explain the problem to another person to solve it. It is help full because when you debug your code on that you can find the error as well as how actually code is working in the project.

Question 2**Not yet graded / 2 pts**

Explain two advantages of Continuous Integration over Deferred Integration

Your Answer:

In Continuous Integration lessens the danger factor about monitoring the sum of work done as the colleagues continue pushing the code in the mainline so natural to know the measure of work done and the measure of time needed to finish the task , where in conceded combination, the reconciliation is done toward the finish of the cycle which makes the issue is knowing how far have we reached in venture and anticipate the amount additional time will it take to finish the undertaking

In continuous integration after each every group submit their part integration and testing performed however in deferred integration performed after finishing the cycle. which expands the overhead work in fathoming the blunders or bugs when found in the wake of testing

Question 3**Not yet graded / 2 pts**

Describe the role of navigator and driver in Pair Programming

Your Answer:

There are two types of role in pair programming. Which are driver and navigator. Driver write the code however, navigator review each and every line of code and if any mistake found then he or she tell the driver. Also, navigator have rights to give suggestion to driver. Bothe navigator and driver frequently switch their role in every 15-20 minutes. This pair programming work best for the output of the project if navigator and driver has good relation otherwise it will not work best for the project.

Question 4**Not yet graded / 2 pts**

Describe two of the myths of pair programming and explain why each is not true.

Your Answer:

1)it will share credit for everything

some people think that if they work to gather that means they can get equal credit for reward but that is not true. In the reality , the task is done by the group but their credit analyzed by their own performance how they did code during their work time. Moreover, credit decide by individual's performance.

2)The navigator find only syntax error

Some people think that navigator only find out error in the program which is not true. In the reality, navigator has to be seeing in the bigger picture. They working with different project and find out how people do coding and also collaborate. They thinking at the bigger level of abstraction. However, driver and navigator has to communicate with each other.

Question 5**2 / 2 pts**

Williams and Upchurch report which of the following benefits for pair-programming for Computer Science students:

Correct!

- ☒ Students complete assignments more quickly with higher quality

Correct!☒ Students are happier and less frustrated☐ Students learn more slowly**Correct!**☒ Students are able to help each other to understand the concepts☐ I didn't read the paper**Question 6****0 / 0 pts**

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Correct!☒ True☐ False**Quiz Score: 2 out of 10**

Quiz 06: Refactoring

Due Oct 12 at 10pm**Points** 10**Questions** 6**Time Limit** None

Instructions

Answer the following questions in your own words. Do NOT simply cut and paste the information from the slides. You will receive a score of 0 if you copy the prose from the slides.

Attempt History

	Attempt	Time	Score
LATEST	Attempt 1	5,617 minutes	0 out of 10 *

* Some questions not yet graded

Score for this quiz: **0** out of 10 *

Submitted Oct 12 at 8:08pm

This attempt took 5,617 minutes.

Question 1

Not yet graded / 2 pts

What is refactoring?

Your Answer:

refactoring is the process in that we can change internal structure of the existing program to make that program easy to understand and cheaper to modified without change its behavior.

refactoring increase reliability and reduce complexity

Question 2**Not yet graded / 2 pts**

Describe the TDD refactoring workflow

Your Answer:

TDD workflow starts with writing test code, after that run this code, if this will failed then rewrite the code and run the new code. every time some part of code is not tested hence there are some chance of bugs. debug the code until whole code will pass through the run process and pass the all tests and cycle repeat itself.

Question 3**Not yet graded / 2 pts**

What is technical debt? How is it paid off?

Your Answer:

technical debt means when we try to use shortcuts in the code at that time some changes are results into bed smell which are not proved as a good solution for that problem and it became more complex.

technical debt paid off by refactoring

Question 4**Not yet graded / 2 pts**

Describe the planned refactoring workflow

Your Answer:

In the planned refactoring process it decide that in which time we have to do refactoring for the project. Basically it make plan for refactoring code.

Question 5**Not yet graded / 2 pts**

Describe the two Hats of Software Development.

Your Answer:

1)Adding functionality to the system

In that we can not change old code in the project. However, we can add the new code in the project. Moreover, we can also add new test file but it may break the program.

2)Refactoring

In that we can not new functionality in the exiting code. Furthermore, we can not add new test file as well as can not change exiting test file unless its necessary. It is very small, quick and behavior -preserving changes.

People who use this thing they says that, developer should change the hats of software development very frequently but do not mix it.

Question 6**0 / 0 pts**

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Correct!☒ True

☐ False

Quiz Score: **0** out of 10

Quiz 07: Lean

Due Nov 2 at 10pm**Points** 10**Questions** 6**Time Limit** None

Instructions

Answer the following questions in your own words. Do NOT simply cut and paste the information from the slides. You will receive a score of 0 if you copy the prose from the slides.

Attempt History

	Attempt	Time	Score
LATEST	Attempt 1	344 minutes	10 out of 10

Score for this quiz: **10** out of 10

Submitted Nov 2 at 6:38pm

This attempt took 344 minutes.

Question 1

2 / 2 pts

Explain Palmer's quotation,

"Kanban is the science of not trying to do too much at once"

Your Answer:

Kanban is use for prioritize the stories. Moreover, It make sure that their is not many work is available. They only focus on the items are completely moving on instead of putting on board. Furthermore, It is helpful for employee to prioritize the work and improve the growth. I is optimize process by finding and removing the waste.

Question 2

2 / 2 pts

What are Kanban Boards? How are they used?

Your Answer:

Kanban Boards are use for growth of the group as stories went through which represent as column on that it has process of the stages. Each and every column define story, testing, acceptance and development. When there are many stories have to complete and they do not have time for that so on that point of time Kanban Boards are use to manage and prioritize the stories which are most important.

Question 3

2 / 2 pts

Describe two advantages of Kanban

Your Answer:

- It is very easy to apply in any system.
- It apply many different types of organization and it is use for managing and continuously changes.
- It improve efficiency by organizing thing and their problem so it will very easy to solve that problem
- because Kanban have flexibility customer towards them which is very beneficial for the company.
- It find the waste and remove it from the project which is good.

Question 4

2 / 2 pts

How was Piggly Wiggly's inventory process different from other grocery stores in 1950?

Your Answer:

Before Piggly Wiggly the customer used to ask the employee behind the counter for each item they wanted to buy. Piggly Wiggly was the first self-

service grocery store where customer went and took what they want and payment the bill to worker who is over their. Their restocking mechanism was particular different. Several goods were recorded only when the current stock was almost finished and this is now known as the just in Time strategy.

Question 5**2 / 2 pts**

What is value stream mapping? Why is it done?

Your Answer:

Value stream mapping is define as lean method which store each and every flow of the information as a flowchart. Moreover, it is divided in two part. First one is current mapping which define current situation of the project we use this because it define the waste of the project which can be removed from the project. Second step is future mapping in that it decide future goal base on the waste which we removed.

Question 6**0 / 0 pts**

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Correct!☒ True☐ False

Quiz Score: **10** out of 10

Quiz 08: DSDM

Due Nov 9 at 10pm**Points** 10**Questions** 6**Time Limit** None

Instructions

Answer the following questions in your own words. Do NOT simply cut and paste the information from the slides. You will receive a score of 0 if you copy the prose from the slides.

Attempt History

	Attempt	Time	Score
LATEST	Attempt 1	4,253 minutes	9 out of 10

Score for this quiz: **9** out of 10

Submitted Nov 9 at 9:38pm

This attempt took 4,253 minutes.

Question 1

2 / 2 pts

Why would RAD not work on a project with a traditional customer-supplier relationship?

Your Answer:

RAD would not work with customary client provider connections since it requires more incessant correspondence than conventional is utilized to. The traditional group would not be acclimated with this sort of client provider relationship. During the development period of the RAD cycle, clients are as yet engaged with advancement and can make changes or upgrades relying upon what they'd prefer to see. The clients are still intensely associated with the task group even in the first and second pages of RAD.

Question 2**2 / 2 pts**

Describe two of the principles of DSDM that are consistent with the Agile Manifesto.

Your Answer:

1. Active user involvement : - In Agile strategies there are steady collaboration with the client, making a serious open door for the client to have the option to roll out successive improvements to their prerequisites. DSDM works comparably by joining client contribution into their repeatable stages. In DSDM, nonstop communication is required with clients while a product advancement is in progress, and something very similar occurs in Agile. In the event that consistent cooperation is there, at that point it gives a smooth stream
2. Frequent and incremental delivery: - In DSDM, the item is often conveyed to get criticism from the clients. both techniques have a timeboxed plan that requires a conveyance to the client toward the finishing of the time span, if the item is altogether finished. This continuous conveyance framework permits the two techniques to get better input from the client and produce an item that is more along the lines of what the client had envisioned.

Question 3**2 / 2 pts**

What is produced by the Feasibility Study of DSDM?

Your Answer:

The Feasibility Study creates the Feasibility report. This report basically decides both how "do-capable" the undertaking is and whether it merits doing. It dissects the group accessible and the financial plan accessible ,the chance of building the functionalities in the assets accessible. The Feasibility study delivers a model and report that archives how the rules is met. It likewise delivers the blueprint plan which portrays the work process

and how it will be completed. Moreover, This assurance is done through a short business case, the appropriateness of DSDM in the formation of the task, and a more profound investigate the necessities of the venture. Furthermore, Different results of the Feasibility Study incorporate a more point by point timetable of the venture including a spending plan, just as a danger log that diagrams the dangers that will accompany taking on the undertaking.

Question 4**1 / 2 pts**

According to Clifton, under what circumstances is DSDM most likely to succeed? What are the criteria?

Your Answer:

- Team member should be able work easily.
- Team should be meet easily without any occurring issues.
- each and every team member should be supportive to each other and do their duty properly in any situation.

- full management commitment and support
- team must be able to meet together easily
- team must be able to work together easily

Full management commitment

Question 5**2 / 2 pts**

Describe the MoSCoW rules for requirements. How are they used in DSDM?

Your Answer:

MoSCoW requirements

- Must Have
- Should Have
- Could Have
- Won't have this time

In DSDM, in every cycle, group is choose the need of the necessity wherein 60% is concentrations in the must prerequisite and staying 20% is centers around the ought to have and other 20% on could have.

Question 6

0 / 0 pts

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Correct!

☒ True

☐ False

Quiz Score: **9** out of 10

Quiz 11: Scaled Agile Framework

Due Dec 7 at 10pm**Points** 10**Questions** 6**Time Limit** None

Instructions

Answer the following questions in your own words. Do NOT simply cut and paste the information from the slides. You will receive a score of 0 if you copy the prose from the slides.

Attempt History

	Attempt	Time	Score
LATEST	Attempt 1	21,396 minutes	2 out of 10 *

* Some questions not yet graded

Score for this quiz: **2** out of 10 *

Submitted Dec 17 at 8:49am

This attempt took 21,396 minutes.

Question 1

Not yet graded / 2 pts

Describe the Portfolio Level in the Scaled Agile Framework (SAFe).

Your Answer:

Portfolio Level

The portfolio level of SAFe is the chief degree of the organization. The portfolio the board is accountable for making and following the vision for the eventual fate of the organization.

They make a venture topic which orders the distinctive speculation objectives of the organization or region of the organization. The subjects are what make a dream for the organization, and the portfolio level at that point makes sagas which will help make the vision a reality.

Question 2**Not yet graded / 2 pts**

Describe Scrum of Scrums. What problem does it attempt to solve? How is it different from SAFe?

Your Answer:

Scrum of Scrums

Since scrum is exceptionally aim on the way that arranging should just occur for short cycles, it doesn't scale well for big business estimated organizations which need to realize where to contribute, and have a dream for the future to keep their deals up and partners cheerful. Scrum of scrums endeavors to settle this by having "parent" scrum groups accountable for a few other scrum groups, and afterward a parent scrum group responsible for all the scrum groups.

This is not the same as SAFe since scrum of scrums doesn't take into consideration significant stretches of arranging, as it remains course reading deft to the highest point of the pyramid of scrum groups, while SAFe follow this in the venture level, however takes into account all the more arranging and reflection in the program and portfolio level.

Question 3**Not yet graded / 2 pts**

What are Investment Themes? Why are they needed?

Your Answer:

These subjects drive the vision for all item groups and new stories are gotten from this choice. The determination of these choices is the duty of the individuals who have trustee duties to their partners. It incorporates existing contributions, new contributions, prospects require speculation

presently, however won't contribute toward income until some other time, dusk — end uphold for existing items and administrations. Subjects are the way the endeavor distributes monetary and different assets.

Question 4**2 / 2 pts**

According to Leffingwell, how long is a committed department/enterprise likely to need to learn how to use basic agile practices?

- ☐ 6-12 weeks
- ☐ 3-6 months
- ☒ 6-12 months
- ☐ Everyone already knows agile methods

Correct!**Question 5****Not yet graded / 2 pts**

Describe the Program Level in the Scaled Agile Framework (SAFe).

Your Answer:

The program level in SAFe is the center administrator level. They are comprised of the delivery the executives, item administrators, framework group and delivery supervisory crew. Framework level testing and delivery assessment occurs during this stage, as each 2-4 months a run closes with a releasable item. They facilitate work of Agile Teams in the venture level and see how the work ought to develop over the long haul.

Question 6**0 / 0 pts**

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Correct!☒ True☐ FalseQuiz Score: **2** out of 10

Quiz 09: FDD

Started: Nov 15 at 7:03pm

Quiz Instructions

Answer the following questions in your own words. Do NOT simply cut and paste the information from the slides. You will receive a score of 0 if you copy the prose from the slides.

Question 1

2 pts

Describe FDD's Process 5: build by feature. Who's involved? What's the goal? What are the outcomes?

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design by feature and build by feature doing almost same thing. Moreover, working from the arrangement pack conveyed during the Design by Feature measure, the class owners complete the things principal for their gathering to help the arrangement for the features in the work group. The code made is then unit attempted and code surveyed, the solicitation for which is directed by the Chief Programmer. After a productive code audit, the code is permitted to develop. Class owner , feature team and chief programmer are involve in this process. Goal of this process is to implemented feature. Outcomes of this process review and testing is accomplished for the element and furthermore after cycle finish group is disbanded.

116 words

Question 2

2 pts

Describe two advantages of regular builds

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- Early discovery of coordination issues
- Continuously have something to show to customer, regardless of whether not doing visit discharges
- transparency: - An Agile methodology gives an interesting occasion to customers to be included all through the venture, from organizing highlights to cycle arranging and survey meetings to visit programming constructs containing new highlights.

52 words

Question 3

2 pts

Describe two things about FDD that are different from other agile methods.

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12pt



Paragraph

Client investment in arranging : This is additionally significant in light of the fact that client support is should so it can give an away from of the prerequisites and we can grow in like manner with the necessities. Client investment facilitates the cycle.

Time boxed cycles: It implies that every emphasis ought to follow a particular time stretch so it gives a smooth stream in the venture. Time boxed cycles follows is significant factor in Agile programming improvement.

78 words

Question 4**2 pts**


Every developer will be on exactly one feature team.

☐ True☐ False**Question 5****2 pts**

Describe FDD's Process 2: build a features list. Who's involved? What's the goal? What are the outcomes?

B *I* U **A** ▾ **A** ▾ *T_x*      x^2 x_2  
 ▾     \sqrt{x}    12pt ▾ Paragraph

A group normally including only the Chief Programmers from process 1 is framed to deteriorate the area usefulness. In view of the parcelling of the space by the Domain Experts in process 1 , the group breaks the space into various territories. Furthermore . every territory is additionally broken into various exercises . Each progression inside a movement is recognized as a component. Moreover, The outcome is a progressively classified highlights list.

69 words 

Question 6

0 pts

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☒ True

☐ False

Not saved

Submit Quiz

Precious crystal's Role Modeling meetings are proposed to improve thought of the client experience associated with a particular element/client story. In these meetings, client stories/highlights are composed on little cards. For each card, the group examines the objective of this card. At that point the group strolls through a situation of the client achieving an assignment utilizing said include/client story. the goal of this is that to get better understanding of the user experience with their stories.

80 words **Question 3****2 pts**

How are Crystal Clear and eXtreme Programming similar? How are they different?

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 x^2 x_2



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 12pt ▼ Paragraph

Similar

- Intended for more modest groups, continuous conveyance, intelligent improvement, osmotic correspondence.
- it gives frequent delivery

difference

- crystal clear is very easy to approach compare to extreme programing when new project is start.
- extreme programing needed discipline as compare to crystal clear
- XP requires more control than Crystal Clear, XP can be more gainful than Crystal Clear, It is simpler to begin utilizing Crystal Clear, It is anything but difficult to fall back from XP to Crystal Clear

78 words 

Question 4

2 pts

Describe a project that requires Crystal Orange. Why is Crystal Clear not sufficient?

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12pt ▼ Paragraph

project which that would require Crystal Orange would be maybe a new business that deals with all of ones passwords and other secure data. Expecting this framework will be utilized by a lot of individuals, this would require an enormous group to oversee. Due to the measure of individuals included, a higher measure of association and jobs would be needed over what Crystal Clear would propose. This data being taken care of must be secure and private, consequently any hole could be decimating to the client. This represents an enormous danger to the organization, and along these lines can't be taken care of just with a technique like Crystal Clear.

110 words **Question 5****2 pts**

Compare and contrast XP's Planning Poker and Crystal's Blitz Planning.

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 12pt ▼ Paragraph

XP's Planning Poker and Crystal's Blitz Planning both have a practically identical target: to make the endeavor's hidden course of action. Moreover, They are unmistakable in execution, regardless. The organizing poker analyzes customer stories, while Blitz Planning bases on unequivocal endeavors. In evaluating these things, organizing poker doesn't consider conditions on other customer stories. Furthermore, Orchestrating poker will prepare for fixed length runs, where the proportion of time considered each run won't change. Surge masterminding expects variable accentuation terms, which will impact how every task is passed on. The gathering looks at each one as its own, free thing. In Blitz Planning, these conditions are explored and contemplated when amassing the fundamental course of action. Another guideline differentiation in these two orchestrating strategies is the length of the accentuation being alluded to.

132 words **Question 6****0 pts**

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☒ True☐ False

Not saved

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