## Multiple Choice

1. When was Agile first developed?
2. 1990
3. 1996
4. 2001
5. 2010
6. 2018

Ans: c

Reference: Origins of Agile

Difficulty: Easy

1. Which of the following is not part of the Agile Manifesto?
2. Individuals and interactions over process tools
3. Success over budgets
4. Working software over comprehensive documentation
5. Customer collaboration over contract negotiation
6. Responding to change over following a plan

Ans: b

Reference: Origins of Agile

Difficulty: Easy

1. Which of the following is not a characteristic of Agile?
2. Close collaboration between the project team and business experts
3. Face-to-face communication
4. Frequent delivery of new, deployable business value
5. Tight, well-controlled teams
6. Reduced impact of changes in requirements

Ans: d

Reference: Origins of Agile

Difficulty: Easy

1. Which of the following is not a benefit from adopting Agile?
2. Lower costs
3. Ability to manage changing priorities
4. Project visibility
5. Team morale
6. Project predictability

Ans: a

Reference: Adoption of Specific Agile Methodologies

Difficulty: Easy

1. Which of the following is the most commonly used Agile methodology?
2. ScrumBan
3. Kanban
4. Lean Startup
5. Extreme Programming
6. Scrum

Ans: e

Reference: Adoption of Specific Agile Methodologies

Difficulty: Easy

1. \_\_\_\_\_ is an Agile approach that is designed to enable delivery of working software providing the highest business value in the shortest amount of time.
2. ScrumBan
3. Kanban
4. Lean Startup
5. Extreme Programming
6. Scrum

Ans: e

Reference: Scrum

Difficulty: Easy

1. Ideas for features of the new system are provided by end-users, customers, the development team, and other stakeholders. These items are gathered and managed by who?
2. ScrumMaster
3. SpritMaster
4. Product owner
5. Any of these

Ans: c

Reference: Overview of Scrum

Difficulty: Easy

1. A prioritized feature list, also called a \_\_\_\_\_, that serves as the development teams’ to-do list.
2. Desired list
3. Product list
4. Feature backlog
5. Product backlog
6. Feature pending list

Ans: d

Reference: Overview of Scrum

Difficulty: Easy

1. The development cycles in the Scrum development process are called what?
2. Jogs
3. Runs
4. Bends
5. Stretches
6. Sprints

Ans: e

Reference: Overview of Scrum

Difficulty: Easy

1. As a final aspect of the sprint, the team performs a sprint \_\_\_\_\_ on its performance in the just-completed sprint.
2. Review
3. Standup
4. Retrospective
5. Report
6. Summary

Ans: c

Reference: Overview of Scrum

Difficulty: Easy

1. In Agile, the system’s requirements are captured from end-users, customers, and other interested stakeholders in a list called a
2. Product backlog
3. Feature list
4. System needs
5. Development list
6. Sprint list

Ans: a

Reference: Scrum Characteristics

Difficulty: Easy

1. This person is typically a representative of the business area for which the system is being developed.
2. Project manager
3. Product owner
4. ScrumMaster
5. SprintMaster

Ans: b

Reference: Product Owner

Difficulty: Easy

1. This person has overall responsibility for the profitability of the product and monitors the return on investment of the product.
2. Project manager
3. Product owner
4. ScrumMaster
5. SprintMaster

Ans: b

Reference: Product Owner

Difficulty: Easy

1. This person has final authority to accept or reject the results of the team’s work.
2. Project manager
3. Product owner
4. ScrumMaster
5. SprintMaster

Ans: b

Reference: Product Owner

Difficulty: Easy

1. This person monitors the team’s progress and performance with an eye toward removing obstacles and impediments to progress.
2. Project manager
3. Product owner
4. ScrumMaster
5. SprintMaster

Ans: c

Reference: ScrumMaster

Difficulty: Easy

1. The development team typically consists of how many people?
2. 1-5
3. 5-9
4. 10-12
5. More than 12

Ans: b

Reference: Development Team

Difficulty: Easy

1. A large story in Agile is termed a(n) what?
2. Novel
3. Serial
4. Epic
5. Implementation story
6. Tail

Ans: c

Reference: User Stories

Difficulty: Easy

1. These help the team understand the story and set expectations as to when the team can consider something “done.”
2. Feature list
3. Feature checklist
4. ScrumMaster
5. Acceptance criteria
6. Acceptance check sheet

Ans: d

Reference: Acceptance Criteria

Difficulty: Easy

1. The usual practice is to use a range of story points based on what sequence?
2. Linear
3. Exponential
4. Log-log
5. Fibonacci
6. Modified Fibonacci

Ans: e

Reference: Story Points

Difficulty: Medium

1. The number of story points that a team can successfully complete during a sprint is termed the what?
2. Completion rate
3. Acceptance rate
4. Fibonacci rate
5. Team velocity
6. Success velocity

Ans: d

Reference: Team Velocity

Difficulty: Easy

1. Determine what a release should include and when it should be delivered.
2. Release planning
3. Sprint planning
4. Daily standup
5. Sprint review
6. Sprint retrospective

Ans: a

Reference: Figure 13-12

Difficulty: Easy

1. Elaborate, estimate, and prioritize highest-value product backlog items for a sprint.
2. Release planning
3. Sprint planning
4. Daily standup
5. Sprint review
6. Sprint retrospective

Ans: b

Reference: Figure 13-12

Difficulty: Easy

1. Facilitate rapid coordination between team member and product owner.
2. Release planning
3. Sprint planning
4. Daily standup
5. Sprint review
6. Sprint retrospective

Ans: c

Reference: Figure 13-12

Difficulty: Easy

1. Demonstrate completed functionality to interested stakeholders and users to show progress and get feedback.
2. Product backlog grooming
3. Sprint planning
4. Daily standup
5. Sprint review
6. Sprint retrospective

Ans: d

Reference: Figure 13-12

Difficulty: Easy

1. Reflect on project and process issues within team and act as appropriate.
2. Product backlog grooming
3. Sprint planning
4. Daily standup
5. Sprint review
6. Sprint retrospective

Ans: e

Reference: Figure 13-12

Difficulty: Easy

1. Review upcoming user stories to confirm size and clarify team questions and decompose to execution level.
2. Product backlog grooming
3. Sprint planning
4. Daily standup
5. Sprint review
6. Sprint retrospective

Ans: a

Reference: Figure 13-12

Difficulty: Easy

1. This is a lightweight and flexible approach to develop software.
2. Crystal Development Methodology
3. Dynamic Systems Development Methodology
4. Feature Driven Development
5. Lean Software Development
6. Extreme Programming

Ans: a

Reference: Crystal Development Methodology

Difficulty: Medium

1. This is an iterative, incremental approach based on a four-phrase framework.
2. Crystal Development Methodology
3. Dynamic Systems Development Methodology
4. Feature Driven Development
5. Lean Software Development
6. Extreme Programming

Ans: b

Reference: Dynamic Systems Development Methodology

Difficulty: Medium

1. This is an Agile framework that organizes software development around completing features.
2. Crystal Development Methodology
3. Dynamic Systems Development Methodology
4. Feature Driven Development
5. Lean Software Development
6. Extreme Programming

Ans: c

Reference: Feature Driven Development

Difficulty: Medium

1. This focuses on optimizing software development time and resources, eliminating waste, and delivering only what the project needs.
2. Crystal Development Methodology
3. Dynamic Systems Development Methodology
4. Feature Driven Development
5. Lean Software Development
6. Extreme Programming

Ans: d

Reference: Lean Software Development

Difficulty: Medium

## True / False

1. Agile focuses on process and tools more than individuals and interactions.

Ans: False

Reference: Origins of Agile

Difficulty: Easy

1. Agile focuses on working software over comprehensive documentation.

Ans: True

Reference: Origins of Agile

Difficulty: Easy

1. Agile focuses on contract negotiation more than customer collaboration.

Ans: False

Reference: Origins of Agile

Difficulty: Easy

1. Following the plan is the most important part of Agile.

Ans: False

Reference: Origins of Agile

Difficulty: Easy

1. Agile does not value process and tools.

Ans: False

Reference: Origins of Agile

Difficulty: Easy

1. Agile does not value comprehensive documentation.

Ans: False

Reference: Origins of Agile

Difficulty: Easy

1. Agile does not value contract negotiation.

Ans: False

Reference: Origins of Agile

Difficulty: Easy

1. Agile does not value following a plan.

Ans: False

Reference: Origins of Agile

Difficulty: Easy

1. Most respondents to a recent survey said their companies were at or near a high level of competency with Agile practices.

Ans: False

Reference: Adoption of the Agile Approach

Difficulty: Easy

1. A standard feature of Scrum is the daily scrum meeting, called a daily sit-down.

Ans: False

Reference: Overview of Scrum

Difficulty: Easy

1. At the end of the sprint, potentially shippable software should be produced.

Ans: True

Reference: Overview of Scrum

Difficulty: Easy

1. Only team members attend sprint review meeting.

Ans: False

Reference: Overview of Scrum

Difficulty: Easy

1. The ScrumMaster organizes the teams in Agile.

Ans: False

Reference: Scrum Characteristics

Difficulty: Easy

1. In Agile, the software product development is accomplished in a series of fairly long work cycles, called sprints.

Ans: False

Reference: Scrum Characteristics

Difficulty: Easy

1. No specific software engineering practices are prescribed in the Scrum methodology.

Ans: True

Reference: Scrum Characteristics

Difficulty: Medium

1. ScrumMaster is another name for Project Manager.

Ans: False

Reference: ScrumMaster

Difficulty: Medium

1. In Scrum, the development team is free to organize itself as it sees fit.

Ans: True

Reference: Development Team

Difficulty: Easy

1. Team members typically work on multiple teams at once in order to gain more expertise.

Ans: False

Reference: Development Team

Difficulty: Easy

1. No one on the development team tells other team members what to do.

Ans: True

Reference: Development Team

Difficulty: Easy

1. In Scrum, requirements are expressed through user stories.

Ans: True

Reference: User Stories

Difficulty: Easy

1. In Scrum, user stories are very elaborate and precise.

Ans: False

Reference: User Stories

Difficulty: Easy

1. An implementation size user story will take days or less to implement.

Ans: True

Reference: User Stories

Difficulty: Easy

1. Anyone on the Scrum team can write acceptance criteria.

Ans: True

Reference: Acceptance Criteria

Difficulty: Medium

## Essays

1. What are the Agile Manifesto principles?

Answer

1. Our highest priority is to satisfy the customer through early and continuous delivery of valuable software.
2. Welcome changing requirements, even late in development. Agile processes harness change for the customer’s competitive advantage.
3. Deliver working software frequently, from a couple of weeks to a couple of months, with a preference to the shorter timescale.
4. Businesspeople and developers must work together daily throughout the project.
5. Build projects around motivated individuals. Give them the environment and support they need and trust them to get the job done.
6. The most efficient and effective method of conveying information to and within a development team is face-to-face conversation.
7. Working software is the primary measure of progress.
8. Agile processes promote sustainable development. The sponsors, developers, and users should be able to maintain a constant pace indefinitely.
9. Continuous attention to technical excellence and good design enhances agility.
10. Simplicity—the art of maximizing the amount of work not done—is essential.
11. The best architectures, requirements, and designs emerge from self-organizing teams.
12. At regular intervals, the team reflects on how to become more effective, then tunes and adjusts its behavior accordingly.

Reference: Origins of Agile

Difficulty: Medium

1. According to a recent survey, what are the predominant reasons for adopting Agile?

Answer

The survey found that the predominant reasons for adopting Agile were (1) to accelerate software delivery and (2) to enhance the ability to manage changing priorities.

Reference: Adoption of the Agile Approach

Difficulty: Easy

1. What are the benefits of adopting Agile?

Answer

* Ability to manage changing priorities
* Business/IT alignment
* Project visibility
* Delivery speed/time to market
* Team morale
* Increased team productivity
* Project risk reduction
* Project predictability

Reference: Adoption of the Agile Approach

Difficulty: Medium

1. How is scrum structured?

Answer

Scrum is an Agile approach that is designed to enable delivery of working software providing the highest business value in the shortest amount of time. Scrum is structured so that the development team rapidly and repeatedly produces actual working software that is ready for inspection in two-week to four-week cycles.

Reference: Scrum

Difficulty: Easy

1. What is the purpose of the ScrumMaster?

Answer

The ScrumMaster monitors the team’s progress and performance with an eye toward removing obstacles and impediments to progress.

Reference: ScrumMaster

Difficulty: Easy

1. What are the essential properties of the Crystal Development Methodology?

Answer

* Teamwork is essential to Crystal and team members are encouraged to work on tasks as a team rather than individually.
* Communication is considered the most critical aspect of the project. Communication spans both developer–customer interactions and interactions between team members.
* Simplicity is stressed in terms of product design, requirements, and other project elements.
* Reflection is incorporated so that team members respond, and report as needed; valid reasoning is provided for every action; and work can be revised and reconstructed when necessary.
* Frequent adjustments are expected.
* Process improvements are performed continuously.

Reference: Crystal Development Methodology

Difficulty: Medium

1. What are the four phases of the Dynamic Systems Development Methodology framework?

Answer

* Feasibility and business study
* Functional model/prototype iteration
* Design and build iteration
* Implementation

Reference: Dynamic Systems Development Methodology

Difficulty: Medium

1. Describe the Feature Driven Development framework.

Answer

1. Develop an overall model

2. Build a features list

3. Plan by feature

4. Design by feature

5. Build by feature

Reference: Feature Driven Development

Difficulty: Medium

1. What are the main features of Lean Software Development?

Answer

1. Eliminate everything that is not necessary for completing the project.

2. Build quality into the product from the outset.

3. Improve team knowledge about the project.

4. Commit to rapid development.

5. Plan for fast product delivery.

6. Treat all team members and stakeholders with respect.

7. Optimize the value of the project as a whole.

Reference: Lean Software Development

Difficulty: Medium