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1. Which of the following Agile principles are applicable when exploring stakeholder needs? Choose all that are correct.

1 / 1 point

- ☒ Deliver working software frequently, from a couple of weeks to a couple of months, with a preference to the shorter timescale.

 **Correct**

This is a correct answer because delivering working software frequently allows iterative exploration of stakeholder needs.

- ☒ Continuous attention to technical excellence and good design enhances agility.

 **Correct**

This is a correct answer because technical excellence enables working software to be delivered frequently, which allows iterative exploration of stakeholder needs.

- ☒ Welcome changing requirements, even late in development. Agile processes harness change for the customer's competitive advantage.

 **Correct**

This is a correct answer because requirement changes are accepted to happen, and Agile practices focus on adapting accordingly.

- ☒ The most efficient and effective method of conveying information to and within a development team is face-to-face conversation.

 **Correct**

This is a correct answer because face-to-face communication is key when eliciting requirements, so Agile practices focus on collaboration and feedback.

2. In which traditional, standard form does a user story express the who, what, and why of a requirement?

1 / 1 point

- ☐ As a ____, I need ____, because ____.
- ☐ As a ____, I want ____, since ____.
- ☐ As a ____, I need ____, so that ____.
- ☒ As a ____, I want ____, so that ____.

 **Correct**

Correct answer.

3. Bill Wake devised the mnemonic INVEST to remember what makes a good user story. The "I" stands for "independent" and the "N" stands for "negotiable". What do the "V", "E", "S", and "T" stand for?

1 / 1 point

- ☒ valuable, estimatable, small, testable
- ☐ valuable, estimatable, small, time-bound
- ☐ viable, estimatable, small, testable
- ☐ verifiable, estimatable, specific, time-bound

 **Correct**

Correct answer.

4. Consider the following user story:

1 / 1 point

As a reader, I want to advance to the next article in my reading list by clicking a green button labeled "Next".

Besides missing the reason why, what else is poor about this requirement? Choose two that are correct.

- ☐ It is not small.
- ☐ It is not testable.
- ☒ It describes a specific implementation.

 **Correct**

This is a correct answer because requirements should define problems and not designs or solutions. Requirements should not assume a certain implementation.

- ☒ It is not negotiable.



Correct

This is a correct answer because this user story does not easily admit alternative solutions.

5. To verify a user story as completed correctly, an acceptance criterion is a ____ and an acceptance test is a ____.

1 / 1 point

- ☐ specific quality to be met / method to check for that quality
- ☒ specific condition to be met / method to check for that condition
- ☐ specific performance to be met / benchmark to check for that performance
- ☐ specific condition to be met / method to ensure that condition is true



Correct

Correct answer.

6. When employing the approach of writing user stories on index cards, what is commonly written on the back of the user story card?

1 / 1 point

- ☐ The priority
- ☐ The developer assigned to implement it
- ☒ Acceptance tests and/or criteria
- ☐ The estimated effort



Correct

Correct answer.

7. Prior to planning, who determines the effort estimate to complete a user story on the product backlog?

1 / 1 point

- ☐ The client
- ☐ The manager
- ☒ The developers collectively
- ☐ The developer assigned to complete the user story



Correct

Correct answer. The developers collectively discuss and derive the effort estimate.

8. A story map takes the user stories on the product backlog and organizes them into columns that denote ____ and rows that denote ____.

1 / 1 point

- ☐ stages of completion / developers
- ☒ functional categories / priorities or releases
- ☐ functional categories / effort levels
- ☐ stages of completion / priorities or releases



Correct

Correct answer.