✓ **Congratulations! You passed!**

| Grade received 100% | Latest Submission Grade 100% | To pass 70% or higher | **Go to next item** |

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1. An anti-pattern is a ___ occurring solution or situation in projects, with ___ consequences.

1 / 1 point

○ recently / probable

◉ commonly / negative

○ commonly / positive

○ rarely / unintended

✓ **Correct**
Correct answer. An anti-pattern is a commonly occurring situation in projects, with negative consequences.

2. The project for a software product is stuck in the specification phase, waiting for the product requirements to be perfected. Which anti-pattern is this?

1 / 1 point

○ Cart before the horse

○ Perfectionism

◉ Analysis paralysis

○ Specification procrastination

✓ **Correct**
Correct answer.

3. The project for a software product has separate teams that do not communicate well with each other, leading to an incoherent product. Which anti-pattern is this?

1 / 1 point

○ Independent teams

◉ Silos

○ Groupthink

○ Not seeing the whole

✓ **Correct**
Correct answer.

4. The development team is deciding between two data compression libraries for a mobile app. To avoid groupthink and make an effective decision, what should the team do?

1 / 1 point

◉ Have each member independently make their choice, reveal the choices at the same time, and discuss.

○ Let the team lead decide for everyone.

○ Have each member independently make their choice, use ballots to record the votes, and take the majority choice.

○ Decide to produce a new data compression library to avoid vendor lock-in.

✓ **Correct**
Correct answer. The independent choices and simultaneous reveal avoid groupthink, while the discussion will help the team come to a consensus.

5. Which of the following would be an indicator of a fire drill anti-pattern?

1 / 1 point

○ Little working software is created, but documentation is shown instead at the sprint review.

◉ Little movement happens on a task board until just before the sprint review.

○ Little is heard from the development manager, until a problem arises with a user story to be shown at the sprint review.

○ Little value is provided by the product for a while, but the developers are forced to keep completing user stories for the sprint review.

✓ **Correct**
Correct answer. The sudden need for a rush effort indicates a fire drill.

6. Suppose a mobile application has a growing user base and the underlying server-side platform is not scaling with the demand. What main type of risk is happening, which could cause the product or project to fail?

- ○ scope risk
- ○ personnel risk
- ○ stakeholder risk
- ● technology risk

✓ **Correct**
Correct answer. This is mainly a technology risk.

7. From the version of the impact versus likelihood matrix presented in the course, a risk with low impact and high likelihood would be a ____ risk. A risk with high impact and medium likelihood would be a ____ risk.

- ● low / medium
- ○ high / high
- ○ medium / medium
- ○ medium / high

✓ **Correct**
Correct answer. Low impact and high likelihood would be a low risk. High impact and medium likelihood would be a medium risk.

8. Backed by market data, a software product manager wants a new video game to support the iOS mobile platform, natively. The past games by the development team were Android apps. In a risk plan, there is a risk identified and indicated that the development team is inexperienced with iOS. What would be a suitable action for this risk?

- ● Arrange formal iOS training for the developers and allow time for learning.
- ○ Develop the product for Android, and use a converter to create an iOS version.
- ○ Set up development machines for iOS.
- ○ Do nothing and just monitor the situation.

✓ **Correct**
Correct answer.