✓ **Congratulations! You passed!**

Grade received 100%

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1. **How might a product owner most effectively contribute to a team making a website more user friendly for international customers?**

   1 / 1 point

   ○ Shield the development team from needing to contribute to the narrative or interact with users.

   ○ Coach the team on agile practices and make sure parameters are consistently applied.

   ○ Organize the team to use agile practices.

   ⦿ Design backlogs that maximize early observations of the user with the working software and facilitate interactions so that team members better understand what will bring value to the international customers.

   ✓ **Correct**
   Teams that possess a strong, empathetic understanding of the user and are able to collaborate around those narratives will produce stronger solutions.

2. **At a stand up meeting, a problem with the website shopping cart functionality is raised by two developers on the team. How should the meeting proceed?**

   1 / 1 point

   ○ The team should estimate how long it will take to discuss the issue and proceed with the discussion as long as it is less than one hour.

   ○ The problem should be slated for the next sprint.

   ⦿ The two developers should follow up on the problem immediately after the meeting.

   ○ Everyone on the team should discuss the problem until it is resolved.

   ✓ **Correct**
   Stand up meetings should last about 10-15 minutes, so the two developers should discuss the problem after the meeting.

3. **Under what circumstances is a burndown chart most likely to be helpful for an agile team?**

   1 / 1 point

   ⦿ Completion time for stories in the backlog is relatively predictable.

   ○ The chart creates anxiety that will keep team members on edge and working hard.

   ○ The team is building something new and unlike anything else they've built before.

   ○ There is a great deal of uncertainty about how long items in the backlog will take.

   ✓ **Correct**
   When the size (in days or hours) of items in the backlog is relatively well understood by the team, it will be easier to predict their completion rate. This is makes it more likely that burndown calculations are a useful indicator of progress.

4. **As the new manager of a software development team, how could you best apply XP practices?**

   1 / 1 point

   ⦿ Introduce XP principles to the team and support them if they want to adopt some of the practices.

   ○ Be forward thinking and encourage the team to write code that will anticipate future problems.

   ○ Earn the team points with company leadership by agreeing to add any features requested, no matter when the request occurs.

   ○ Because you've successfully used XP in previous jobs, announce that you'll guide the team through the next project using an XP practices.

   ✓ **Correct**
   Generally, the team itself decides which XP practices to adopt and then experiments over iterations to see which practices work best for them. Managers might introduce the team to XP (perhaps with a terrific online course!), but teams that have practices forced on them are less likely to be effective.

5. **A team is using a kanban board and notices that many items are stacking up in a certain stage of the development process. How should they initially react in order to best manage flow?**

   1 / 1 point

   ○ Increase the number of feedback loops.

   ○ Move items from design to delivery more slowly in order to spread out any potential problems.

   ○ Calculate the burn up rate.

   ⦿ Make sure there are explicit work in progress (WIP) limits at each column/stage of the development process and then experiment with tuning those across iterations.

✓ **Correct**
Explicit WIP limits are a critical facet of putting kanban into practice and making it work for your team. Be sure also to represent the stages of your process as they really are to facilitate clear visualization of how things are working and useful discussions about how you might improve that.