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1. The daily meeting meant to synchronize the development team and discover any impediments to work is known as the _____. **1 / 1 point**

- ○ Morning Stand-Up
- ○ Software Walkthrough
- ○ Status Meeting
- ◉ Daily Scrum

Correct
Correct. This meeting is known as the Daily Scrum, but can also be referred to as the daily stand-up, daily huddle, or morning roll-call.

2. Thomas and his development team finished enough user stories in his last sprint to add up to 12 story points. The sprint before that, Thomas and his team finished 15 story points, which they had expected to finish again. What was the actual velocity of their most recent sprint? **1 / 1 point**

- ○ 14.5 story points / sprint
- ○ 13 story points / sprint
- ○ 15 story points / sprint
- ◉ 12 story points / sprint

Correct
Correct. Previous velocities do not affect actual velocities.

3. Previous velocities can be used as an estimate for how much work will be done in the next sprint. What potential factors may influence the outcome of the actual velocity of the sprint (select two that apply)? **1 / 1 point**

- ☐ Actual velocities should always be stable.
- ☐ A previous velocity may affect this velocity.
- ☑ The team may experience a learning curve and accomplish this sprint much more quickly.

Correct
This is a correct answer because development teams may often need time to learn how they work together and develop a rhythm. This will affect velocity.

- ☑ Bugs may occur which affect how long it takes to finish tasks.

Correct
This is a correct answer because if unexpected bugs occur in the product, this may prevent a user story from being finished and counting towards velocity.

4. Lola takes a look at the release burndown chart her team has created for their project. She knows for a fact that her team has been working hard on a number of tasks. However, she sees that for the past four sprints, the bars on the release burndown chart have stayed the same – no story points have been finished. What is likely happening? **1 / 1 point**

- ○ No one has updated the release burndown chart.
- ○ The team is not working.
- ◉ Too many new user stories are being started before old ones are completed.
- ○ The team should count hours instead of story points.

Correct
Correct. The team is likely not finishing user stories, even though they're working hard. If the team finishes a number of user stories this sprint, the burndown chart is likely to drop by many story points, making it seem as if a lot of work was done in one sprint.

5. When more tasks are added to a sprint than are completed or removed, this can increase in work hours or story points increasing over time instead of decreasing. This is an example of _____. **1 / 1 point**

- ○ burning across
- ◉ burning up

- burning change
- burning down

Correct
Correct. This is an example of burning up. It usually occurs when user stories were not carefully broken into appropriately sized tasks.

6. Sam and her development team are working on a project. They estimate all the user stories of the project add up to 100 story points. In their first sprint, they finish 15 story points, and they mark this change on their release burndown chart. However, the team removed a feature at the beginning of Sprint 2 from the project, resulting in the removal of 5 story points. How could this be represented in an adjustable floor? **1 / 1 point**

- Five story points would be added to the top of the bar representing Sprint 2.
- Five story points would be removed from the top of the bar representing Sprint 2.
- (selected) Five story points would be removed from the bottom of the bar representing Sprint 2, so the bar seems to start above the x-axis.
- Five story points would be added to the bottom of the bar representing Sprint 2, so the bar starts below the x-axis.

Correct
Correct. If story points are removed, the bottom of the bar should seem to be above the “floor” or x-axis.

7. A burndown chart which marks the days worked on the x-axis, and the total effort on the y-axis and represent a single sprint is known as: **1 / 1 point**

- an adjustable floor burndown chart
- a release burndown chart
- a line burndown chart
- (selected) an iteration burndown chart

Correct
Correct. Iteration burndown charts represent the progress made over a single sprint.

8. Clara and her development team are using a whiteboard task board to help them with their iteration burndown. On day twelve, three tasks were moved on the task board to the done column. These tasks were 9 hours, 2 hours, and 12 hours. Another task that took 5 hours was moved into the verify column. How can this information help Clara update the iteration burndown? **1 / 1 point**

- 23 hours can be removed from the start of day twelve.
- (selected) 23 hours can be removed from the start of day thirteen.
- It lets Clara know that the user story is not complete yet, and cannot be used towards the iteration burndown chart.
- 28 hours can be removed from the start of day thirteen.

Correct
Correct. Only tasks that are done can count towards an iteration breakdown, so the 5 hour task does not count towards the burndown.