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1. Monitoring is an important part of meeting the goals of software development. This can involve (select three correct answers):

1 / 1 point

using metrics to measure certain aspects of a project.

Correct

This is a correct answer because metrics can be used to assess process and product.

gathering requirements from clients.

tracking, reviewing, and evaluating the product and process of software development.

Correct

This is a correct answer because describes the overall processes that monitoring is involved in with software development.

verifying and validating a product.

Correct

This is a correct answer because verifying and validating a product ensure the right product was built, and that stakeholders are happy. They are used to meet at least one of the goals of software development, so are part of monitoring.

2. Different forms of feedback include (choose three answers):

1 / 1 point

Suggestions and criticisms that help a project decide how to move forward among different alternatives

Correct

This is a correct answer because both suggestions and criticisms are a form of feedback. Feedback is often used when considering different alternatives of a product.

Gathering criticisms which improve how workers communicate with each other

Correct

This is a correct answer because feedback can also apply to how communication or other practices occur in a project.

Results from a user study informing how to improve a product

Correct

This is a correct answer because any information that improves the product or process of a project is a form of feedback.

Selecting the roles workers will have on a project

3. The Agile Manifesto principle, "Our highest priority is to satisfy the customer through early and continuous delivery of valuable software" highlights the importance of a software product that satisfies stakeholders. This is in line with the concept of:

1 / 1 point

verification

validation

monitoring

metrics

Correct

Correct. Validation ensures the right product was built through the feedback of stakeholders.

4. Francis and his team are coming up on the end of their current sprint. He is preparing to demonstrate the product in the upcoming sprint review meeting, in order to gain stakeholder feedback. What are some important points Francis should remember for the client demonstration? (Choose two answers)

1 / 1 point

Clients really appreciate having colourful slides during demonstrations.

The product should be demonstrated on the platform it was meant for.

Correct

This is a correct answer because product demonstrations should be as realistic as possible. For example, if an app is developed for mobile platforms, it should be demonstrated on a mobile device.

- The product demonstrated should be authentic – only features that meet the definition of done should be demonstrated.

 **Correct**

This is a correct answer because only finished features should be presented. Anything that does not meet the definition of done should be saved for a later meeting.

- If feedback is particularly lively, it is alright if the sprint review meetings goes over the allotted time provided for the meeting.

5. Sprint review meetings are an opportunity for the development team to _____, while sprint retrospective meetings allow the development team to _____.

1 / 1 point

- demonstrate a product; re-evaluate the project process
 re-evaluate the project process; demonstrate a product
 reflect on other products; re-evaluate the project process
 demonstrate a product; gain client feedback on the product

 **Correct**

Correct.

6. What are the three main events of a sprint review meeting? (Choose three answers)

1 / 1 point

- Product demonstration

 **Correct**

Correct. This is a main event.

- Stakeholder feedback

 **Correct**

Correct. This is a main event.

- Product and feature approval

 **Correct**

Correct. This is a main event.

- Outlining the meeting

7. Uwe has developed a user study to test the game he has developed. He has provided his sample users with a set of goals to accomplish in the game, and has recorded how long it takes his users to reach those goals. Why is this data not enough on its own to assess all the qualities of usability?

1 / 1 point

- It is an objective measure of usability that can inform Uwe about the effectiveness and efficiency of his game, but may not tell him much about how satisfied users were playing the game.
 Uwe should gather more information over a long period of time, in a longitudinal study, so he has more data to assess usability.
 This user study actually assesses all the qualities of usability.
 It is a subjective measure of usability that only informs how satisfied users were playing the game.

 **Correct**

Correct. More subjective measures should help round out the objective measures, like observing users. In a game, users may get enjoyment from taking their time to reach goals, so time is not necessarily an indicator of satisfaction.

8. Apple is known for using the method _____ to produce the right product, while Google is known for using the method _____ to reach the same goal.

1 / 1 point

- Design Sprint, 10-to-3-to-1
 10-to-3-to-1, Design Thinking
 Design Sprint, Follow-me-home
 10-to-3-to-1, Design Sprint

 **Correct**

Correct. Apple uses a method of prototyping where many prototypes are examined before it is eventually narrowed to one. Google focuses on delivering products as quickly as possible.

9. Software walkthroughs, software technical reviews, and software inspections share the following traits (Choose two that apply):

1 / 1 point

- They help identify defects in a product early

 **Correct**

This is a correct answer because review techniques help identify defects early, when they are cheaper to fix. This helps make sure the product is done right, and on track.

- They involve a recorder who documents identified issues
- Certain stages of the review are repeated
- They are software peer reviews

 **Correct**

This is a correct answer because these are all examples of peer reviews, which involve those who work on the same "level" as another.

10. Requirements criteria used in both the peer review techniques of requirements inspection, and requirements technical review include (Choose two that apply):

1 / 1 point

- ambiguity

 **Correct**

This is a correct answer because both requirements inspections and requirements technical reviews use the criteria of ambiguity.

- completeness

 **Correct**

This is a correct answer because both requirements inspections and requirements technical reviews use the criteria of completeness.

- feasible

- simple

11. Putri is working with a development team which has chosen to use the metric lines of code or LOC. Putri knows this is an ineffective metric. What reasons could Putri present his manager to illustrate this? (Choose three that apply)

1 / 1 point

- The number of lines of code it takes to create a feature is not related to the quality of that feature.

 **Correct**

This is a correct answer because it is important to understand why you are using the metric selected, so it can provide useful information about the product. Understanding what you are measuring also prevents the issue of quantifying everything, even that which is not useful.

- It may encourage developers to write more lines of code than they would otherwise to seem more productive.

 **Correct**

This is a correct answer because if developers are more focused on creating quantity, then the goal shifts away from delivering a quality product.

- It takes too much time to count all of the lines of code created by a project.

- Different programming languages can influence the lines of code, even for the same feature.

 **Correct**

This is a correct answer because this means that LOC cannot be used to compare different projects, because different circumstances may influence the number of lines.

12. The Goal, Question, Metric paradigm suggests that:

1 / 1 point

- The right metric will help answer questions about a clearly defined goal
- Questions can be good indicators of software failure
- Questions must be used to find the goals of a metric
- Metrics do not need planning before their use

 **Correct**

Correct. GQM helps identify the right metric to use, by identifying what metric can answer questions generated by a clearly established goal.

13. Carter has been counting the number of defects found in a product every week through bug reports. The defects/week is an example of:

1 / 1 point

- a metric
- a question
- a measure
- an indicator

 **Correct**

Correct. A metric is a combination of two or more measures. In this case, the measure defect and week are

combined to make defects/week.

14. Horatio has been keeping track of his development team's output by measuring the number of story points per sprint. Halfway through the project, the client requests that Horatio start to measure the team's productivity by using hours per sprint. Horatio explains to his client that this is not a good idea, because it breaks which desirable property of a metric?

1 / 1 point

- It is not objective.
- It is not simple.
- It is not consistent as a unit.
- It is specific to the project.

 **Correct**

Correct. Story points are not measured the same way as hours, and so velocities will not be comparable over the course of the project.

15. The popular metric of _____ is used to measure the non-functional requirement of _____.

1 / 1 point

- uptime ; performance
- uptime ; reliability
- complexity metrics ; performance
- response time ; reliability

 **Correct**

Correct. The longer a product is "up" and available to users, the more reliable it is.

16. Jill has been working on some software to help her perform colour analysis on photographs. She calculates the defect density of her code pre-release. 400 defects were found in a total of 100,000 lines of code. In the post-release, however, 600 defects were found. Although her total was 10 defects per thousand lines of code, what strategies could Jill use to help lower her high post-release defect numbers? (Choose two that apply)

1 / 1 point

- Jill could perform more pre-release testing.

 **Correct**

This is a correct answer because this is a good strategy to help find more defects.

- Jill could compare this defect density against that of other subsystems.
- More experienced developers could be brought onto the team, who may be able to catch these problems easier.

 **Correct**

This is a correct answer because this is a good strategy to help find more defects, as other developers may have encountered similar bugs in the past on other projects.

- It doesn't matter, because the overall defect density is within industry average.

17. Which of the following are properties of the Daily Scrum meeting (select two that apply)?

1 / 1 point

- They are a time when impediments to work are highlighted.

 **Correct**

This is a correct answer because the third question asked at every meeting is "Are there any impediments in your way?"

- They are status meetings.
- Product owners are required to attend.
- They are time-boxed meetings.

 **Correct**

This is a correct answer because daily Scrums are only 15 minutes long, and this is strictly observed.

18. The "goal velocity" for a sprint, usually based upon previous similar sprints in the past, is known as the _____.

1 / 1 point

- velocity planning
- estimated velocity
- actual velocity
- story point measure

 **Correct**

Correct. The estimated velocity is the project velocity a sprint will have.

19. Over time, sprint velocities tend to become more and more stable. This is likely because (choose two that apply):

1 / 1 point

- Development teams have consulted with other workers.
- At the beginning of a project, the development team is still learning to work together, so velocities will change.

 **Correct**

This is a correct answer because the beginning of a project often entails a learning curve which may affect velocity.

- If the development team is following Agile principles, then a sustainable development pace should develop.

 **Correct**

This is a correct answer because if the development team works at a consistent pace, they should finish around the same number of story points every sprint.

- Development teams learn how to count story points better.

20. Release burndown charts can help a development team visualize (Choose two that apply)

1 / 1 point

- defects in a product
- the work completed and left to finish

 **Correct**

This is a correct answer because release burndown charts can visualize the work finished by the team, and what is left to do for each sprint.

- how many sprints it will take to finish a project

 **Correct**

This is a correct answer because after one or two sprints are available, release burndown charts can use prediction lines to estimate which sprint will be the last for the project.

- what metrics to use in a project to monitor progress

21. The name for two processes that occur when burndowns do not stay on target are _____ and _____.

1 / 1 point

- burning up and burning across.
- burning across and burning off.
- burning across and burning down.
- burning up and burning down.

 **Correct**

Correct. Both burning up and burning across happen when a project is off-target: burning up indicates too many tasks have been added, while burning across means not enough hours or story points are being finished.

22. Huang and his development team have been using a release burndown chart to keep track of their progress on a project. However, some requirements have changed on the project, leading to a number of tasks being added. Which of the following are the best ways Huang could illustrate these changes in the burndown chart? (Choose two that apply)

1 / 1 point

- Huang could add bars above the work remaining bars, demonstrating completed work.

 **Correct**

This is a correct answer because this is an example of a total work done release burndown.

- Huang could start a new chart from scratch.

- Huang could extend the bars of the burndown chart below the bottom axis, to demonstrate added story points.

 **Correct**

This is a correct answer because this is an example of an adjustable floor.

- Huang could just make a note in the current burndown chart of changes that occurred.

23. An iteration burndown chart differs from a release burndown chart in that it (choose two that apply):

1 / 1 point

- iteration burndown charts tend to be line charts.
- iteration burndown charts are updated daily

 **Correct**

This is a correct answer because iteration burndown charts are usually updated during the Daily Scrum.

- generally uses working days on the x-axis instead of sprints

Correct

This is a correct answer because working days (holidays and weekends are excluded) are used on the x-axis of an iteration burndown chart.

- tracks the completion of user stories and story points

24. Whiteboard task boards help a development team easily visualize (choose two that apply):

1 / 1 point

- if an iteration is experiencing burning across
 if a release is on schedule
 the stage that tasks of an iteration are at

Correct

This is a correct answer because using post-it notes, tasks are placed into the category for the stage they are at. These categories could be: to-do, in progress, to verify, verifying, and done.

- the tasks that make up user stories that are to be finished in a sprint

Correct

This is a correct answer because in a whiteboard task board, user stories for an iteration are broken up into developer tasks.

25. Mariko and her development team have finished a project. At the end of the project, they spent some time reflecting and discussing the project. They identified a number of ways the work done could be done better the next time. These identified ways of improving the project are _____.

1 / 1 point

- lessons learned
 a metric
 what went well in the project
 sprint retrospectives

Correct

Correct. Lessons learned are the insights that the development team discover over the course of a retrospective.

26. Project retrospectives are a good time for the development team to address (select three that apply):

1 / 1 point

- how to improve the next sprint
 what went wrong in a project
 Correct
This is a correct answer because this is a purpose of retrospectives.
 differences or disagreements due to personalities that happened over the project
 Correct
This is a correct answer because this is a purpose of retrospectives, as it helps developers clear the air.
 what went right in a project
 Correct
This is a correct answer because this is a purpose of retrospectives.

27. Techniques that software project managers can use to create safe environments include (select two that apply)

1 / 1 point

- agreeing with everything team members say
 providing feedback to team members through appreciation
 Correct
This is a correct answer because this is a good technique to make team members feel valued and safe.
 building on an another team member's original idea, and attributing the original idea back to the person who thought of it
 Correct
This is a correct answer because this is a good technique to make team members feel they are contributing and appreciated.
 time-boxing meetings so they do not run too long

28. Qualities of a **dysfunctional team culture include (select two that apply):**

1 / 1 point

- competitive attitudes that focus on making one individual look good

Correct

This is a correct answer because when a team becomes more concerned with being secretive and looking better than those around them, this can lead to a decrease in productivity, and a dysfunctional team culture.

- emphasis on production instead of improvement

Correct

This is a correct answer because this is a characteristic of dysfunctional team culture, where it is more about "looking good" than creating quality work.

- an environment where people feel they can contribute, but are not motivated to
 shared ownership of a project

29. Outside facilitators are responsible for (select two that apply):

1 / 1 point

- ensuring team members all contribute in discussions

Correct

This is a correct answer because this is a responsibility of an outside facilitator.

- making sure the end of the project "looks good"
 representing the needs and goals of clients

- helping create safe environments for retrospective discussions

Correct

This is a correct answer because this is a responsibility of an outside facilitator.

30. Craig has been working on a project that has only recently finished. He was working on creating an interactive timeline, but this was only a specialized and specific part of the project. He looks forward to hearing about what other developers worked on in the course. According to Kerth's (2001) three day analogy for project retrospectives, which day and course should Craig expect to hear about other developers' work on the project?

1 / 1 point

- Craig will have to make time on his own to discuss the work other team members were involved in, as this is not a part of a project retrospective.
 Day two, during the past course, when the team is going over the lifecycle of the project.
 Day one, during the readying course, when the team goes over highlights of the project to set up context for the rest of the retrospective.
 Day one, during the past course, when rules are set out for the retrospective.

Correct

Correct. During the past course, the entire project is discussed, including filling team members in on each other's work.

31. Which of the following is **not** an example of an exercise that would take place in the past course?

1 / 1 point

- "artifacts contest" exercise
 "mine for gold" exercise
 "create a timeline" exercise
 "offer appreciations" exercise

Correct

Correct. The "artifacts contest" exercise takes place in the readying course.

32. Trevor is an outside facilitator who has been brought in on a project retrospective to help ensure discussions go well. He sends out a pre-work handout asking team members about their hopes for the retrospective, and concerns they might have. Why are these good questions to ask (select two that apply)?

1 / 1 point

- these questions only focus on positive aspects of the project and retrospective
 these questions are actually not helpful for a retrospective meeting
 these questions help developers reflect on what they might want to talk about

Correct

This is a correct answer because by answering a pre-handout, team members begin thinking about the meeting early.

- gathering answers helps Trevor identify general trends that may need to be discussed

Correct

This is a correct answer because a private pre-handout filled in by team members allows Trevor to pick up on common issues that might not come out as readily in the open.

