✅ **Congratulations! You passed!**

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

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1. Why is it suggested that story point values be chosen from a Fibonacci sequence?

1 / 1 point

- ○ It is a good idea to round up estimates because management will cut them back.
- ○ Fibonacci numbers are well known to managers and developers.
- ◉ Larger user stories have more uncertainty, so they are estimated more coarsely.
- ○ You can check whether an estimate is accurate if it is a Fibonacci number.

✓ **Correct**
Correct answer.

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2. Suppose completing user story A is estimated to be 2 story points. Relative to that, completing user story B is estimated to be twice the effort. How many story points are needed to complete both user stories? Use a Fibonacci number for each user story estimate.

1 / 1 point

- ○ 8
- ◉ 7
- ○ 5
- ○ 6

✓ **Correct**
Correct answer. The estimate for user story B would be 5 story points (twice the estimate for user story A, taken to the next Fibonacci number). The total story points needed is 2 + 5 = 7.

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3. Within a sprint, suppose a user story estimated at 13 story points is partly completed. The developers say the work for it is half done. How many story points would the partial work contribute toward their velocity for the sprint?

1 / 1 point

- ○ 5
- ◉ 0
- ○ 8
- ○ 6.5

✓ **Correct**
Correct answer. Velocity counts only the points of user stories that are completely done.

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4. A development team estimates their velocity to be 15 story points per sprint, based on data from a similar project with the same developers, type of software product, and sprint duration. For the current project, after the first few sprints, their actual velocity was calculated to be 12 story points per sprint. What should be done for the next sprint?

1 / 1 point

- ◉ Use 12 story points per sprint as their estimated velocity.
- ○ Continue to use 15 story points per sprint as their estimated velocity.
- ○ Increase the sprint duration by 25 per cent.
- ○ Inflate all the story point estimates by 25 per cent.

✓ **Correct**
Correct answer. If it exists, actual velocity data for the current project should be used to make velocity estimates.

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5. A development team is planning their fourth sprint, and have three prior sprints of actual velocities. To estimate their velocity for the upcoming sprint using this data, what issues should their estimation technique address? Choose the 2 that are correct.

1 / 1 point

- ☑ Review whether the velocity numbers would be representative for the next sprint.

✓ **Correct**
This is a correct answer because the situation behind a past sprint should be understood, which might require an adjustment to the actual velocity to be used in the estimate.

- ☐ Generate a Fibonacci number.

- ☑ Consider that the velocity numbers may not be stable early on in a project.

☐ Weight highly the most recent actual velocity number.

6. Suppose there is a project for a software product with an inception phase followed by 5 development sprints, ending with a target date to present the product at a trade show. What needs to be flexible to apply Scrum to plan this project?

`1 / 1 point`

○ The target date.

○ The definition of "done".

◉ Scope.

○ The sprint time box.

✓ **Correct**
Correct answer. Scrum assumes scope is flexible.

7. Besides task planning, how can Gantt charts be adapted to do release planning? Choose the 2 that are correct.

`1 / 1 point`

☑ Show a time period spanning the current and next couple of sprints.

✓ **Correct**
This is a correct answer because release planning typically looks ahead a few sprints.

☐ Define release tasks.

☑ Use user stories rather than tasks as the items of work.

✓ **Correct**
This is a correct answer because release planning involves determining which user stories should be worked on in which sprints.

☐ Label each task with the sprint it is for.

8. Release planning considers the priorities of the user stories in the product backlog, where "should do" means ___, and "could do" means ___.

`1 / 1 point`

○ important but not necessary / out of scope

○ out of scope / important but not necessary

○ low priority / medium priority

◉ medium priority / low priority

✓ **Correct**
Correct answer. "Should do" means medium priority and "could do" means low priority.