Congratulations! You passed!

Grade received 100% | Latest Submission Grade 100% | To pass 70% or higher

Go to next item

1. List the types of software peer reviews in order from the **least** formal types of reviews to **most** formal types of reviews: **1 / 1 point**

- ○ software walkthrough, software inspections, and software technical reviews
- ○ software inspections, software technical review, and software walkthroughs
- ○ software inspections, software walkthroughs, and software technical reviews
- ◉ software walkthroughs, software technical review, and software inspections

Correct
Correct. Software walkthroughs are informal “show-and-tells”, while software technical reviews address technical aspects of the product. Software inspections find and fix defects in word products according to rigid structures.

2. The peer review techniques that involve assessing requirements based on the criteria of: ambiguity, consistency, and completeness are (Choose two that apply): **1 / 1 point**

- ☑ requirements inspection

Correct
This is a correct answer because requirements inspections look for issues in user stories using the criteria of ambiguity, consistency, and completeness.

- ☑ requirements technical review

Correct
This is a correct answer because in a requirements technical review, reviewers examine requirements written by the author in order to identify defects, using all of the requirements criteria to help identify high-risk areas. This includes not only ambiguity, consistency, and completeness, but correct, clear, verifiable, feasible, traceable, manageable, and simple.

- ☐ eliciting requirements
- ☐ software walkthrough

3. Some common reasons software projects may avoid using metrics include (select all that apply): **1 / 1 point**

- ☑ lack of time

Correct
This is a correct answer because projects usually have a limited amount of time, so any time spent on things other than coding can seem like a waste of time, leading to skipped metrics. This is a danger of Agile, since Agile focuses on fast and efficient development, so metrics can seem especially undesirable.

- ☑ lack of industry standards

Correct
This is a correct answer because very few industry standards exist, which can make it hard for projects to decide what to use.

- ☑ there are too many metrics to choose from

Correct
This is a correct answer because there are so many different metrics to choose from, it can seem overwhelming, leading teams to skip metrics.

- ☑ lack of knowledge on the use of metrics

Correct
This is a correct answer because if the manager or development team does not have knowledge in metrics, this can often lead to the misuse or dismissal of metrics.

4. The Goal, Question, Metric paradigm helps alleviate the following issues surrounding metrics (Choose two that apply): **1 / 1 point**

- ☐ It makes it quicker to use a metric
- ☑ It prevents the use of ineffective metrics

Correct
This is a correct answer because the development team better understands what they are measuring and

This is a correct answer because the development team better understands what they are measuring and why through the establishment of a goal and related questions, the metric will be more effective if GQM is used.

- [ ] It can be used to make a metric into an industry standard
- [x] It helps ensure that what is being measured is understood and valuable

Correct
This is a correct answer because by establishing the goal, questions, and proper metric to answer those questions and meet the goal, what the metric is measuring is well-understood by the team.

5. Gabriela is working on a piece of software that will help a concert venue sell tickets. The clients would like to provide customers with free shipping of tickets if they spent over $250.00. Gabriela will use this number in her code to change shipping to $0.00 – if the number is under $250.00, then the customer has to pay for shipping. The number $250.00 is an example of: **1 / 1 point**

- ○ a metric
- ◉ an indicator
- ○ a measure
- ○ a goal

Correct
Correct. An indicator is a measure that informs the numbers in some way. In this case, $250.00 and above indicates that the customer should not pay shipping fees.

6. Examples of desirable properties of metrics include (Choose two that apply): **1 / 1 point**

- [x] simple and computable

Correct
This is a correct answer because the development team is less likely to make mistakes using a simple metric.

- [x] consistent in the use of units and dimensions

Correct
This is a correct answer because a metric should have a steady, consistent definition of what is being measured.

- [ ] reduces hours
- [ ] stakeholders approve of it

7. The popular uptime metric measures in percentages how long a product is “up” and available to users. What requirement does this measure? **1 / 1 point**

- ◉ reliability
- ○ maintainability
- ○ performance
- ○ product success

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

8. Which of the following are properties of defect analysis? (Choose three that apply) **1 / 1 point**

- [x] defect analysis helps highlight subsystems which may need more focus from the development team, if the subsystem has reached a software barrier

Correct
This is a correct answer because software barrier occur when the number of defects create is the same as the number of defects fixed. A subsystem with a software barrier should get more focus from the team.

- [x] defect analysis can help determine when a product is ready for release, as it helps determine how many errors developers can expect to find in their code based on previous defect densities

Correct
This is a correct answer because defect density is commonly used to determine if a product is ready for release.

- [ ] defect analysis is most useful after a product has been released, and the new defect density can be determined
- [x] defect analysis assesses the quality of a product by analyzing the number of errors in the product

Correct
This is a correct answer because defect analysis is a common tool used to determine the number of

defects in the product, usually within the code.