✓ **Congratulations! You passed!**

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1. **Halfway into a sprint, it becomes obvious that some team members aren't particularly busy in the beginning of the sprint but will be slammed with testing at the end. How should a high functioning agile team respond?**

   1 / 1 point

   ○ Find a way to slow down turnaround from idea to execution.

   ○ Find ways to increase the business-value added time for the remainder of the sprint.

   ○ Have a meeting to determine who decided to include so much in the backlog.

   ⦿ Use daily stand ups to communicate updates and share tasks so that the team can work together to try to balance productivity for the remainder of the sprint.

   ✓ **Correct**
   Successful agile teams self-organize to help each other in order to achieve a valuable sprint outcome. They also understand how to adjust to make better decisions for the next sprint so that the work is more balanced.

2. **You've been working on an agile team within your company. In an effort to spread expertise throughout the organization, you'll be working on a new team to help the company expand their practice of agile. Why might you caution the team against adopting long iterations?**

   1 / 1 point

   ⦿ Short iterations allow teams to get small pieces of software out and tested quickly, allowing the team to learn faster how things the working software functions and how it does in the field.

   ○ The team needs longer iterations because they've been getting valuable feedback too late in the process.

   ○ Implementation teams often don't work fast enough for big, long iterations.

   ○ Short iterations allow for vertical slices of the narrative lasagna, or the user story map.

   ✓ **Correct**
   Due to the novelty of agile to the team, shorter iterations might allow for better learning opportunities.

3. **A friend heard you were taking this course and asked how it addressed the best way to manage workflow on agile teams. How would you summarize the use of backlogs?**

   1 / 1 point

   ○ Sprint backlogs should be set up according to specific rules. That's what agile is about.

   ○ It doesn't matter how the backlog is organized as long as user stories can be reviewed at the very end, just before release.

   ⦿ Each team needs to collaborate to find the way that works best for them to organize their backlogs.

   ○ Every team should have the same structure to their sprint and product backlogs. Consistency matters and that's how you scale.

   ✓ **Correct**
   Teams should work together to find the system that works best and allows them to add value. Basically, that means having an explicit view of what you're doing during a given sprint and then using retrospectives to decide what you want to keep, discard, or add.

4. **A software team creates an app that helps customers keep track of expiration dates on food and other household products. What might success look like at 90+ days for users of the app?**

   1 / 1 point

   ⦿ Regular users continue to use the product- scanning dates, considering how much they buy at the store; and they report monthly savings of $50+ by avoiding unnecessary purchases and waste.

   ○ Many customers looked at the app after reading about it in a popular magazine.

   ○ Once the software has some functionality, friends and family are invited to test it out to see if they can scan expiration dates on items they've purchased.

   ○ After a month, 90% of initial customers still use the app to track dates.

   ✓ **Correct**
   This continued usage paired with valuable outcomes signal 90+ day success. User retention is good and they're achieving positive outcomes.

5. **Your business unit's new director walks into the development room, and his eyebrows raise because it appears that the team is playing a card game. How would you explain the purpose of planning poker to him?**

   1 / 1 point

   ○ Planning poker is the best way for teams to estimate how long tasks will take.

   ⦿ This game helps teams estimate and reveal any lack of clarity about the narrative or implementation

approach.

○ This game helps teams estimate by determining the average score of a task.

○ Planning poker allows teams to use data on actuals to estimate the length of tasks.

✓ **Correct**
   Some agile teams use this game and similar techniques to discuss stories and their implementation.