

# Module 1 Assessment (Graded)

## 1.Question 1

For a software life cycle process, the term "life" refers to the time from:

## 2.Question 2

Which one of the following statements is not true?

## 3.Question 3

In which phase are there activities to assess the product to make sure it works the way it should and that it meets the client's needs?

## 4.Question 4

What are examples of work products in making a software product?

## 5.Question 5

What are examples of resources needed while making your software product?

## 6.Question 6

As defined and depicted in the course, which one of the following statements is true?

## 7.Question 7

From the course, what are examples of project management activities?

## 8.Question 8

From the course, in which phase would an activity to integrate functionality into a working product occur?

## Module 2 Assessment (Graded)

### 1.Question 1

The Waterfall software process model has phases, each of which results in \_\_\_\_\_ being passed to the next phase?

### 2.Question 2

In the Waterfall software process model, what phase or kinds of activities would happen right after the product has been implemented?

### 3.Question 3

What major activities does the V software process model explicitly emphasize at multiple levels?

### 4.Question 4

In the Spiral software process model, each iteration begins in which quadrant or phase?

### 5.Question 5

The Unified software process model is parallel because of which of the following reason?

### 6.Question 6

In the Unified software process model, what are the phases in each cycle, in the correct order?

### 7.Question 7

From the course, an early hand-drawn sketch of a product's user interface is what kind of prototype?

### 8.Question 8

What does the Microsoft Daily Build enable each day for a software product? (Choose three correct answers)

## Module 3 Assessment (Graded)

### 1.Question 1

Practices that follow Agile principles would work well with which software process models?

### 2.Question 2

A specific Extreme Programming practice is to have \_\_\_\_ releases, so that releases happen frequently.

### 3.Question 3

In the Extreme Programming practice of refactoring, which two of the following statements is true?

### 4.Question 4

Which of the following Extreme Programming practices focuses on developers frequently combining their code?

### 5.Question 5

Following an Extreme Programming practice, the customer is \_\_\_\_, which can be difficult to arrange.

### 6.Question 6

Which one of the following is not an outcome of Scrum practices to manage work?

### 7.Question 7

In Scrum, during a sprint, suppose a requirements change is suggested that is outside the sprint goal. Can the scrum team work on the change during the sprint?

### 8.Question 8

In Scrum, what happens at the end of each sprint, in a sprint review event?

## Module 4 Assessment (Graded)

### 1.Question 1

The Agile Unified Process follows Agile principles. What practices or techniques are added to the basic Unified process? (Choose two that are correct)

### 2.Question 2

Which practices waste time during software development? (Choose two that are correct)

### 3.Question 3

How can waste arise in software development? (Choose two that are correct)

### 4.Question 4

In Lean software development, how can amplifying learning occur? (Choose two that are correct)

### 5.Question 5

In Lean software development, what does empowering the team mean? (Choose two that are correct)

### 6.Question 6

In Lean software development, what does the additional principle of using the scientific method mean? (Choose two that are correct)

### 7.Question 7

In Kanban, tasks are done only when they are absolutely needed. This push-pull practice is similar to \_\_\_\_ manufacturing.

### 8.Question 8

In Kanban, the developer tasks are initially derived from \_\_\_\_.

# Course Final Assessment (Graded)

## 1.Question 1

Every process is organized into distinct phases. What is a phase organized into?

## 2.Question 2

In general, what are the smallest manageable units of work to do within a process?

## 3.Question 3

What is the term to describe a sequence of phases outlining the structure of work to create a software product?

## 4.Question 4

Which one of the following statements is true?

## 5.Question 5

What are examples of resources needed to make a software product?

## 6.Question 6

What are examples of roles played by people for a software product?

## 7.Question 7

As defined and depicted in the course, which one of the following statements is true?

## 8.Question 8

From the course, which two of the following statements is true?

## 9.Question 9

From the course, what are examples of specification activities?

## 10.Question 10

From the course, in which phase would an activity to conduct reviews and audits upon the product occur?

## 11.Question 11

Which one of the following process models is not an example of a linear process model?

12.Question 12

Which two of the following statements are not true of the Waterfall software process model?

13.Question 13

Unlike Waterfall and V, what does the Sawtooth software process model further allow?

14.Question 14

In the Spiral software process model, what is the correct order of quadrants or phases in each iteration?

15.Question 15

The Unified software process model is iterative because of which of the following reason(s)? (Choose two that are correct)

16.Question 16

In the Unified software process model, requirements are conceived in the \_\_\_\_ phase and further refined in the \_\_\_\_ phase.

17.Question 17

In incremental prototyping, the product is built up by adding successive increments. What kinds of features get done in the successive increments?

18.Question 18

Continuous delivery mainly aims to achieve \_\_\_\_\_ by the end of each iteration?

19.Question 19

Which of the following statements is not an outcome of the planning game in Extreme Programming that involves the client and development team?

20.Question 20

A specific Extreme Programming practice is to have a system \_\_\_\_, so that the product intent or design can be easily explained to others.

21.Question 21

Which one of the following upholds the Extreme Programming practice of simple design?

22.Question 22

Which of the following statements is true about the Extreme Programming practice of continuous testing?

23.Question 23

In the Extreme Programming practice of continuous testing, what type of test is used by the client to check that each expected feature of the overall product works as specified?

24.Question 24

In the Extreme Programming practice of pair programming, which two of the following statements is true?

25.Question 25

In Scrum, the project timeline is divided into fixed-length time boxes known as \_\_\_\_, with each typically lasting \_\_\_\_.

26.Question 26

In Scrum, the \_\_\_\_ is responsible for \_\_\_\_ on the product backlog.

27.Question 27

In Scrum, who can make changes to the requirements on the product backlog?

28.Question 28

What are two scrum events that are facilitated by a scrum master?

29.Question 29

How can waste arise in software development? (Choose two that are correct)

30.Question 30

In Lean software development, how can amplifying learning occur? (Choose two that are correct)

31.Question 31

In Lean software development, what does the principle of deciding as late as possible mean?

32.Question 32

In Lean software development, what does the principle of delivering as fast as possible mean? (Choose three that are correct)

33.Question 33

In Lean software development, what does building quality or integrity in mean? (Choose two that are correct)

34.Question 34

In Lean software development, what does seeing the whole mean? (Choose two that are correct)

35.Question 35

In Kanban, the columns on the board represent \_\_\_\_.

36.Question 36

Following Scrum and Kanban, for a small feature development task, what should the done column signify?