Module 1: Assessment (Graded)

1.Question 1

An essential part of meeting the goals of software development (the right product, done right, and managed right) involves tracking, reviewing, and evaluating both the product and the process used to create that project in a way that is transparent to everyone on the project. This is also known as _____.

2.Question 2

Maria is working on creating a software app for a small business that will help them set up time sheets for their employees. She wants to make sure the project is on the right track. Which of the following are forms of feedback she could use to accomplish this goal? (Choose two answers)

3.Question 3

A development team wants to verify the product they are working on. Which of the following is a way they could obtain verification?

4.Question 4

Lucy and her team are finishing a sprint on their software project, and are preparing for their sprint review meeting. Unfortunately, one of the features they had hoped to finish in this sprint does not work. One of Lucy's team members suggest they create a sample for their client demonstration that is hard coded to work with specific input values, so they can still show what the feature will do when it is finished. What should Lucy do and why?

5.Question 5

A meeting that takes place at the end of a sprint, and allows the development team to demonstrate their product and gain feedback from stakeholders is what kind of meeting?

6.Question 6

Cleo is working on a project developing a piece of software to help translators create subtitles for short digital movies. In their last sprint, Cleo and her team finished a feature of their software that time-stamps videos into segments for translation. What are some important events she should expect from the sprint review meeting (Choose three answers)?

7.Question 7

Young Hae is conducting a user study on a new graphing software she has created. She has asked users to navigate the software as they would like, while she observes them in a computer lab. Young Hae is only gathering observational notes on how enjoyable users find the product, and no data of numerical value. This type of user study uses primarily _____ measures, and assess the usability element of _____.

8.Question 8

Many companies have developed their own methods for producing the right product. The company that expanded on the four stages of understand, explore, prototype and evaluate to include sponsor users, hill statements, and playbacks is _____.

Module 2: Assessment (Graded)

1.Question 1

List the types of software peer reviews in order from the least formal types of reviews to most formal types of reviews:

2.Question 2

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

3.Question 3

Some common reasons software projects may avoid using metrics include (select all that apply):

4.Question 4

The Goal, Question, Metric paradigm helps alleviate the following issues surrounding metrics (Choose two that apply):

5.Question 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:

6.Question 6

Examples of desirable properties of metrics include (Choose two that apply):

7.Question 7

The popular uptime metric measures in percentages how long a product is "up" and available to users. What requirement does this measure?

8.Question 8

Which of the following are properties of defect analysis? (Choose three that apply)

Module 3: Assessment (Graded)

1.Question 1
The daily meeting meant to synchronize the development team and discover any impediments to work is known as the _____.

2.Question 2
Thomas and his development team finished enough user stories in his last sprint to add up to 12 story points. The sprint before that, Thomas and his team finished 15 story points, which they had expected to finish again. What was the actual velocity of their most recent sprint?

3.Question 3
Previous velocities can be used as an estimate for how much work will be done in the next sprint. What potential factors may influence the outcome of the actual velocity of the sprint (select two that apply)?

4.Question 4
Lola takes a look at the release burndown chart her team has created for their project. She knows for a fact that her team has been working hard on a number of tasks. However, she sees that for the past four sprints, the bars on the release burndown chart have stayed the same – no story points have been finished. What is likely happening?

5.Question 5
When more tasks are added to a sprint than are completed or removed, this can increase in work hours or story points increasing over time instead of decreasing. This is an example of _____.

6.Question 6
Sam and her development team are working on a project. They estimate all the user stories of the project add up to 100 story points. In their first sprint, they finish 15 story points, and they mark this change on their release burndown chart. However, the team removed a feature at the beginning of Sprint 2 from the project, resulting in the removal of 5 story points. How could this be represented in an adjustable floor?

7.Question 7
A burndown chart which marks the days worked on the x-axis, and the total effort on the y-axis and represent a single sprint is known as:

8.Question 8

Clara and her development team are using a whiteboard task board to help them with their iteration burndown. On day twelve, three tasks were moved on the task board to the done column. These tasks were 9 hours, 2 hours, and 12 hours. Another task that took 5 hours was moved into the verify column. How can this information help Clara update the iteration burndown?

Module 4: Assessment (Graded)

1.Question 1
Marcus and his development team have finished a project for their client, and have decided to reflect on the work that was finished over the project in order to identify improvements and lessons the team learned. This process is formally known as _____ .

2.Question 2
Which of the following is not a use for a retrospective?

3.Question 3
Elements of a safe environment include (select two that apply):

4.Question 4
Holly works on a team where she feels very supported. Whenever she makes a suggestion for the project, her team members are always enthusiastic. She feels not only that she can contribute, but that she actively wishes to help make the product the best one possible. Holly works in a _____.

5.Question 5
Chibuzo is leading the project retrospective by helping the development team create a safe environment for discussion, and also to help guide discussion so tough issues are not ignored. In light of this, Chibuzo's role is _____.

6.Question 6
Project retrospective meetings can take up to three days. Kerth (2001) has compared this to a three course meal, where each course refers to a meal. These courses are, in order:

7.Question 7
Examples of retrospective exercises from Kerth (2001) include (select two that apply):

8.Question 8
A question that an outside facilitator could ask on a pre-work handout for a retrospective exercise could be:

Course Assessment (Graded)

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

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

3.Question 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:

4.Question 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)

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

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

7.Question 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?

8.Question 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.

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

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

11.Question 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)

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

13.Question 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:

14.Question 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?

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

16.Question 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)

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

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

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

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

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

22.Question 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)

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

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

25.Question 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 _____.

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

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

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

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

30.Question 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?

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

32.Question 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)?