Week 1 Quiz

LATEST SUBMISSION GRADE

100%

1. A software company tries to implement agile methods. They empower teams and   `1 / 1 point`
    have daily standups, lessen the focus on documentation, partner with customers
    in the development process, and set a reasonable development schedule. After
    eight months, they release their first product and, sadly, it's a failure with users.
    Which value from the Agile Manifesto did they most likely fail to consider?

    ○ Customer collaboration > contract negotiation

    ○ Individual interactions > processes and tools

    ◉ Responding to change > following a plan

    ○ Working software > comprehensive documentation

    ✓ **Correct**
       Every situation is different, but in the agile world, eight months is a relatively long time to wait for working software to
       have contact with real users. Most likely, the company should have been more iterative, releasing sooner, designing
       observations where they can determine if they're delivering something that's valuable to the user, and then being
       responsive to change.

2. What prompted the development of agile?   `1 / 1 point`

    ○ Computing and software developments, such as the personal computer and the Internet.

    ○ Engineers who wanted more control over the product development process.

    ◉ Business, engineering, and software practices that reflected a belief in the value of plans and scaling as a means to
       valuable outcomes.

    ○ Designers who introduced "design thinking" as a means to innovation.

    ✓ **Correct**
       The belief throughout the last century was that businesses could achieve success through careful planning and
       analysis, but the explosion of ideas around design, innovation, and software pointed to the need for different
       processes as described by agile.

3. Why is narrative collaboration around user stories critical to agile development?   `1 / 1 point`

○ It maximizes the strengths of individual team members

○ The user stories are creative

○ It ensures all team members are involved.

⦿ It gets all members of the team involved in discussing what to develop and why

✓ **Correct**
   Narrative collaboration helps teams drive towards valuable, customer-relevant implementations.

4. What problem arises when we're generally not wrong but not specifically right (or 〔 **1 / 1 point** 〕
    wrong)?

⦿ Creating software that works but isn't used--and we're not sure why

○ Creating software that works and is used--and we know why

○ Creating software that doesn't work and isn't used--and we're not sure why

○ Creating software that works and is used--and we're not sure why

✓ **Correct**
   Being generally not wrong leads to poor outcomes. The more specific we are, the more likely we can drive to
   something valuable.

5. What does "responding to change over following a plan" mean in practice?   〔 **1 / 1 point** 〕

○ Replacing a rigid plan with a looser process

○ Pivoting whenever the client is dissatisfied

○ Having no plan at all

⦿ Replacing a rigid plan with a different set of methods

✓ **Correct**
   In an agile environment, different structures allow the team to encounter ambiguity, analyze it, and make a decision.