



? Staging Agile/SDLC

1 Agile MVP

What is an MVP in Agile?

Most Valuable Programmer - The lead developer for the project.

Minimum Viable Product - The most important functionality of the product that can be delivered.



Most Valuable Player - An award given to the best player on the company's softball team.

Minimum Value Portion - The smallest amount of the program that can be developed.

2 Agile vs Waterfall

Agile results in a better product than Waterfall.

TRUE

FALSE



3 The disadvantages of Agile design methodologies include which? Choose 3

Agile's increased flexibility can lead to bad behaviours.



Agile requires more knowledge to use properly.





Agile has too many methods/frameworks such as Scrum, Lean, Crystal, XP, DSDM, FDD, Six Sigma, and Kanban. This makes it confusing.

MoSCoW leads to too much rush'n in development.

4 The benefits of Agile design methodologies include which? Choose 4

Agile allows for a team to quickly respond to change.



Agile allows for uncertainty at the beginning.



Agile has faster review cycles compared to Waterfall.



Agile has greater flexibility in releases.



Agile is the modern way to develop software.

Agile is less testing intensive.

Agile has superior reporting functionality.

5 One of the agile principle is "At regular intervals, the team reflects on how to become more effective, then tunes and adjusts its behaviour accordingly." This principle translates to which one of the Scrum ceremonies?

Roadmap Discussion

Retrospective





Product Backlog Refinement

- 6 Which of the following is not a core process of SDLC?

Software Maintenance.

Testing

Requirements Gathering

Software Marketing



- 7 This SDLC method tries to assess the risk patterns in a project which based upon combines other methods to solve development issues.

Incremental.

Adaptive Software Development

Spiral



Scrum

- 8 How long do sprints typically last?

2-4 weeks





1 day

2-4 days

9

The purpose of Sprint Planning meeting is to discuss the requirements, analyse them, decide the solution, estimate the time needed for development/testing and then start the Sprint.

TRUE

FALSE



10 In the sprint retrospective meeting, developers review the previous sprint and try to improve upon the process for future sprints.

TRUE



FALSE

11 The sprint backlog holds tasks for the

current sprint.



future sprint.

previous sprint.



12 If a team is not able to finish a user story within one sprint then:

Product Owner may ask the team to continue working on the user story

Product Owner may ask the team to stop working on the user story and move it back to product backlog

Product Owner may reduce the scope of the story and ask team to finish the story within the sprint, while scoped out work will be put into a separate story and added to product backlog

All of the above



Legend - View Attempt 

✓ Correct answer

✗ Wrong Answer

BACK