

Continuous Improvement Quiz

1. Which of the following tasks is present in "continuous improvement" with regards to Agile principle?
 - A. Review product processes and practices periodically to look for rooms for improvement and efficiency enhancement.
 - B. Conduct frequent retrospectives and experiments to continually improve team processes and effectiveness.
 - C. Gather feedback from stakeholders on product increments and demonstrations to enhance value delivery.
 - D. All of the above.

2. In the aspect of integration, testing and experiment, "Continuous integration" involves all of these objectives except_____
 - A. To continuously integrate changes to the codebase by merging the new codes as soon as practicable.
 - B. To avoid code conflicts and minimize risks of incompatibility.
 - C. On every integration, the codebase needs to be tested with automated testing tools.
 - D. Disseminate knowledge gained during carrying out of project works to the whole organization for organizational improvement.

3. A set of typical settings for continuous integration includes which of the following?
 - A. A source code repository.
 - B. A check-out and check-in process.
 - C. An automated build process.
 - D. All of the above.

4. Which of these types of testing involves finding out how the software actually works, and to ask questions about how it will handle difficult and easy cases by asking test subjects to try the software?
 - A. Unit testing.
 - B. Exploratory testing.
 - C. Usability testing.
 - D. None of the above.

5. All of the followings are parts of the significance of Agile learning cycle except_____
 - A. Helps to provide insights on the design of the software.
 - B. Agile software development is about learning from little known about the end product to delivering the maximal value by the end of the project.
 - C. Each retrospective is an opportunity to learn.
 - D. Understanding of the requirements as well as the technology to make the product feasible and increase incrementally during the project.

6. Which of these fully defines an Agile process for self-evaluation to be performed at the end of each iteration slightly similar to the “postmortem” meeting or “lessons learned” meeting in traditional project management?

- A. Retrospective.
- B. Review.
- C. Iteration conference.
- D. All of the above.

7. Which of these refers the Agile project management as an ad hoc meeting by the Agile team to review on the team practices or teamwork during the sprint, often called for when something went wrong?

- A. Pre-mortem.
- B. postmortem.
- C. Introspective.
- D. None of the above.

8. Which of these is the activity during which team members are asked to generate plausible reasons for a project’s assumed failure.

- A. Postmortem.
- B. Infraction.
- C. Pre-mortem.
- D. Retrospectives.

9. Which of these is an essential act of maximizing the amount of work not done?

- A. Value Stream Mapping.
- B. IT development projects.
- C. Lean manufacturing.
- D. None of the above.

10. All of the objectives of Value Stream Mapping involve the followings except_____

- A. Provision of optimum value flow to customers through value creation processes.
- B. Elimination of wastes in every process through analysis such as value stream mapping and enhancements.
- C. It serves as a graphical tool for analyzing the flow of materials in manufacturing.
- D. To make it safe for team members to voice out their reservations about the project direction and so on.

Answer Key

1. Which of the following tasks is present in "continuous improvement" with regards to Agile principle?
 - A. Review product processes and practices periodically to look for rooms for improvement and efficiency enhancement.
 - B. Conduct frequent retrospectives and experiments to continually improve team processes and effectiveness.
 - C. Gather feedback from stakeholders on product increments and demonstrations to enhance value delivery.
 - D. All of the above.

D. All of the aforementioned are parts of the task. Choice A, B or C only is not correct for this question.
2. In the aspect of integration, testing and experiment. "Continuous integration" involves all of these objectives except _____
 - A. To continuously integrate changes to the codebase by merging the new codes as soon as practicable.
 - B. To avoid code conflicts and minimize risks of incompatibility.
 - C. On every integration, the codebase needs to be tested with automated testing tools.
 - D. Disseminate knowledge gained during carrying out of project works to the whole organization for organizational improvement.

D. "Disseminate knowledge gained during carrying out of project works". This is a task only in "continuous improvement". Choices A, B, and C are incorrect for this question.
3. A set of typical settings for continuous integration includes which of the following?
 - A. A source code repository.
 - B. A check-out and check-in process.
 - C. An automated build process.
 - D. All of the above.

D. All of the afore stated are involved in the settings. Choices A, B or C only are incorrect for this question.
4. Which of these types of testing involves finding out how the software actually works, and to ask questions about how it will handle difficult and easy cases by asking test subjects to try the software?
 - A. Unit testing.
 - B. Exploratory testing.
 - C. Usability testing.
 - D. None of the above.

B. Exploratory testing. Choices A, C, and D are incorrect for this question.
5. All of the followings are parts of the significance of Agile learning cycle except _____
 - A. Helps to provide insights on the design of the software.
 - B. Agile software development is about learning from little known about the end product in the

beginning to hopefully delivering the maximal value in the end.

C. Each retrospective is an opportunity to learn.

D. Understanding of the requirements as well as the technology to make the product feasible and increase incrementally during the project.

A. "Helps to provide insights on the design of the software", this only pertains to testing. Choices B, C, and D are incorrect for this question.

6. Which of these fully defines an Agile process for self-evaluation to be performed at the end of each iteration slightly similar to the "postmortem" meeting or "lessons learned" meeting in traditional project management?

A. Retrospective.

B. Review.

C. Iteration conference.

D. All of the above.

A. Retrospective. Choices B, C, and D are incorrect for this question.

7. Which of these refers the Agile project management as an ad hoc meeting by the Agile team to review on the team practices or teamwork during the sprint, often called for when something went wrong?

A. Pre-mortem.

B. postmortem.

C. Introspective.

D. None of the above.

C. Introspective. Choices A, B, and D are incorrect for this question.

8. Which of these is the activity during which team members are asked to generate plausible reasons for a project's assumed failure.

A. Postmortem.

B. Infraction.

C. Pre-mortem.

D. Retrospectives.

C. Pre- mortem. Choices A, B, and D are incorrect for this question.

9. Which of these is the essential act of maximizing the amount of work not done?

A. Value Stream Mapping.

B. IT development projects.

C. Lean manufacturing.

D. None of the above.

A. Value Stream Mapping. Choice B, C, and D are incorrect for this question.

10. All of the objectives of Value Stream Mapping involve the followings except_____

A. Provision of optimum value flow to customers through value creation processes.

B. Elimination of wastes in every process through analysis such as value stream mapping and enhancements.

- C. It serves as a graphical tool for analyzing the flow of materials in manufacturing from its beginning through to the customer.
- D. To make it safe for team members to voice out their reservations about the project direction and so on.
- D.** "To make it safe for team members to voice out their reservations", this pertains only to pre-mortem. Choices A, B, and C are incorrect for this question.

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