**1.Involving the team in Planning and Estimating and providing early feedback on Delivery Velocity is BEST used to mitigate what kind of risk?**  
**A.   Schedule flaws**B.   Requirements creep  
C.   Employee turnover  
D.   Poor productivity  
Ans: A  
  
**2.Which of the following is the BEST approach for estimation?**  
A.  Expert opinion  
B.  Analogy  
C.  Disaggregation  
**D.  A combination of all of the above**  
Ans:D  
  
**3.When forming an Agile project team it is BEST to use:**  
**A.    Generalized Specialists**  
B.    Top management officials  
C.    Highly specialized developers  
D.    All of the above  
Ans:A  
  
**4.What is the unit of measurement that is used to measure the size of a user story for an Agile project?**  
A.   Function points  
**B.   Story points**  
C.   Work breakdown points  
D.    Velocity points  
Ans: B  
  
**5.How is Agile planning different from the traditional approach to planning?**  
A. Agile planning is done only once  
B. Agile planning is non iterative  
C. Agile planning places emphasis on the plan  
**D. Agile planning places emphasis on planning and is iterative**  
Ans: D

**6.Which of the following is NOT one of the five core risk areas common to all projects?**  
A.   Specification Breakdown  
B.   Scope Creep  
**C.   Strategic Alienation**  
D.   Intrinsic Schedule Flaw  
Ans: C  
  
**7.A Persona used within an Agile user story can he thought of as:**  
A.   A person who viIl only use the application infrequently  
B.   A person who will influence early adopters of the application  
C.   A formally-assigned user-acceptance tester  
**D.   An imaginary representation of a user role**  
Ans: D  
  
**8.What are the benefits of using Sidky Agile Measurement Index (SAMI) to measure agility of your**  
**organization?**  
A. Return on time invested (ROTI) can be calculated quickly and accurately.  
**B. Avoid random selection of methodology, make sure practices work coherently and ensure practices focus on value delivery.**  
C. Perform Earned value management (EVM).  
D. Avoid risk on critical projects.  
Ans: B  
  
**9.If a team can complete 10 story points In an iteration then how long will it take for the team to complete 100 story points?**  
**A. 10 Iterations**  
B. 10 waves  
C. 20 Iterations  
D. 20 waves  
Ans: A  
  
**10.What is NOT a characteristics of a good user story?**  
A. Value  
B. Negotiable  
C. Estimatable  
**D. Dependant**  
Ans: D

**11.What does “Timeboxed” means in Agile terms?**  
A. Fast  
B. Flexible  
C. Frequent  
**D. Fixed**Ans: D  
  
**12.According to Agile manifesto what carries more value?**  
**A. Individuals and interactions over processes and tools.**  
B. Individuals and interactions over people and technique.  
C. Individuals and interactions over projects and tools.  
D. Individuals and interactions over products and tools.  
Ans: A  
  
**13.There was an Issue In your project and your manager kept asking “why?’ several times. What is he doing?**  
A. He Is executing collaboration.  
**B. He is executing “Five whys” a Lean tool.**  
C. He Is executing “get your attention” tool.  
D. None of the above  
Ans: B  
  
**14.How does tools like FIT and Fitness compliment Agile?**  
**A. Automated Acceptance Tests**  
B. Continuous Integration  
C. Unit Test  
D. Code coverage metrics  
Ans: A  
  
**15.You are working on a newly formed Agile team. Your coach gathers the team and asks every one to close their eyes and start counting one at a time, synchronously. What is the coach trying to do with this exercise?**  
**A. Collaborating using circle counting game.**  
B. Coordinating using mute mapping game.  
C. Consensus gathering using some random game he Invented.  
D. Consent gathering using some random game he Invented.  
Ans: A  
  
**16.Who can be the best user proxy?**  
A. ScrumMaster  
**B. Customers**  
C. Agile coach  
D. Developer  
Ans: B  
  
**17.What do you infer from this following user story? “As a sales agent, I want a client search feature so that I can find my preferred clients quickly and easily.”**  
A. Good. No additional information required.  
**B. Good. Need clarification on “quick and easy” for UI testing.**  
C. NOT good. Too big.  
D. NOT good. Too small.  
Ans: B  
  
**18.Wireframes and prototypes are widely used as part of?**  
A. High-level design  
B. Detailed design  
**C. Empirical design**D. None of the above  
Ans: C  
  
**19.What is NOT an Agile methodology?**  
A. Extreme programming (XP)  
B. Scrum  
C. Crystal Clear  
**D. PMBOK® 3**Ans: D  
  
**20.Iterative development is NOT a good idea for?**  
A. Back end development  
**B. Front end development**  
C. Middleware development  
D. Software development  
Ans: B