

Ouiz: Process	
Quiz: Process Question 1	
/1 point (graded)	
■ Keyboard Help	
PROBLEM	
	of the software engineering processes to the line on the image belov o the correct description of that process.
	Test-Driven Development
	Spiral
	·

Scrum Ensure that refactors can be easily validated through automation. Define behaviour by writing test cases. Manage risk by focusing on the core functionality of the system first, then incrementally building on it. Extreme Programming Iteratively add features to system quickly; teams are not prescribed any best practices in particular. Mandate that systems should always be in a working state, focusing on simplicity, Waterfall validation, and longitudinal respect. Architect upfront and work slowly but linearly to create interconnected and cohesive systems. Submit You have used 1 of 2 attempts. Reset **Show Answer FEEDBACK** ✓ Correctly placed 5 items. ✓ Good work! You have completed this drag and drop problem.

✓ Your highest score is 1.0

Question 2

1/1 point (graded)

Agile methods are different from the Spiral model because development is organized as iterations instead of one single implementation phase.

True

- False, because both Agile and Spiral perform development in iterations
- False, because both Agile and Spiral perform development in one single implementation phase

Submit

You have used 1 of 1 attempt

Question 3

1/1 point (graded)

The Daily Scrum meeting allows developers to show a demo of their work, so the product owner can determine if progress is on track.

True

- False, because demos are intended for the scrum master, not the product owner
- False, because demos are provided at the Sprint Review meeting, not the Daily Scrum meeting

Submit

You have used 1 of 1 attempt

Question 4

1/1 point (graded)

When using an agile development process, the product backlog:

- is a list of the products the company needs to build
- ullet is a prioritized list of backlog items specific to the product under development ullet
- is a list of defects associated with the current product
- is a list of engineering tasks negotiated by the team and the product owner about the current development project

Submit

You have used 1 of 1 attempt

Question 5

1/1 point (graded)

In Extreme Programming, actual customers should be involved in the creation of acceptance critera for user stories.

- True ✓
- False, because involving actual customers slows down Extreme Programming
- False, because creating acceptance criteria is solely up to developers

Submit

You have used 1 of 1 attempt

Question 6

1/1 point (graded)

Why might a traditional Waterfall process be preferred over a Spiral model, in cases where the project requirements and implementation were well understood and highly predictable?

- Re-evaluating decisions each year will increase responsiveness
- Checking in with customers regularly leads to a better final product
- Avoiding midstream changes makes for an efficient process
- Linear processes are always preferable compared to processes relying on iteration

Submit

You have used 1 of 1 attempt

Question 7

1/1 point (graded)

Which of the following responsibilities are within the role of a Scrum Master? Please select all that apply.

- facilitates scrum process
- ✓ helps resolve impediments or problems
- communicates for the customers or end-users
- Shields team from external interferences



Submit

You have used 1 of 1 attempt

Question 8

1/1 point (graded)

What is the main reason why prototypes in the spiral model would be discarded when moving on to the next development iteration?

- because risks are reassessed in each iteration
- because the product backlog changes in each iteration
- because feedback from customers can lead to a completely different product in each iteration
- because a different programming language is always used in each iteration

Submit

You have used 1 of 2 attempts

Question 9

1/1 point (graded)

What kind of "courage" is suggested by the extreme programming/agile programming approaches?

Please select all that apply.

- the courage to ignore client feedback
- the courage to throw things away
- the courage to refactor
- the courage to break a build

~	
Submit	You have used 1 of 1 attempt
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1 point (gra hen using	ded) an agile development process, at a Daily Scrum meeting:
	anager should attend to give feedback about the performance of team
memb	
	urations are never changed
o task dı	

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