

Quiz 02: User Stories

Due Feb 3 at 10pm

Points 50

Questions 11

Time Limit None

Instructions

You **may** use the slides from the lecture and other sources to answer these questions. Please be sure to cite any references but be sure to answer the following questions in your own words. Do NOT simply cut and paste the information from the slides. You will receive a score of 0 if you copy the prose from the slides.

Attempt History

	Attempt	Time	Score
LATEST	Attempt 1	7,170 minutes	0 out of 50 *

* Some questions not yet graded

Score for this quiz: 0 out of 50 *

Submitted Feb 3 at 3:36pm

This attempt took 7,170 minutes.

Question 1

Not yet graded / 5 pts

Compare and contrast the role of **developers** in Agile and plan driven cultures.

Your Answer:

In plan driven cultures developers work for the manager while in the agile development developers work for the team.

In plan driven cultures, developers work behind their personal achievements whereas in the agile methodology developers focus on team achievements.

Plan Driven Cultures

Managers assign teams

Individuals work for the manager

Individuals measured on individual achievements

Manager assigns tasks

Agile Cultures

Self organizing teams

Individuals work for the team

Individuals measured on team achievements

Team members select tasks

Question 2

Not yet graded / 5 pts

Compare and contrast the role of **managers** in Agile and plan driven cultures.

Your Answer:

In plan driven cultures the managers just define solution that should be implemented by team whereas in the agile methodology the manager ask questions to the team while they are creating the solution.

if any problem occurs in the plan driven development then only the manager will be blamed for that , while in the agile development whole project team and the manager will be responsible for that.

Plan Driven Cultures

Define solutions to be implemented by the team

Define roles and responsibilities

Leading the effort

Command and Control of the team

Manager owns the problem

Agile Cultures

Asking questions while allowing the team to create the solution

Help team to self organize

Enabling the team while
clearing roadblocks to success

Trusting the team

Team owns the problem

Question 3**Not yet graded / 5 pts**

Describe two examples of what can go wrong with teams transitioning from plan-driven to agile methods.

Your Answer:

- Lack of understanding or misunderstanding between team members.
- Lack of training for agile methodology.

Failure may be attributed to:

Lack of clarity across the team

Using only the **worst** of Waterfall and Agile together:

Forcing frequent short deliverables without the Agile advantages

Inadequate training or support for Agile Methods

Yesterday: product manager; today: scrum master

Failing to use automated testing and/or continuous integration

Continuing to plan everything in advance and not allowing change

Failing to change employee performance metrics

Failing to inspect and adapt – Andy Hunt

Question 4

Not yet graded / 5 pts

You've been hired by Driverless Software to gather requirements for new "hands-free" parking hardware/software solution.

Identify two features that the "hands-free" parking solution should include.

Your Answer:

Two features:

- Measure the dimensions of car
- Check if there is enough parking space for the car

Question 5

Not yet graded / 5 pts

Write **use cases** to represent the two features you chose for the "hands-free" parking solution. Be sure to follow the format specified by Ivar Jacobson. (You do not need to include UML diagrams)

Your Answer:

Use case for feature 1 :

1.Name - Measure car dimensions

2.Brief description - this feature describes that the system will activate the sensors and the car dimensions will be measured

3.Actors - System

4.Basic flow - Activate the hands free parking system mode and then the sensors will be activated and the car dimensions will be measured.

5.Alternate flows - if the sensors does not get activated then the system instructs the user to park the vehicle manually.

Use case for feature 2 :

1.Name - Check parking space

2.Brief description - In this use case it will check whether there is enough parking space or not according to the car dimensions

3.Actors - System

4.Basic flow - step 1- check for other vehicles around car

step 2 - then check for enough space is available for that car or not.

step 3 - park the car

5.Alternate flows - if enough place is not available then it will instruct driver to go for another parking location

Each use case should include:

1.Name

2.Brief description

3.Actors

4.Basic flow

5.Alternate flows

Question 6**Not yet graded / 5 pts**

Write **user stories** to represent the same two features you chose for the "hands-free" parking solution. Be sure to follow the format used by agile methods.

Your Answer:

user story for feature 1 :

Title - Measure the dimensions of car

Acceptance test - measure car dimensions

Priority - 1

Story Points - 2

Description - As a user I want the hands free system to activate the sensors and measure the car dimensions

user story for feature 2 :

Title - Check parking space

Acceptance test - check parking space and park

Priority - 2

Story Points - 2

Description - As a user I want the system to check for the enough parking space for the car and park the car automatically.

Should include:

Title – a short handle for the story. Present tense verb in active voice is desirable

Acceptance test –the name of a method to test the story

How to determine if the functionality is provided?

Acceptance test helps to flesh out the details of the user story

Priority – decided by the customer

Story points – estimated time to implement expressed in relative units

Description – one to three sentences describing the story

Question 7

Not yet graded / 5 pts

Would you recommend use cases or user stories for this application? Why?

Your Answer:

I would recommend Use case diagrams for this application because it involves many actors, and functionalities. if we use the User Stories approach then it might result in some lack of context , lack of completeness.

and for this application there are higher risks so I recommend to use Use case approach.

Question 8

Not yet graded / 5 pts

Describe two **criteria** for identifying valuable and useful user stories.

Your Answer:

Stories need to be small enough that several can be completed per iteration - this criteria means that user stories should not be so big that it becomes more complex for the developer itself. User story should be described in a more shorter and simpler way .

Each story should be independent of one another.

Each story should add value to the customer

Customers write user stories

(with help from developers if needed)

Stories need to be small enough that several can be completed per iteration

Replace big stories with several smaller stories

Stories should be independent (as much as possible)

Stories must be testable – like any requirement, if it cannot be tested, it's not a requirement!

Include non-functional requirements as User Stories

Question 9

Not yet graded / 5 pts

Describe planning poker. What is the goal? What is the process?

Your Answer:

Planning poker is a technique which is used in agile software development process. In this game, all group members survey by playing number cards facing down to the table, instead of revealing loudly. Then cards are exposed, and then all of them gets estimated and discussed. By following this approach, the group can avoid the cognitive bias of anchoring, where the first number spoken loudly sets a precedent for following estimates.

The goal of planning poker is to estimate effort of development goals in software development.

Process of planning poker:

- Customer reads story
- Team estimates
- Team discusses
- Team estimates again (Repeat until consensus reached)

Question 10

Not yet graded / 5 pts

Your team has chosen to use planning poker to estimate effort for your user stories. Two of your best developers, Pam and Vincent, can't agree on an estimate. What are two different options to resolve the problem?

Your Answer:

To resolve this situation we can do is :

- Take an average of the estimates.
- use divide and conquer approach.

Use the highest estimate

Use the lowest estimate

Break the task into multiple stories and estimate those.

Table the discussion for now and come back to it later.

Question 11**0 / 0 pts**

"I pledge on my honor that I have not given or received any unauthorized assistance on this assignment/examination. I further pledge that I have not copied any material from a book, article, the Internet or any other source except where I have expressly cited the source."

Correct!☒ True☐ FalseQuiz Score: **0** out of 50