

Multiple-Choice Questions:

1. Which of the following activities are not done by the developers?
 - a. US creation
 - b. US corrections
 - c. Set priorities of USs
 - d. Add Estimations
 - e. None of the above

2. In the agile development process taught in class, the development team estimates each user story and decides the priority for each story.
 - a. True
 - b. False

3. Which of the following techniques is used for estimating effort?
 - a. Role playing
 - b. Blueskying
 - c. Planning poker
 - d. Observation
 - e. None of the above

4. T or F? The larger the estimate, the more likely it is to be accurate.
 - a. True
 - b. False

5. T or F? Planning poker uses the “wisdom of the single biggest expert” to estimate how long it will take to implement user stories.
 - a. True
 - b. False

6. Who knows the value of a requirement and who knows the cost of implementing the requirement? (The answer to this question motivates the need for certain developer-customer communications in the development process covered in class.)
 - a. The developers know both the value and the cost of requirements
 - b. The customer knows both the value and the cost of requirements
 - c. The customer knows the value of requirements, and the developers know the cost
 - d. The developers know the value of requirements, and the customers know the cost
 - e. Both the developers and the customer know the value and the cost of requirements

7. All else being equal, choose the estimate below that is most likely to be accurate.
 - a. 1 day
 - b. 1 week
 - c. 1 month
 - d. 1 year
 - e. 1 decade

8. T or F? To estimate work, developers commonly use their own past performance and/or the “wisdom of the crowd.”
 - a. True
 - b. False

9. T or F? Planning poker uses the “wisdom of the crowd” to estimate how long it will take to implement user stories.

a. True

b. False

10. T or F? The smaller the estimate, the more likely it is to be accurate.

a. True

b. False

Solutions:

1. c

2. b

3. c

4. b

5. b

6. c

7. a

8. b

9. a

10. a

Solution:

developer (or customer)	Creates	User stories
developer	estimates	User stories
customer	prioritizes	User stories
developer	selects	User stories
developer	Creates	tasks
developer	estimates	tasks
developer	assigns	tasks

Problem: All else being equal, which of the following USs most likely has the more accurate estimate?

Title: *Animated Buttons*

Description: Use jQuery to animate buttons.

Estimate: 2 days

Title: *Review Flight*

Description: A user will be able to leave a review for a shuttle flight they have been on.

Estimate: 20 days

Solution:

US Animate Buttons.

(Because estimates of less than 15 days are generally more accurate than over 15 days.)

Problem: What two things are wrong with the following series of steps?

1. First, the developers solicit user stories from the customer.
2. Next, the developers assign a priority level to each user story.
3. Next, the developers estimate the effort required to implement each user story.

Solution:

- (1) First, the developers solicit user stories from the customer.
- (2) Next, the developers assign a priority level to each user story.
- (3) Next, the developers estimate the effort required to implement each user story.

- ① Customers assign priorities
- ② Developers must estimate effort before customers assign priorities (otherwise how can the customer assess the cost/benefit?)

Problem: After your team chooses the USs to implement in an iteration, but before the team begins implementing, what three things must the team do?

Solution:

- ① Break the USs into tasks
- ② Estimate the time to complete each task
- ③ Assign each task to a developer