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? In general, 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? In general, the smaller the estimate, the more likely it is to be accurate.

    a. True

    b. False

11. Which of the following approaches/techniques leverages the collective opinion of a group of individuals rather than that of a single expert? Circle all answers that apply.

    a. Black-box testing

    b. Planning Poker

    c. Writing user stories

    d. Wisdom of the Crowd

    e. None of the above

12. In the agile development process taught in class, the _____ estimate each user story, the _____ decide the priority for each story, and the _____ choose which user stories to implement in the next iteration.

    a. developers; customers; customers

    b. customers; developers; customers

    c. customers; customers; developers

    d. customers; developers; developers

    e. developers; customers; developers

Solutions:

1. c
2. b
3. c
4. b
5. b
6. c
7. a
8. a
9. a
10. a
11. b, d
12. e

Problem: Describe the process of iteration planning that we used in this course by writing 7 sentences. Create each sentence by filling in 3 blanks with the following words/phrases. Fill in *all* blanks.

a. Blank #1: developer, customer
b. Blank #2: estimates, selects (for iteration), assigns (to developer), creates, prioritizes
c. Blank #3: tasks, user stories

_____ _____ _____.

_____ _____ _____.

_____ _____ _____.

_____ _____ _____.

_____ _____ _____.

_____ _____ _____.

_____ _____ _____.

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

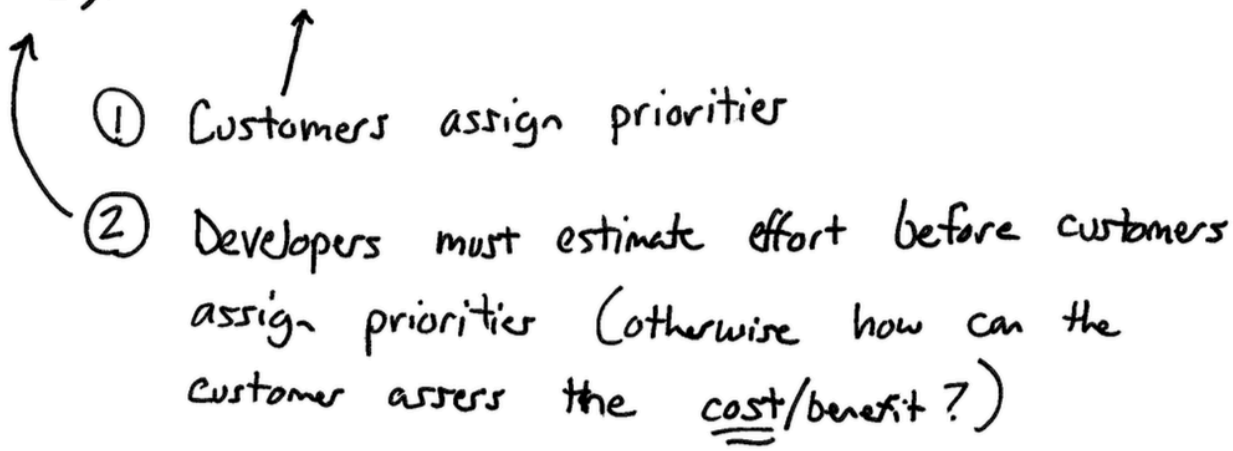
(Because estimates of less than 15 days are generally more accurate than ones over 15 days.)

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.



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