Chapter 3 Quiz

1. [1pts] T or F? You as developer are responsible for setting the priority of which user stories will be implemented and when.

   F. The customer sets those priorities.

2. [1pts] T or F? Milestone 1.0 should include the system's "baseline" functionality as well as a few "nice to have" features.

   F. Milestone 1.0 should <u>not</u> include "nice to have" features.

3. [6pts] If your team needs to do more work in an iteration, then is adding more developers a good idea? Justify your answer.

   Adding more developers may seem attractive; however, every new team member must get up to speed on the project, must understand the software, must understand the technical decisions, and must learn how everything fits together. While they're doing this ramp up, they cannot be 100% productive.

   ———

   See also Brooks' Law: Adding manpower to a late software project makes it later.

4. [4pts] Fill in the blanks. Keep your software continuously _____(a)_____ and your software always ___(b)___ so you can always get ___(c)___ from the ___(d)___ at the end of an iteration.

(a) building

(b) runnable

(c) Feedback

(d) customer

— Oops. My bad.

5. [7pts] For each of the following, check the (one) appropriate box.

	User story	Iteration	Milestone
I result in a buildable and runnable bit of software.	☐	☒	☒
I'm the smallest buildable piece of software.	☐	☒	☐
In a full year, you should deliver me a maximum of four times.	☐	☐	☒
I contain an estimate set by your team.	☒	☒	☒
I contain a priority set by the customer.	☒	☐	☐
When I'm done, you deliver software to the customer and get paid.	☐	☐	☒
I should be done and dusted in 30 days.	☐	☒	☐

6. [5pts] If your team has a velocity of 0.7, and has 28 days of work to perform, how many actual days will be required to complete the work?

$$\frac{28 \text{ days}}{0.7 \text{ velocity}} = 40 \text{ days}$$

7. [1pts] What should you use to keep tabs on what work is in the pipeline, what's in progress, and what's done?

A "dashboard" or "big board".