

# BCS Foundation Certificate in Agile

## Specimen Paper A

Record your surname/last/family name and initials on the Answer Sheet.

**Specimen paper only. 20 multiple-choice questions** – 1 mark awarded to each question. Mark only one answer to each question. There are no trick questions.

A number of possible answers are given for each question, indicated by either **A. B. C.** or **D.** Your answers should be clearly indicated on the Answer Sheet.

**Pass mark is 14/20**

This is a specimen paper only. The full exam is 40 multiple choice questions with a pass mark of 26/40.

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- 1 Why is 7 plus or minus 2 an optimal size of an Agile team?
- A To make sure the whole team can fit into an average room.
  - B To make sure daily stand ups can be completed in 15 minutes or less.
  - C To ensure effective communication and collaboration.
  - D Teams of that size are easy to control.
- 2 The Agile Manifesto, it says we aim to produce Working Software over...
- A Comprehensive testing.
  - B Comprehensive documentation.
  - C Cost savings.
  - D Developer satisfaction.
- 3 What does the agile manifesto say we **SHOULD** do with changing requirements?
- A Welcome changing requirements, except late in development.
  - B Welcome changing requirements, even late in development.
  - C Reject all changes during the current development.
  - D Reject all changes until the next iteration.
- 4 One of the roles of a ScrumMaster is to...
- A Hold the vision.
  - B Remove impediments.
  - C Determine who does the work.
  - D Sign off work as done.
- 5 Which **one** of the following is **NOT** one of the pillars of the empirical process?
- A Control.
  - B Inspection.
  - C Adaptation.
  - D Transparency.

- 6 In which practice of an agile project would you **NORMALLY** expect to use root cause analysis?
- A During a planning stage to confirm the acceptance criteria is correct.
  - B Root cause analysis is never used in Agile environments.
  - C During a demonstration to end users, to establish the cause of a newly found defect.
  - D During a retrospective session to identify the root cause of an identified issue.
- 7 Which **one** of the following is **NOT** one of the three Cs of a User Story?
- A Conversation.
  - B Control.
  - C Card.
  - D Confirmation.
- 8 Refactoring is a process to...
- A Remove software defects.
  - B Improve the code quality without altering its behaviour.
  - C Make code as perfect as possible.
  - D Change a sprint backlog.
- 9 How does the Cone of Uncertainty relate to the use of relative estimation by Agile teams?
- A High level epic stories contain limited knowledge about the requirements. Attempting to provide a time-based precise estimate is very likely to be susceptible to high variability. As such, it is appropriate to provide relative estimation that compares a story to other stories.
  - B Agile teams struggle to provide accurate estimates. So, it is deemed to be better to provide a relative estimate that can be changed whenever the project deadline is at risk of being late.
  - C The variability shown by the Cone of Uncertainty allows teams to provide a large story point estimation range that only gets fixed during the iteration planning.
  - D High level epics are large-sized stories that can take a single Agile team several months to complete. Agile only allows us to estimate in hours and, thus, we have to use a relative measure that helps the team estimate large user stories.

- 10 Which **one** of the following describes DSDM Atern?
- A An Agile framework for Product Development.
  - B An Agile framework for Project Management.
  - C An Agile framework for Requirements Definition.
  - D An Agile framework for Quality Assurance.
- 11 What is a typical problem with MoSCoW prioritisation?
- A It is not compatible with Agile.
  - B The output cannot be used for planning.
  - C Most of the stories get prioritised as “must do”.
  - D Teams find it difficult to use.
- 12 Which **one** of the following is a generic benefit of Agile over traditional methods?
- A Increased customer satisfaction through regular feedback.
  - B You can complete the same work with fewer developers.
  - C Agile gives instant benefit.
  - D No planning is required.
- 13 Which **one** of the following roles are prescribed by the Kanban development method?
- A Product Owner.
  - B Development team.
  - C Neither A or B.
  - D Both A and B.
- 14 During a daily stand-up, a Scrum team realises that they will not be able to complete the stories included in their sprint. What **SHOULD** the team do next?
- A Quietly schedule a few late nights hoping to finish the work on time.
  - B Approach the Product Owner and negotiate the scope of the lowest priority stories.
  - C Bring in a few extra people into the team to help them complete all of the stories.
  - D Decide to de-scope the lowest priority stories.

- 15 What advantage does Agile have over Waterfall projects?
- A Agile projects do not use any planning.
  - B Agile can cope with complex changing environments.
  - C Agile can cope with a chaotic or disordered environments.
  - D Agile removes the need for documentation.
- 16 The term POOGI refers to the process of ongoing...
- A Involvement.
  - B Interactions.
  - C Iterations.
  - D Improvement.
- 17 Which one of the following is **NOT** a stage of Tuckmans model of group development?
- A Forming.
  - B Starting.
  - C Performing.
  - D Storming.
- 18 What would be the response to a Test Manager who insists 'It will take too much time to test continuously, it would be better to test once at the end of the project'?
- A Ask them to test at least the most important features.
  - B Explain to them the cost of finding defects at the end of a project can be massive and outweigh the cost of testing incrementally throughout the project.
  - C Accept this and have the development team test the project themselves.
  - D Accept this and add a few sprints at the end of the project for testing and bug fixing.
- 19 Which one of the following would **NOT** be seen as one of the Lean Muda or seven deadly wastes?
- A Partially done work.
  - B Extra features.
  - C Relearning.
  - D Exploratory Testing.

- 20 What would be a concern if business users are not actively engaged with the developers?
- A The wrong products may be developed.
  - B The products may not meet requirements.
  - C There will be lack of trust between developers and the business users.
  - D All of the above.

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