



UNIVERSITY OF ENGINEERING AND TECHNOLOGY, TAXILA
FACULTY OF TELECOMMUNICATION AND INFORMATION ENGINEERING

SOFTWARE ENGINEERING DEPARTMENT

QUIZ 4

SUBJECT::Introduction to Software Engineering

Date: 19-01-2012

Maximum Marks: 15

Time Allowed: 30 minutes

1. _____ is an iterative, incremental framework for project management often seen in agile software development, a type of software engineering.
a) Scrum b) Agile
c) RAD d) Waterfall
2. Scrum has three fundamental roles: Product Owner, Scrum Master, and _____
a) Stake Holders b) Manager
c) Team members d) All of the above
3. The _____ decides what will be built and in which order.
a) Product owner b) Team lead
c) Scrum owner d) none of the above
4. The _____ acts as a liaison between the Product Owner and the team.
a) Team Lead b) Scrum Master
c) Manager d) Product Owner
5. These are the people who enable the project and for whom the project will produce the agreed-upon benefit, which justify its production.
a) Team Members b) Managers
c) Product owner d) Stakeholders
6. People who will set up the environment for product development.
a) Team Lead b) Scrum Master
c) Manager d) Product Owner
7. The _____ shows the cumulative work remaining in a Sprint, day-by-day.
a) Meeting b) chart
c) Burndown chart d) sprint
8. The _____ is a single list of features prioritized by value delivered to the customer.
a) Sprint backlog b) product backlog
c) Checklist d) all of the above
9. The _____ determines which items on the Product Backlog have been completed in the Sprint.
a) Team Lead b) Scrum Master
c) Manager d) Product Owner
10. The second half of the Sprint Review Meeting is a retrospective for the Scrum team that is led by the _____.
a) Team Lead b) Scrum Master
c) Manager d) Product Owner

