



Free Questions for PSD by vceexamstest

Shared by Estrada on 20-10-2022

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Question 1

Question Type: MultipleChoice

What is the practice of branching code in a version control system?

Options:

- A- Combining two or more branches of code into a single code base
- B- Creating a copy of existing code, isolated from the original code
- C- Releasing a specific codebase into a production environment
- D- Tagging or labeling a particular codebase as production ready

Answer:

B

Explanation:

Branching means that you create a new version from the code that exists independently from the original code. It is not isolated forever, it can be merged back later.

Question 2

Question Type: MultipleChoice

Which three of the following are feedback loops in scrum?

Options:

- A- Release planning
- B- Daily scrum
- C- Sprint review
- D- Sprint retrospective
- E- Refinement meeting

Answer:

B, C, D

Explanation:

Refinement meeting and release planning are not Scrum events. The others are, and they are all about feedback: inspection and adaptation. (And in order for the inspection to have a good outcome, the artifacts need to be transparent)

Question 3

Question Type: MultipleChoice

You are asked to refactor part of the codebase for an application. When you are done, all unit tests pass with 50% code coverage. What can you infer from this?

Options:

- A- Less than 50% of the application is working correctly
- B- There are no bugs in the application
- C- At least 50% of the application is working correctly
- D- You did not break any of the unit tests that already existed

Answer:

D

Explanation:

You can't really say anything because you don't know what the unit tests are testing and whether they are correctly representing whether the application is working correctly. However, if all the tests pass you didn't break any already existing tests. Also, if none tests existed yet, you did not break them.

Question 4

Question Type: MultipleChoice

What are the developers responsible for? (choose two)

Options:

- A-** Resolving conflicts amongst the developers
- B-** Selecting the product owner
- C-** Organizing work required to meet the sprint goal
- D-** Reporting productivity

Answer:

A, C

Explanation:

They are concerned with everything that needs to happen to create a working increment. And they are self-managing, so resolving conflicts is something they should arrange as well.

Question 5

Question Type: MultipleChoice

What are two differences between unit tests and integration tests?

Options:

A- A unit tests only runs on the developer's computer

B- A unit test is automated

- C- An integration test runs overnight
- D- A unit tests isolates a specific system behavior
- E- An integration test may be composed of unit tests

Answer:

D, E

Explanation:

Unit tests are testing the smallest units of code possible and integration tests are testing the components of the system together. Unit tests aims at isolated pieces of behavior and integration tests could be composed of unit tests to test components.

Question 6

Question Type: MultipleChoice

Only technical writers can create documentation during a sprint

Options:

A- False

B- True

Answer:

A

Explanation:

Work that's part of the sprint is done by the developers, scrum doesn't have specific roles

Question 7

Question Type: MultipleChoice

Which of the following best describes an increment of working software?

Options:

- A- Additions features in a usable state that complement those delivered in previous iterations
- B- UML diagrams that describe how to deliver functionality in future iterations
- C- A new user interface design for functionality delivered in previous iterations
- D- An automated test suite to verify functionality delivered in previous iterations
- E- A decomposition of all product backlog items into tasks for future sprint backlog lists

Answer:

A

Explanation:

An increment is the usable value added in the last sprint plus the usable work of all previous sprints.

Question 8

Question Type: MultipleChoice

What two things should the developers not do?

Options:

- A- Work together and self manage to create value
- B- Design the full architecture before starting
- C- Creating a plan for the entire project
- D- Create a potentially shippable functionality in the sprint

Answer:

B, C

Explanation:

Architecture emerges in scrum during the adding of functionality. The plan for the rest of the project cannot be made by the developers, they should just focus on their sprint.

Question 9

Question Type: MultipleChoice

The CEO demands a feature from the developers during the sprint. What should the developers do?

Options:

- A- Add the item to the next sprint
- B- Add the item to the current sprint and work harder
- C- Add the item to the current sprint and leave out something that is less important
- D- Inform the product owner, so the PO can deal with the CEO

Answer:

D

Explanation:

This is not a decision the CEO or the developers can make, this should go via the PO, since that is the maximizer of value

Question 10

Question Type: MultipleChoice

Which of the following two best describe a ready product backlog item?

Options:

- A- It is a complete user story with all the necessary components
- B- It is well understood by the developers and product owner at the sprint planning
- C- It has been changed from unready to ready status in the tracking tool
- D- It has been fully described in the user requirements analysis
- E- It can most likely be done within one sprint

Answer:

B, E

Explanation:

A ready product item needs to be able to be done in a sprint (scrum guide). In order for it to be ready, the product owner and the developers need to understand it well. Tracking tools and requirements analysis and how user stories should be made isn't part of scrum or the best practices for development.

Question 11

Question Type: MultipleChoice

Which three of the following are code quality metrics?

Options:

- A- Unit tests per class
- B- Cycle time per product backlog item
- C- Number of check-ins per day
- D- Depth of inheritance
- E- Cyclomatic complexity
- F- Class coupling

Answer:

D, E, F

Explanation:

Number of checkins per day says something about whether the developers are committing often enough. Depth of inheritance says some about complexiity, just like class coupling and cyclomatic complexity. Unit tests per class don't say anything about quality, though no unit tests might indicate a maintenance problem. Cycle time per product backlog item says something about the scrum process.

Question 12

Question Type: MultipleChoice

Which four are benefits of TDD?

Options:

- A- It promotes good design and separation of concerns
- B- It causes you to construct a test harness that can be automated
- C- It improves quality and reduces bugs
- D- It reduces the cost of maintenance over time
- E- It ensure there will be no bugs in the code

Answer:

A, B, C, D

Explanation:

Nothing can really ensure it will be bug free.

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