Each of the questions requires that you write a short essay. Your essay should include an explanation and an analysis of the appropriate information (the idea or ideas), relevant evidence, and appropriate explanation. The essay should not be merely a list of issues that you think cover the topic. Your essay should include also some judgment on your part and not just a restatement of the author’s viewpoint (or mine). Using examples, as appropriate, to make your point is also important. Each question on the exam will be weighted equally.

NOTE: Review and revise your initial draft to insure what you have written is understandable. This includes ensuring that sentences are clear – with correct spelling and grammar.


MANDATORY FORMAT INSTRUCTIONS:
• Name in the header for each page
• Page number in the footer
• Margins: 1 inch (left, right, top, bottom)
• Font: Times New Roman, Font Size: 12
• Single spaced (with a blank line in between paragraphs)
• Maximum of two pages of text for each question (maximum, NOT minimum!!) – not including charts or graphs.

Submit hardcopy of the exam NO LATER than 4:00 pm, Friday, May 23 to the Dept. Office.

QUESTIONS:

1.a. How many iterations will it take a team to complete a project with 27 story points if they have a velocity of 4?

1.b. Suppose a project has 150 points of work remaining to be done. Over the last 10 iterations the team has achieved velocities of 16, 12, 13, 5, 14, 7, 6, 12, 16, and 14. When would you estimate that the project might be done? Thoroughly explain the logic behind your estimate. Assume one-week iterations and a team of four developers,

2. Because of the nature of the product (“Hanannah”) in the case study, there were no users that could be included in the team. Instead, “product research” and the Kano model provided data to be used in the prioritizing of the features and stories. Assume that the two types of questions were asked for each feature. The following figure provides the basis for prioritizing the features. Explain how the information below is used.

<table>
<thead>
<tr>
<th>Dysfunctional Question</th>
<th>Like</th>
<th>Expect</th>
<th>Neutral</th>
<th>Live with</th>
<th>Dislike</th>
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<tbody>
<tr>
<td>Functional Question</td>
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<tr>
<td></td>
<td>Like</td>
<td>Expect</td>
<td>Neutral</td>
<td>Live with</td>
<td>Dislike</td>
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<td>Neutral</td>
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<tr>
<td>Dislike</td>
<td>R</td>
<td>R</td>
<td>R</td>
<td>R</td>
<td>Q</td>
</tr>
</tbody>
</table>

M Must have  R Reverse
L Linear    Q Questionable
E Exciter   I Indifferent
3. Assume you are a member of a team that has just completed a project. The team is to spend some time reviewing the work done, as depicted in the graph below. Explain how you would interpret this data. Be sure to begin by explaining how to “read” the information represented by the graph.

4. The author commented on the misperception that there is a relationship between a story point and the exact number of hours. The following figure was used in explaining this misperception. What is the explanation?

5. In the chapter on “Re-Estimating”, the author gives an example where “velocity corrects bad estimates”. Explain how this would work.

6. Explain the purpose of “Release Planning” and “Iteration Planning”.

7. The following figure is a “Release Burndown Chart”. Explain how to interpret the information provided by the chart.
8. Using your own experience, assume you were asked to advise either management or your project manager on guidelines for successful estimating and planning. You can select from the “Dozen Guidelines…” listed in Chapter 22. What three would you select? Explain the purpose of each of the guidelines and how they would help to improve estimating and planning.

The End

Relax (if you can) and enjoy the summer break

Some Humor (sort of : ) to pass the time.

New and Improved Software Titles

- **Software Psychologist** – help software organizations overcome its fears and phobias.
- **Software Psychiatrist** – same as a software psychologist but they prescribe drugs.
- **Software Archeologist** – dig around looking for project artifacts.
- **Software Paleontologist** – dig around for looking for evidence the project actually existed. They also theorize what killed projects. It turns out most projects commit suicide.
- **Software Actor** – they don’t actually do any project work. They just act like they are working. Software Actors attend a lot of meetings and repeat what others say.
- **Software Theologist** – pray for project success.
- **Software Plumber** – unclog software projects. This is not a glamorous job and it requires cleaning the project toilet.
- **Software Janitor** – pick up after everyone else.
- **Software CSI** – study the forensic evidence to determine if a project was murdered or committed suicide. By the way most projects commit suicide.
- **Software Entomologist** – collect all types of bugs found during the project.
- **Software Zoologist** – studies all kinds of animals that work on software projects
- **Software Tap Dancer** – dances around difficult project issues
- **Software Linguist** – helps translates the native tongue of a software developer into English.

Read more at [www.RebootRethink.Com](http://www.RebootRethink.Com)

Lastly, When the only tool you have is coding…

Abraham Maslow once quipped, “If you only have a hammer, you tend to see every problem as a nail.” If the only tool you have is coding then you tend to see every problem as a programming problem.

BB