User Stories Foundations Certificate (USFC)

Mock Exam V042020

1. User stories are not software requirements.

    a) True.
    b) False.

2. User stories must be documented in detail in order for the development of the product (software) to be successful.

    a) True.
    b) False.

3. Which of these is a characteristic of user stories?

    a) Difficult to understand and accept by the user.
    b) Redundancy, repetition of information.
    c) Excessive documentation, difficult to remember.
    d) Brief, short description.
    e) None of the above.

4. Which of the following statements is not true?

    a) User stories represent partial functionalities, that is, they do not indicate complex and large functions or procedures that the system must do.
    b) User stories are always written using the form «as a user … I want feature … so that purpose".
    c) User stories cannot be grouped by topic.
    d) User stories serve as input for software documentation.
    e) They are all true.

5. If there is no Definition of Ready (DoR) established:

    a) User stories cannot be refined.
    b) User stories cannot be written in the "As a… I want… So that" format.
    c) User stories should not start developing.
    d) User stories cannot be tested once they have been developed.
    e) There is no relationship between the Definition of Ready and the User Stories.

6.   The User Story:

As a Portfolio Analyst
I want a defaulters report
For analysis of nonperforming loans

It is an invalid user story.

   a)   True.
   b)   False.

7.   The User Story:

As a Portfolio Analyst
I want a defaulters report
For analysis of nonperforming loans

It is an valid user story.

   a)   Verdadero.
   b)   Falso.

8.   In an Agile project, all user stories are detailed at the beginning of the project. This:

   a)   Prevents ambiguities from being generated during product development.
   b)   Allows for an updated requirements inventory.
   c)   Delays product development.
   d)   It helps to have a narrow definition of the solution.
   e)   Not all user stories are detailed at the beginning of the project, only the ones that will be developed in the first Sprint.

9.   A user story can have many (more than 15) acceptance criteria.

   a)   True.
   b)   False.

10. To be developed in a Sprint, a user story must have many (more than 15) acceptance criteria.

   a) True.
   b) False.

11. A user story can be developed in a Sprint if:

   a) It was requested by the Product Owner.
   b) It is small enough that it can be completed in the Sprint (Definition of Done).
   c) It is developed along with other user stories in the same Sprint.
   d) a, b and c are true.
   e) a and c are true.

12. The size of user stories is measured in:

   a) Story Points.
   b) T-shirt sizes.
   c) A team-defined measurement scale.
   d) a and b are true.
   e) a, b and c are true.

13. User stories can be written in any format.

   a) True.
   b) False.

14. Expressing user stories in the "As a… I want… So that" format has the following disadvantages:

   a) It does not help to understand the benefit of the business so that the team can reach that benefit in different ways.
   b) It does not allow the story to be implemented unless the acceptance criteria for the story are known.
   c) Doesn't let you know who is going to use the functionality.
   d) a and b are not true.
   e) a and c are not true.

15. The acceptance criteria are a set of conditions that user stories must meet in order to be considered as "Done".

a) It is sufficient if at least 80% of the acceptance criteria are met.
b) It is sufficient if half plus one of the acceptance criteria are met.
c) The number of acceptance criteria to consider a done user story is decided by the Development Team.
d) All acceptance criteria must be met.
e) a and c are true.

16. A user story can be written in the BDD format: «Given ... When ... Then».

a) True.
b) False.

17. A user story cannot be represented using only a name for the user story and a sketch.

a) True.
b) False.

18. When it comes to user stories:

a) The Definition of Ready (DoR) and the Definition of Done (DoD) have no relation to them.
b) The Definition of Ready (DoR) is more important than the Definition of Done (DoD).
c) The Definition of Ready (DoR) is less important than the Definition of Done (DoD).
d) If neither the DoR nor the DoD are present, it is possible to have large user stories in the Sprint.
e) Neither statement is true.

19. User stories cannot be used in scenarios outside of software development.

a) False.
b) True.

20. If a team has a high level of maturity in agility and Scrum, they can use only the title or name of the user stories to represent them and be successful with it.

a) False.
b) True.

21. A team is taking its first steps in Scrum or comes from using traditional development methods. So, to represent the user story, it is recommended that you use the title of the user story, along with a description of it, in addition to the acceptance criteria in prose and optionally a sketch.

    a) True.
    b) False.

22. Which of these is an attribute of a good user story?

    a) Big.
    b) Documented in detail.
    c) Valuable.
    d) Theoretical.
    e) Contained in another.

23. The format to write user stories:

    As a <user> I want <functionality> for <business benefit>

    It offers no advantage to the product development team.

    a) False
    b) True

24. The part of the Conversation in the user stories is a set of clarifications made by the Product Owner that must be recorded in audio or video.

    a) True.
    b) False.

25. When writing a user story, the mandatory parts to take into account are:

    a) The title or name of the user story.
    b) The code or number of the user story.
    c) The team members who develop or build it.
    d) The number of the Sprint where it is built.
    e) None of the above.

26. The Acceptance Criteria do not define the action range of the user story to which they are associated.

    a) True.
    b) False.

27. From the Conversation about a user story it can be said that:

    a) It's not necessary.
    b) When carried out, it may happen that the acceptance criteria of the user story are updated or just that the explanatory record of the conversation is left.
    c) It only ends when all the details of the user story are known.
    d) The Product Owner is the only one who can decide when it is necessary.
    e) All of the above are false.

28. User stories are only represented in one way.

    a) True.
    b) False.

29. The most important part of user stories are their Acceptance Criteria.

    a) True.
    b) False.

30. Which of the following user stories are invalid:

    a) The product must be cheap.
    b) Purchasing Supervisor.
    c) User clicks OK button.
    d) Product design is innovative.
    e) They are all invalid.

31.   Which of the following user stories are valid:

    a) Consult personal data.
    b) Make a reservation at a restaurant near my house.
    c) Enter the names of the presidential candidates.
    d) Watch a movie.
    e) They are all valid.

32.   One way to represent user stories is using: Title + Mike Cohn's description (As a... I want... So that) + Acceptance criteria written as BDD + (sketch - optional).

    a) True.
    b) False.

33.   The modes of representation of user stories that use the Story Title + Mike Cohn's description, does not require a conversation between the Team and the Product Owner.

    a) False.
    b) True.

34.   Which of these statements is true about user stories?

    a) The Role represents who is executing the action or perhaps who is receiving the value of the activity and usually refers to or represents a group of users.
    b) The Activity represents what a product developer does to document the story.
    c) Business Value is the cost of building the story.
    d) User stories let you know the name of all users in the story.
    e) They are all true.

35.   In a user story, the Role represents who is executing the action or perhaps who is receiving the value of the activity and normally refers to or represents a group of users.

    a) False.
    b) True.

36. In a user story, value communicates why the activity is necessary, which can often lead the team to find possible alternative activities that can provide the same value with less effort.

    a) True.
    b) False.

37. If a user story meets the INVEST attributes:

    a) It is independent and negotiable.
    b) It is valuable for the business or user.
    c) Its construction can be easily estimated.
    d) It is small and can be tested.
    e) All of the above.

38. Among the attributes that every good, ready to build, user story must have, we find:

    a) Immutable: The story cannot change before or during its development.
    b) Novel: The story must be innovative and disruptive.
    c) Visible: Everyone interested should have access to the story.
    d) Effective: The team must be effective in developing the story.
    e) Small: The story must be built in an iteration or sprint, along with other stories.

39. Two reasons why a story can be divided when it is very large are:
1) include it within other small user stories.
2) that non-permanent team members develop them.

    a) True.
    b) False.

40. A user story whose size exceeds 3 to 4 days of a focused person developing it is considered a small story.

    a) False.
    b) True.

41. If we ask as much as possible about the need of the customer or consumer of the user story, about unnecessary features of the story and excessive validations, this:

   a) Makes story development slower.
   b) It causes the story to have a very high cost of implementation.
   c) The story will have no Return on Investment (ROI).
   d) Ensures the story is of Value to the business and users.
   e) Story is made useful to users.

42. From the point of view of the business, customer or user of the user story, what is their most important attribute?

   a) Estimable.
   b) Small.
   c) Negotiable.
   d) Independent.
   e) Value.

Answers

1.	A	22.	C
2.	B	23.	A
3.	D	24.	B
4.	C	25.	E
5.	C	26.	B
6.	B	27.	B
7.	A	28.	B
8.	E	29.	B
9.	A	30.	E
10.	B	31.	E
11.	D	32.	A
12.	E	33.	A
13.	A	34.	A
14.	E	35.	B
15.	D	36.	A
16.	A	37.	E
17.	B	38.	E
18.	E	39.	B
19.	A	40.	A
20.	B	41.	D
21.	A	42.	E