1. What is the primary goal of Extreme Programming (XP)?

a) Maximizing individual productivity
b) Minimizing customer involvement
c) Maximizing customer satisfaction
d) Minimizing technical debt

Answer: c) Maximizing customer satisfaction

Explanation: Extreme Programming (XP) focuses on delivering high customer satisfaction by continuously delivering valuable software in short iterations based on customer feedback.

2. Which of the following is a core concept of Extreme Programming (XP) related to improving code quality?

a) Feature creep
b) Technical debt
c) Waterfall development
d) Agile Manifesto

Answer: b) Technical debt

Explanation: Technical debt in XP refers to the additional rework needed in the future due to choosing an easy solution now rather than applying a better approach that would take longer.

3. What is the purpose of refactoring in Extreme Programming (XP)?

a) Adding new features to the software
b) Rewriting the entire codebase
c) Reducing code complexity and improving maintainability
d) Increasing technical debt

Answer: c) Reducing code complexity and improving maintainability

Explanation: Refactoring in XP involves restructuring existing code without changing its external behavior to improve its readability, maintainability, and performance.

4. Which XP practice involves setting a fixed time limit for each development activity?

a) Pair programming
b) Timeboxing
c) Test-driven development
d) Continuous integration

Answer: b) Timeboxing

Explanation: Timeboxing in XP involves allocating fixed time periods, known as iterations, for each development activity to ensure a steady pace of progress and timely delivery.

5. In Extreme Programming (XP), what are “Stories” used for?

a) Documenting past project experiences
b) Describing user requirements in a narrative format
c) Identifying technical debt
d) Tracking developer productivity

Answer: b) Describing user requirements in a narrative format

Explanation: Stories in XP represent user requirements or features described from the perspective of an end user. They are used to prioritize and plan development activities.

6. What is the term used in Extreme Programming (XP) to measure the rate at which the team delivers working software?

a) Progress index
b) Velocity
c) Efficiency ratio
d) Development speed

Answer: b) Velocity

Explanation: Velocity in XP refers to the measure of the amount of work completed by the development team during an iteration or sprint.

7. Which of the following is NOT a prerequisite for adopting Extreme Programming (XP)?

a) Strong commitment to customer satisfaction
b) Willingness to embrace change
c) Extensive documentation
d) Close collaboration between developers and customers

Answer: c) Extensive documentation

Explanation: XP prioritizes working software over comprehensive documentation, so

extensive documentation is not a prerequisite for adopting XP.

8. What is one of the main challenges in adopting Extreme Programming (XP)?

a) Lack of customer involvement
b) Overemphasis on documentation
c) Resistance to change
d) Inflexible development processes

Answer: c) Resistance to change

Explanation: Resistance to change is a common challenge in adopting XP, as it requires significant shifts in mindset and practices for both developers and stakeholders.

9. Which XP practice involves two developers working together at one computer?

a) Timeboxing
b) Pair programming
c) Test-driven development
d) Continuous integration

Answer: b) Pair programming

Explanation: Pair programming in XP involves two developers collaborating on the same code at the same computer, with one actively writing code and the other reviewing each line as it is typed.

10. What is the final step in the Extreme Programming (XP) development process?

a) Release planning
b) Coding
c) Testing
d) Release

Answer: d) Release

Explanation: The final step in the XP development process involves releasing the working software to the customer or end-users.

11. In Extreme Programming (XP), what is the purpose of release planning?

a) Writing user stories
b) Assigning tasks to developers
c) Estimating project costs
d) Planning the release of software increments

Answer: d) Planning the release of software increments

Explanation: Release planning in XP involves determining which features or user stories will be included in each release and the order in which they will be implemented.

12. Which XP practice emphasizes the importance of collaboration between developers and stakeholders throughout the project?

a) Test-driven development
b) Pair programming
c) Continuous integration

d) On-site customer

Answer: d) On-site customer

Explanation: On-site customer in XP involves having a representative of the customer or end-user available to the development team throughout the project to provide immediate feedback and clarification on requirements.

13. What is the primary focus of Extreme Programming (XP) during the development phase?

a) Comprehensive documentation
b) Negotiation with stakeholders
c) Delivering working software
d) Risk management

Answer: c) Delivering working software

Explanation: XP prioritizes delivering working software at the end of each iteration or sprint, focusing on tangible results rather than extensive documentation or planning.

14. Which XP practice involves integrating code changes into the main codebase frequently throughout the development process?

a) Timeboxing
b) Pair programming
c) Continuous integration
d) Test-driven development

Answer: c) Continuous integration

Explanation: Continuous integration in XP involves merging code changes into the main codebase frequently, often multiple times a day, to detect and address integration issues early.

15. In Extreme Programming (XP), what is the purpose of development planning?

a) Estimating project costs
b) Assigning tasks to developers
c) Determining the project schedule
d) Identifying and prioritizing user stories

Answer: d) Identifying and prioritizing user stories

Explanation: Development planning in XP involves identifying and prioritizing user stories or features for implementation in each iteration or sprint.

16. Which of the following is NOT a characteristic of Extreme Programming (XP) development?

a) Heavy reliance on extensive documentation
b) Iterative and incremental development
c) Close collaboration between developers and customers
d) Emphasis on delivering working software

Answer: a) Heavy reliance on extensive documentation

Explanation: XP prioritizes working software over comprehensive documentation, making heavy reliance on extensive documentation inconsistent with its principles.

17. What is the primary objective of thinking in Extreme Programming (XP)?

a) Maximizing individual productivity
b) Encouraging creative thinking
c) Ensuring code quality
d) Promoting team collaboration

Answer: d) Promoting team collaboration

Explanation: Thinking in XP involves promoting collaborative problem-solving and decision-making among team members to find the best solutions collectively.

18. In Extreme Programming (XP), what is the primary role of the XP team?

a) Implementing stakeholder demands
b) Maximizing individual productivity
c) Delivering high-quality software
d) Minimizing customer involvement

Answer: c) Delivering high-quality software

Explanation: The primary role of the XP team is to deliver high-quality software that meets customer needs through collaboration, continuous improvement, and adherence to XP practices.

19. Which XP concept involves allocating specific time periods for each development activity?

a) Refactoring
b) Technical debt
c) Timeboxing

d) Velocity

Answer: c) Timeboxing

Explanation: Timeboxing in XP involves allocating fixed time periods, known as iterations or sprints, for each development activity to ensure a steady pace of progress.

20. What is the term used in Extreme Programming (XP) to describe the additional work required in the future due to choosing expedient solutions in the present?

a) Code complexity
b) Technical debt
c) Feature creep
d) Release planning

Answer: b) Technical debt

Explanation: Technical debt in XP refers to the additional rework needed in the future due to choosing an expedient solution now rather than applying a better approach that would take longer.

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