**CS 4321 - Video Lecture Expectations**

**Video P4L4: Agile Development Methods (24 minutes)**

Watch video P4L4 on Udacity:

Answer the questions below and submit on Blazeview (HW-P4L4). You can provide the answer(s) below the questions.

**Questions to be answered**

1. The agile development process is also called \_\_\_\_\_.
2. Using a traditional software process like waterfall, the cost of change grows \_\_\_\_\_ over time.
3. Agile methods aim at a \_\_\_\_\_ cost over time.
4. List 6 principles of agile development,
5. XP is \_\_\_\_\_ sized teams.
6. List 6 of the 8 XP practices.
7. List the first 4 steps of incremental planning
8. List 3 advantages to small releases.
9. In XP, you write \_\_\_\_\_ before writing code.
10. \_\_\_\_\_ refers to taking a piece of code and restructuring it so that it is simple and maintainable.
11. In pair programming, the two developers alternate roles between \_\_\_\_\_ and \_\_\_.
12. \_\_\_\_\_ refers to integrating and testing every few hours and is useful because it \_\_\_\_\_.
13. \_\_\_\_\_ tests are written for each \_\_\_\_\_.
14. \_\_\_\_\_ tests are where the customer provides test cases for their stories.
15. The three actors in the scrum development process are?
16. In scrum, the \_\_\_\_\_ is the source of all requirements and is ordered by value and priority.
17. In scrum, \_\_\_\_\_ refers to the step where we select items from the product backlog which go into the next iteration.
18. The sprint \_\_\_\_\_ refers to the tasks which will be completed in the next sprint.
19. Two similar development methodologies that implement the agile principles are?