

Topic 1.1: Collaboration

MCQ Practice Set — Topic 1.1

8 questions in AP style. Pace yourself: target about 12 minutes total.

1. A team building a navigation app includes a designer, a programmer, and a person who uses a wheelchair daily. Which BEST explains how this mix helps the product?
 - (A) Different perspectives help the app serve more kinds of users.
 - (B) A larger team will always write its code faster than a smaller team can.
 - (C) Having exactly three people guarantees the app ships with zero bugs.
 - (D) More team members means the app needs much less testing before release.
2. Which scenario is the BEST example of collaboration improving a computing innovation?
 - (A) One developer writes the whole app alone over a single long weekend.
 - (B) A manager assigns the very same task to two people working separately.
 - (C) A team gathers user feedback and revises the design together.
 - (D) A coder copies a finished app and changes only its name and its colors.
3. A small team that all share the same background ships a hiring app that rejects valid names containing hyphens. What does this MOST likely show?
 - (A) The app simply needs a faster server to handle long names.
 - (B) A narrow set of perspectives let bias slip into the design.
 - (C) Hyphenated names are too rare for any app to need to support.
 - (D) The team should remove the name field from the app entirely.
4. Which of the following is a computing innovation?
 - (A) A paper notebook a student uses to write down ideas by hand.
 - (B) A wooden ruler that a person uses to measure the length of a desk.
 - (C) A printed paper poster taped to the wall of a busy classroom.
 - (D) A fitness band that runs a program to track your steps.
5. In pair programming, two students share one computer. Which statement correctly describes the roles?
 - (A) The driver types the code while the navigator reviews and guides.
 - (B) The driver plans the project while the navigator writes the report.

- (C) Both partners type code at the same time on two keyboards.
 - (D) The navigator types the code while the driver takes a break.
6. What is the MAIN benefit of pair programming for a team?
- (A) It lets each partner work on a totally separate, unrelated program.
 - (B) It removes the need to ever test the finished code at any later point.
 - (C) It catches mistakes early and spreads knowledge between partners.
 - (D) It guarantees the finished program will run twice as fast as before.
7. Two teammates disagree about a design choice and the discussion is getting heated. Which interpersonal skill is MOST directly about reaching a decision the whole team can support?
- (A) Debugging, because it removes the errors from the team's program.
 - (B) Consensus building, because it seeks an option all can support.
 - (C) Encryption, because it keeps the team's private messages secret.
 - (D) Documentation, because it carefully records what the team decided.
8. Which of the following is an online tool that supports team collaboration?
- (A) A standalone calculator app used by one person offline.
 - (B) A single-player game installed on one student's laptop.
 - (C) A screensaver that displays photos when a computer is idle.
 - (D) A shared document where teammates edit and leave comments.