

1. Who manages scrum team?  
A) Nobody      B) Scrum Master      C) Product Owner      D) Developer
2. consists of everything in the physical layer of the information system  
A) Hardware      B) Software      C) People      D) Procedures
3. Scrum is iterative. The iteration is called .....  
A) sprite      B) IT1      C) sprint      D) meeting
4. A \_\_\_\_\_ is someone who is responsible for overseeing all relevant tasks.  
A) Tester      B) project manager      C) Analyst      D) Developer
5. The first step in Scrum is for the Product Owner to articulate the product vision. Eventually, this evolves into a refined and prioritized list of features called the .....  
A) Sprint Backlog      B) Whiteboard      C) Product Backlog      D) Design thinking
6. If you need it good and fast, you would make it .....  
A) scaled      B) cheap      C) expensive      D) not scaled
7. ..... is responsible to update the Product Backlog and ensure the user stories are refined  
A) Project manager      B) Scrum master      C) Development team      D) Product owner
8. The project management phase that project manager can create of a specific timetable and use Gantt charts and PERT/CPM charts  
A) Planning      B) Scheduling      C) Monitoring      D) Reporting
9. ..... framework is a very lightweight framework that was designed by agilest to solve complex adaptive problems that require sprinting or iterating through a solution.  
A) Scrum      B) Waterfall      C) Sprint      D) Agile
10. Top Managers develop long-range plans, called ..... which define the company's overall mission and goals.  
A) Current Plan      B) Business Model Canvas      C) Strategic Plan      D) Routine Plan
11. ..... who is responsible for ensuring Scrum is understood.  
A) Scrum master      B) Product owner      C) Development team      D) tester
12. If you need it good and cheap, you would make it .....  
A) not fast      B) fast      C) scaled      D) not scaled
13. ..... is a simple description of a product feature that is written from end users' point of view.  
A) User story      B) Product backlog      C) Sprint backlog      D) Notes
14. A ..... involves breaking a project down into a series of smaller tasks.  
A) WBS      B) Pert/CPM      C) Burn down      D) Fishbone
15. Agile is a .....  
A) zigzag      B) zigzag and iterative      C) iterative      D) Sequential
16. If you need it cheap and fast, you would make it .....  
A) not good      B) good      C) scaled      D) not scaled
17. ..... who responsible for understands the vision of the product and he's coming back to the team and he's saying that hey I know these items are the most important items  
A) Product owner      B) Scrum master      C) Development team      D) Project manager
18. A ..... is any work that has a beginning and an end and requires the use of company resources such as people, time, or money.  
A) task      B) milestone      C) event      D) user story
19. the customer requirement stored in ...  
A) Product backlog      B) Sprint backlog      C) Database      D) GitHub
20. ..... is a traditional systems development technique that is time-tested and easy to understand.  
A) Structured Analysis      B) OOA      C) Agile Analysis      D) RAD

**Q1: Choose the correct answer**

1. Who is responsible for managing the Scrum Team?  
 A) Nobody      B) Scrum Master      C) Product Owner      D) Developer
2. During the daily standup meeting, each participant responds to three questions: \_\_\_\_\_, \_\_\_\_\_, \_\_\_\_\_.  
A) What task will take in the next sprint? what duration of the next sprint? what about the salary?  
B) What is the role of scrum master? what is the role of scrum? what is the role of product owner?  
 C) What did I do yesterday? What will I do today, Do I see any impediment?  
D) What about ceremonies? who attend the ceremonies? When deliver the product to customer
3. \_\_\_\_\_ is a mindset or a way of thinking characterized by four values, guided by 12 principles, and manifested through various practices.  
 A) Agile      B) Waterfall      C) Problem solving      D) Design thinking
4. Scrum involves iterations, and these iterative cycles are referred to as .....  
A) sprite      B) IT1       C) sprint      D) meeting
5. The first step in Scrum is for the Product Owner to articulate the product vision. Eventually, this evolves into a refined and prioritized list of features called the .....  
A) Sprint Backlog      B) Whiteboard       C) Product Backlog      D) Design thinking
6. \_\_\_\_\_, a time box period to deliver potentially shippable work  
A) Backlog      B) Sprint planning meeting      C) Sprint review meeting       D) Sprint
7. The responsibility to update the Product Backlog and ensure the refinement of user stories lies with \_\_\_\_\_.  
A) Project manager      B) Scrum master      C) Development team       D) Product owner
8. The \_\_\_\_\_ framework is an extremely lightweight approach designed by agilest to address complex adaptive problems that necessitate sprinting or iterating through a solution.  
 A) Scrum      B) Waterfall      C) Sprint      D) Agile
9. The individuals, known as \_\_\_\_\_, engage with stakeholders or users to comprehend the product vision from their perspective.  
A) Scrum master       B) Product owner      C) Development team      D) Tester
10. development team must be .....  
A) self-organizing  
B) Cross functional  
C) No sub-teams  
 D) self organized, cross functional, no sub teams
11. Agile is a mindset or way to thinking defined by ... values guided by ... principles.  
 A) 4,12      B) 4,10      C) 5,10      D) 5,12
12. ..... who is responsible for ensuring Scrum is understood.  
 A) Scrum master      B) Product owner      C) Development team      D) tester
13. ..... is a simple description of a product feature that is written from end users' point of view.  
 A) User story      B) Product backlog      C) Sprint backlog      D) Notes

14. the syntax of user story is ....

- A) I want to <perform task> As a <user type>
- B) As a <user type> I want to <perform task>
- C) As a <user type> I want to <perform task> so that I can <achieve a goal>
- D) I want to <perform task> As a <user type> so that I can <achieve a goal>

15. During the ..... meeting, the Scrum Team determines which stories can be committed for the sprint and formulates a plan of action for execution.

- A) sprint review
- B) Retrospective
- C) daily standup
- D) sprint planning

16. Agile is a \_\_\_\_\_.

- A) zigzag
- B) zigzag and iterative
- C) Iterative
- D) Sequential

17. ....the three components of a User Story.

- A) card, criteria, calculation
- B) card, conversion, change
- C) card, conversion, confirmation
- D) card, change, calculation

18. .... are simple, those are conditions added to the user story that tells you what the user story must do

- A) user story
- B) notes
- C) Acceptance criteria
- D) product backlog

19. .... who is responsible for comprehending the product vision and then returning to the team to assert, "I recognize that these items are the most crucial."

- A) Product owner
- B) Scrum master
- C) Development team
- D) Project manager

20. .... who coordinates the sprint planning meeting by sending out invitations to all participants, reserving the room, and ensuring that the allocated time is secured.

- A) Product owner
- B) Scrum master
- C) Development team
- D) Project manager

21. During the sprint planning meeting, it is imperative to generate.....

- A) User story
- B) Sprint backlog
- C) Acceptance criteria
- D) Documentation

22. In accordance with the Agile Principles, ..... takes precedence as the highest priority.

- A) attention to details
- B) attention to scrums planning
- C) deliver value faster
- D) face-to-face conversion

23. In the Sprint Planning, the Scrum Team determines.....

- A) What change need to be made to the product backlog.
- B) What stories can be committed for the sprint and plan of action to execute
- C) What stories are done – done.
- D) What didn't go well in previous iteration

24. if the sprint takes 2 weeks, the sprint planning meeting will take ..... hours.

- ~~✓~~ A) 2
- B) 3
- C) 4
- D) 5

25. The main roles in Scrum are .....

- A) ScrumMaster
- B) Product Owner
- C) Team
- D) scrum master, product owner, team

26. ...is not aligned with the principles of agility.

- A) processes over people
- B) Individuals and Interactions over Processes and Tools
- C) Working software over Comprehensive Documentation.
- D) Responding to Change Over Following a Plan

27. the customer requirement stored in ...

- A) Product backlog
- B) Sprint backlog
- C) Database
- D) GitHub

28. if the sprint takes 1 month, the sprint planning meeting will take ... hours.

- A) 1
- B) 4
- C) 5
- D) 6

29. the Reality of any project is ...

- A) Customers know exactly what they want
- B) Developers know exactly how to build it.
- C) Nothing will change along the way
- D) Developers discover how to build it when they build it

30. "We will value face to face communication" is part of which Agile Value?

- A) Responding to Change Over Following a Plan
- B) Working software over Comprehensive Documentation
- C) Customer Collaboration Over Contract Negotiation
- D) Individuals and Interactions over Processes and Tools

31. ...is not in line with the principles of agility.

- A) Build Projects Around Motivated Individuals
- B) Face-to-Face Conversations
- C) Working Software is Key
- D) Don't welcome to change

32. waterfall model can be used over Scrum when .....

- A) client needs are well defined and simple
- B) requirements are subjected to be changed
- C) a project is not explained properly
- D) product owner didn't know what are user's requirement

33. Among the choices, identify the accurate statement for the sprint planning meeting, which is...

- A) A discussion between client, scrum master and the team
- B) A meeting of only scrum team members
- C) A meeting of scrum masters only
- D) A meeting of team members and product owner only

34. Agile was created because of the major downfalls of this ..... methodology

- A) spiral
- B) iterative
- C) scrum
- D) waterfall

35. .... is usually the simplest possible requirement and is about one and only one functionality (or one feature).

- A) Agile
- B) User Story
- C) Product Backlog
- D) Sprint Backlog

36. .... is created at the beginning of the software development process.

- A) Product Backlog
- B) Scrum
- C) Sprint
- D) None of them

37. Indicates the level of relative importance of the task compared to the rest of the items in the Product Backlog.

- A) Sprint Ready
- B) Backlog
- C) Story Points
- D) Priority

38. set of tasks, user stories, or features that a development team commits to completing during a specific sprint.

- A) Agile
- B) User Story
- C) Product Backlog
- D) Sprint Backlog

9. An estimate of the expected scale or complexity of completing a task.

- A) Status      B) priority

Story Points

D) Backlog

10. How do Agile values differ from traditional project management approaches?

- A) Agile values emphasize adaptability and flexibility, while traditional approaches focus on rigid plans.  
B) Agile values prioritize customer collaboration and satisfaction, while traditional approaches prioritize contracts and negotiations.  
C) Agile values promote iterative and incremental development, while traditional approaches favor a sequential waterfall model.  
D) All of the above

2: Choose either A) True or B) False:

1. Within a Sprint, the scope can be clarified and renegotiated between the Product Owner and the Development Team as additional insights are gained.  T
2. The planning of Sprints occurs one at a time.  T
3. The Product Backlog is a prioritized list of value that the team can deliver. The responsibility for the backlog lies with the Product Owner, who can add, modify, and reprioritize items as necessary.  T
4. During Sprint Planning, the team selects the backlog items that they will focus on in the upcoming sprint.  T
5. Once the Sprint commences, the team carries out the tasks outlined in the Sprint Backlog. Scrum does not prescribe a specific method for the team's execution; instead, it leaves that decision to the discretion of the team.  T
6. Agile methods commonly employ a spiral model, signifying a sequence of iterations or revisions that evolve based on user feedback.  T
7. The agile approach necessitates active collaboration between developers and individual users, and it does not commence with a predefined overarching objective.  F
8. In the waterfall model, once a phase is completed, revisiting and making edits to that phase is not feasible. The process follows a linear and sequential approach, making it challenging to go back to previous stages once they have been concluded.  T
9. Joint Application Development (JAD) tends to be more costly and can become unwieldy if the size of the group is disproportionately large compared to the scale of the project.  T
10. RAD (Rapid Application Development) systems can be constructed at a faster pace, resulting in notable cost savings.  T
11. Personas are fabricated characters crafted from research findings. They serve as representations of various user types who might engage with your service, product, site, or brand in similar ways.  T
12. The primary persona is the individual primarily targeted for the design and construction of the product.  T
13. The fictional persona is not derived from user research, in contrast to the other personas; instead, it arises from the collective experiences of the UX design team.  T
14. A persona illustrates the flow of data within an information system but does not depict program logic or processing steps.  F
15. Scrum operates in an iterative manner, where the entire lifecycle is finalized within a designated time interval referred to as a Sprint.  T
16. The Product Backlog is a prioritized list of values that the team can provide. The Product Owner manages the backlog, incorporating additions, adjustments, and reprioritizations as necessary.  T

End of Exam Good Luck