**Ques 1** - What is an agile or agile methodology?

ANS. Agile Methodology meaning a practice that promotes **continuous iteration** of development and testing throughout the software development lifecycle of the project. In the Agile model in software testing, both development and testing activities are concurrent, unlike the Waterfall model.

**Ques 2** - Agile Methodology principle?

ANS. **Agility Principles:**  
The Agile Alliance defines twelve lightness principles for those that need to attain agility:

1. Our highest priority is to satisfy the client through early and continuous delivery of valuable computer software.
2. Welcome dynamical necessities, even late in development. Agile processes harness modification for the customer’s competitive advantage.
3. Deliver operating computer software often, from a pair of weeks to a couple of months, with a preference to the shorter timescale.
4. Business individuals and developers should work along daily throughout the project.
5. The build comes around actuated people. offer them the setting and support they have, and trust them to urge the task done.
6. the foremost economical and effective methodology of conveyancing info to and among a development team is face-to-face speech.
7. working computer software is the primary live of progress.
8. Agile processes promote property development. The sponsors, developers, and users got to be able to maintain a relentless pace indefinitely.
9. Continuous attention to technical excellence and smart style enhances nimbleness.
10. Simplicity—the art of maximizing the number of work not done—is essential.
11. the most effective architectures, necessities, and styles emerge from self– organizing groups.
12. At regular intervals, the team reflects on a way to become simpler, then tunes and adjusts its behavior consequently.

**Ques 3** - What are advantages and disadvantages of Agile Process.

1. ANS. In Agile methodology the delivery of software is unremitting.
2. The customers are satisfied because after every Sprint working feature of the software is delivered to them.
3. Customers can have a look of the working feature which fulfilled their expectations.
4. If the customers has any feedback or any change in the feature then it can be accommodated in the current release of the product.
5. In Agile methodology the daily interactions are required between the business people and the developers.
6. In this methodology attention is paid to the good design of the product.
7. Changes in the requirements are accepted even in the later stages of the development.
8. An Agile/Scrum approach can improve organizational synergy by breaking down organizational barriers and developing a spirit of trust and partnership around organizational goals.

**Disadvantages of the Agile Methodology :**

1. In Agile methodology the documentation is less.
2. Sometimes in Agile methodology the requirement is not very clear hence it’s difficult to predict the expected result.
3. In few of the projects at the starting of the software development life cycle it’s difficult to estimate the actual effort required.
4. Because of the ever-evolving features, there is always a risk of the ever-lasting project.
5. For complex projects, the resource requirement and effort are difficult to estimate.

**Ques 4** - What do you mean by Daily Stand-Up meeting?

ANS. Daily stand-up, as the name suggests, is a daily status meeting among all the members of an agile team. It not only provides a forum for regular updates but also brings the problems of team members into focus so that it can be quickly addressed. Daily stand-up is a must-do practice, no matter how an agile team is established regardless of its office location.

**Ques 5 -** What is the difference between Agile and Scrum?

ANS.

**Differences:**

* Agile is a philosophy, whereas Scrum is a type of Agile methodology
* Scrum is broken down into shorter sprints and smaller deliverables, while in Agile everything is delivered at the end of the project
* Agile involves members from various cross-functional teams, while a Scrum project team includes specific roles, such as the Scrum Master and Product Owner

It’s important to remember that although Scrum is an Agile approach, Agile does not always mean Scrum—there are many different methodologies that take an Agile approach to project management.

**Ques 6 -** What is a Sprint Planning Meeting, Sprint Review Meeting and Sprint Retrospective Meeting?

ANS. The entire scrum team attends the sprint review. The team invites users, customers, stakeholders, senior managers, and affected departments (e.g., marketing, customer support) to attend and give feedback. Scrum teams are encouraged to invite as many people as the room can hold--diverse feedback is essential for creating excellent products.

Sprint reviews are limited to a maximum of four hours.

The general rule of thumb is to allow one hour for sprint review every one week of sprint length. That means teams should timebox sprint review to two hours for a two-week sprint and four hours for a one-month sprint.

Sprint retrospectives focus on the process. During a sprint retrospective, the scrum team discusses what went right and areas for improvement in the sprint. They make tangible plans for how to improve their own process, tools and relationships.

During sprint planning, the entire scrum team collaborates and discusses the desired high-priority work for the sprint and defines the sprint goal. The scrum master’s role is primarily to facilitate the meeting. The product owner describes the product goal and also answers questions from the development team about execution and acceptance criteria/criteria of satisfaction. The developers the final say in how much of the high-priority work it can accomplish during the sprint.