1. What is Scrum in Agile?

Scrum is a framework within the broader Agile methodology, used to manage and complete complex projects, typically in software development. It helps teams work together by encouraging:

- Iterative development
- Incremental delivery
- Frequent inspection and adaptation
- Team collaboration
- Transparency and accountability

Scrum is based on sprints, which are short, time-boxed iterations (usually 2–4 weeks) where a potentially shippable product increment is created.

Scrum Roles

There are three main roles in Scrum:

- **1. Product Owner** Defines the product vision, manages the product backlog, and prioritizes tasks.
- 2. Scrum Master Facilitates the Scrum process, removes blockers, and ensures the team follows Scrum practices.
- **3. Development Team** A cross-functional group that does the actual work (design, code, test, etc.).

Scrum Artifacts

These are the "things" the team works with in Scrum:

1. Product Backlog:

A prioritized list of everything the product needs (features, bugs, tasks). Owned by the Product Owner.

2. Sprint Backlog:

A list of tasks selected for the current sprint. Owned by the Development Team.

3. Increment:

The working product created in the sprint – must be potentially releasable.

2. What are the Meetings in Agile (Scrum)?

Scrum has 5 main events (ceremonies/meetings):

1. Sprint Planning

- O **Purpose:** Define what can be delivered in the upcoming sprint and how it will be achieved.
- Participants: Scrum Team (Product Owner, Scrum Master, Development Team)
- Output: Sprint Goal and Sprint Backlog

2. Daily Scrum (Stand-up)

- O **Purpose:** Synchronize the team's progress and plan the next 24 hours.
- O **Duration:** 15 minutes
- Participants: Development Team (Scrum Master and Product Owner may attend but don't usually talk)

3. Sprint Review

- O **Purpose:** Inspect the completed work and adapt the product backlog if needed.
- O Participants: Scrum Team + Stakeholders
- Output: Feedback on the product increment

4. Sprint Retrospective

O **Purpose:** Reflect on the sprint and identify ways to improve.

O Participants: Scrum Team

Output: Action items for process improvement

5. The Sprint (itself)

O This is not a meeting, but it's a **time-boxed iteration** (usually 2–4 weeks) during which work is done.

O A new sprint starts immediately after the previous one ends.

Common Tools Used in Scrum

Tool	Use
Jira	Create/manage product & sprint backlogs
Trello	Visual board for task tracking
Azure DevOps	Scrum board and CI/CD
Miro / Mural	Online whiteboards for retrospectives/planning
Confluence	Documentation and team collaboration