

## Quiz - Agile, Scrum

Total points 10/10 ?

Dear Student!

At the end of the block, we encourage you to take the knowledge test by yourself. The results are only for you, they will help you verify the extent to which knowledge has been acquired by you.

After completing the quiz you will receive point information and comments explaining correct and incorrect answers.

Greetings,  
SDA team

0 of 0 points

Name and surname \*

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### Quiz questions

10 of 10 points

✓ According to Scrum Guide 2020 Scrum distinguishes the following accountabilities: \*1/1

- ☐ Scrum Master, Development Organization, Project Owner (these three roles make up the Scrum Team)
- ☐ Project Owner, Scrum Master, Development Team (these three roles make up the Scrum Team)
- ☒ Scrum Master, Product Owner, Developers (these three roles make up the Scrum Team) ✓
- ☐ Scrum Master, Development Team, Product Owner (these three roles make up the Scrum Team)

#### Feedback

Scrum distinguishes three roles - Scrum Master, Product Owner, Developers. Together, these three roles form the Scrum Team.

✓ The goal of a Sprint should always be to finish all the items in the Sprint Backlog: \*1/1

- ☐ True
- ☒ False ✓

#### Feedback

The goal of a Sprint should not always (or rather - never) be to deliver all tasks in the Sprint Backlog. Such a goal lies in the real Sprint Goal (e.g. business value) and makes it difficult to focus on what is really important in iteration. Imagine a situation where our Sprint Backlog has 20 tasks, with a total estimate of 50 points. During the Sprint, it turns out that several people from the team got sick and we are probably not able to complete everything we planned. If our Sprint Goal was "To complete all Sprint Backlog tasks", it would be hard to understand which of them are the most important. However, if the Sprint Goal was "Enable Users to Login", it would be easier to find stories that relate to that Sprint Goal.

✓ Agile and Waterfall assume the same stages of software development, but implemented in a different way: \*1/1

- ☒ True ✓
- ☐ False

#### Feedback

Agile and Waterfall assume the same stages of software development, but in a different way - Agile is based on iterative, continuous software delivery, where all phases of development (such as writing documentation, software development or testing) take place at the same time.

Waterfall assumes that each stage of software development follows one another. For example, only after you finish writing the documentation can you start to create software.

✓ Scrum distinguishes the following events: \*

1/1

- ☐ Sprint Planning, Standup, Code Review, Sprint Retrospective
- ☒ Sprint, Sprint Planning, Daily Scrum, Sprint Review, Sprint Retrospective ✓
- ☐ Scrum Planning, Daily Scrum, Scrum Review, Scrum Retrospective
- ☐ Backlog Refinement, Standup, Sprint Planning, Scrum Retrospective

#### Feedback

Scrum distinguishes the following meetings: Sprint, Sprint Planning, Daily Scrum, Sprint Review, Sprint Retrospective. Backlog Refinement is an activity (not an event). It is noteworthy that the Daily Scrum is also often called Standup.

✓ Scrum is characterized by: \*

1/1

- ☐ An empirical approach to product creation
- ☐ The possibility of using it not only for software development
- ☐ Interdisciplinary teams that enable comprehensive software development
- ☒ All of the above are correct ✓

#### Feedback

Scrum is an empirical (based on experience) way to produce a product. This product does not have to be only software (examples of Scrum applications can also be found in such areas as documentation, law or teaching). In addition, Scrum assumes interdisciplinary (multifunctional, cross functional) teams - this means that the team consists of specialists who enable comprehensive (full) software development.

✓ When we have more than one group of Developers (working on the same product) we should have as many Product Owners as there are group of Developers: \*1/1

- ☒ False ✓
- ☐ True

#### Feedback

The rule is that the product should have one Product Owner. A larger number of them could cause a problem with transparency, proper management of the Product Backlog and create "communication noise" (or information chaos). However, if we had several teams working on several products, then each product should have its own Product Owner.

✓ Sprint can be extended when: \*

1/1

- ☐ When more than 50% of the Development Team was unavailable during the Sprint
- ☒ Scrum does not allow lengthening the Sprint ✓
- ☐ When the software was completed, however, only tests were not done ("almost done" approach)
- ☐ When none of the Scrum meetings took place
- ☐ Due to external factors (e.g. due to natural forces) the software could not be completed

#### Feedback

Scrum does not allow lengthening the Sprint - we do not want to "paint the grass green" and distort the final effect. If we could extend the Sprint any time, it would cause slowness ("what we haven't finished - let's extend the Sprint nothing will happen") and

hypocrisy of real achievements.

✓ The length of the Sprint in Scrum is: \*

1/1

- ☐ 3 months
- ☐ 1 day
- ☒ from 1 to 4 weeks ✓
- ☐ as many as needed to release the software

#### Feedback

*Sprint length should be from 1 to 4 weeks (or 30 days). A shorter Sprint may prevent the production of a working product due to too short iteration time. Too long iteration, in turn, can cause you to be unprepared for change, later response from the customer regarding the manufactured product and an increased cost of making any changes to the product.*

✓ Which of the following statements is false: \*

1/1

- ☐ Scrum allows you to stop the Sprint
- ☐ Scrum includes the roles of: Scrum Master, Product Owner and Developers. These three roles (together) form the Scrum Team. Scrum does not distinguish other roles, but says nothing about the fact that other roles cannot arise
- ☐ Scrum is the Agile framework
- ☒ Scrum includes the roles of: Scrum Master, Product Owner and Developers. These three roles (together) form the Scrum Team. Scrum doesn't stand out and doesn't allow you to create other roles ✓

#### Feedback

*Scrum indicates only the basic accountabilities necessary for its implementation. This does not mean that other accountabilities are not allowed. When creating Scrum, the "de minimis" principle was used - minimum, never maximum. This facilitates the implementation and adjustment of Scrum to the manufactured product (for example - Scrum implemented in the legal industry may not require the accountability of Dev Ops, Server Admin or Java developer).*

✓ The three pillars of Scrum are (select the appropriate options): \*

1/1

- ☒ Transparency ✓
- ☐ TDD (Test-Driven Development)
- ☒ Inspection ✓
- ☐ Interdependency
- ☒ Adaptation ✓
- ☐ Estimable
- ☐ Valuable
- ☐ Empiricism

#### Feedback

*Scrum is based on three pillars and they are:  
Transparency (transparency and understanding of e.g. Scrum artifacts)  
Inspection (ability to regularly control, e.g. work progress, its effects)  
Adaptation (for example, when the inspection reveals that the software produced needs to be corrected).*