**Agile Scrum Interview Questions:**

What SDLC methodology did you guys use in your last project?

We use agile scrum as a software development life cycle methodology in the last project to deliver the project.

What is Agile Scrum?

Scum is a life cycle methodology uses to deliver a high-quality product. Scum consists of a series of sprints, where each sprint is a potentially shippable product increment. Inside of each sprint, all the necessary activities to develop a product are in the form of subsets of the stages.

What are different Agile ceremonies?

There are four different agile ceremonies. A Sprint planning meeting where the scum team discuss all tasks and user stories that were chosen in the product backlog, these user stories that the scum team need to be focused work on in the next two weeks. Once the scrum team and product owner establish a scope for one sprint by determining and discussing items from the product backlog, no more items will add to that print This meeting is last about four hours. This will give protection to the scrum meeting from changing the scope within the sprint.

Daily stand-up meeting is a short meeting where each one of the scum team provides his or her status of what they had done yesterday, what they are going to work on today, and what are the problems if they exist. Within fifteen minutes stand up meeting, the team has an idea who is in the right path who is not. This way if someone has a problem, the team will jump right away to help her or him. If one member is fallen behind, the whole team is fallen behind.

Sprint review meeting is where the scum team and product owner, and stakeholder gather to discuss the work. The team inspect the increment a adapt the product backlog. In each sprint or increment, scum team demonstrate their work, what has been done and what has not, and what need to be done to improve their work by getting feedback from the stakeholder.

Sprint retrospective happens regardless how much work has been done. In this stage the team members inspect and adapt what they have done during the increment. The team need to be honest with each other and give a feedback to each other. This way the team is away of what activities are good at, and what need to be done to improve their productivity in the future sprint.

What is the duration of these meetings? Can we skip any of these meetings?

In sprint planning meeting is about four hours meeting, In Daily standup is fifteen minutes meeting, where the scum team provide their status. In sprint review the duration is two hours meeting.

No, we cannot skip one of these meeting. This is the only way to keep managing the work and deliver the product on time.

What was your team structure and size?

The team structure consists of testers, developers, architectures. The size is between five to nine members.

Can you walk me through on your daily activity?

We start the daily activity in form of providing the status of each team member of what we work on in the sprint.

How long were your iterations/Sprints in your last project?

Sprint depends on the project size and team velocity.

What was your release schedule?

The release schedule was every two weeks in each sprint.

What is the difference between a feature and a user story?

The difference between feature and user story is that feature is a large piece of functionality, this may have multiple user stories. In the other hand we have user story which is broken down in multiple tasks and functions. For example, grade is a feature but update a grade, download a grade, add a grade all of these are user stories inside one feature.

What was your team velocity?

Our team velocity was of 10 members.

What was your role in the last project?

Which tool were you guys using to manage all user stories?

We used ZenHub to manage all the user stories during the project.

What are the challenges you faced in Agile Scrum?

Agile scrum is a daily challenging until the team delivers the project with success and on time. The team could have an issue being in the same page. This will create sometimes conflict between members. When there are six to nine members in the team, normally things will not go great and will face challenges every day.

What is a user story? Give me an example

The user story is the where the team can break down from the product backlog. It is an end goal expressed by any one in the team members, does not have to be exactly developer members only. For example, add grade, update grade, download grade, etc.

Did you create any user stories in your last project?

Yes, I did use user stories in school project. The project was about library management system. Where I had to return the book the status of the, update the book, or the book lost.

What do you do in Sprint 0 or KickOff sprint?

In the sprint 0 is focus on the needs of the Team. Other attendees can be relieved, or the Scrum Master can schedule the separate session with the Product Owner and team members. In the sprint 0 the scrum master gives an idea and information in what will happen during the project from artifacts to ceremonies.