**Final Exam**

1. The following are roles in Scrum:
   1. The Scrum Master
   2. The Scrum Maestro
   3. The Product Owner
   4. The Product Champion
   5. The Scrum Owner
2. In Scrum you:
   1. Deliver often and quickly
   2. Document, but keep it lean, succinct and do it only when strictly required
   3. Continuously improve
   4. Continuously test and ensure quality is checked throughout the entire life cycle of the project
   5. Delegate all key tasks to the Scrum Master
3. In Scrum the Product Backlog
   1. Contains all user stories that are part of the project, but it's a live document. So it can increase or decrease over time as it gets refined
   2. Contains only the user stories that are critical for the product
   3. Contains all project requirements, risks and issues
   4. Contains the acceptance criteria to meet the key project requirements making it almost equivalent to the MVP
4. In Scrum user stories are written in the form:
   1. As a <role> I need to <what> so that <why>
   2. As a <role> I demand a <result> to meet my <acceptance criteria>
   3. Once upon a time <role> that needed <expectation> to <goal>
   4. As a <stakeholder> I would like to <need> so that <objective>
5. In a Retrospective we ask ourselves three questions:
   1. What went well?
   2. What didn’t?
   3. What can we do differently next time?
   4. Who should take responsibility for the mistakes made in the last Sprint?
   5. How can we deliver results faster?
6. The five Scrum Values are:
   1. Commitment
   2. Courage
   3. Focus
   4. Openness
   5. Respect
   6. Diversity
7. The three Scrum pillars are:
   1. Transparency
   2. Inspection
   3. Adaptation
   4. Evolution
8. A key concept in Scrum is:
   1. Continuous delivery and continuous improvement
   2. Leave no one behind
   3. Deliver no matter what even if it means compromising on quality
   4. Relies on the fundamentals of baseball
   5. Originally French, from the Musketeers: all for one and one for all
9. Scrum is:
   1. a widely popular Agile methodology
   2. a framework to solve problems and deliver value
   3. an iterative time-boxed approach
   4. equivalent to Waterfall Project Management
10. Scrum is:
    1. Customer centric and has a strong focus on value and delivering quickly and often
    2. A way to avoid quality assurance and documentation
    3. A powerful framework introduced by the Germans during the second World War
    4. An approach to convert long term projects into a delivery by quarters