

Q. What is Epic?

- ➔ An agile epic is a body of work.
- ➔ Example: e-mail functionality
- ➔ Every Epic has number.

Q. What is a user story in agile?

- ➔ A user story is the smallest unit of work in an agile framework.
- ➔ Example: email functionality is my Epic in that we have different sub-functionalities like login, logout, check mail, send mail without attachment, send mail with attachment and these functionalities are considered as user story
- ➔ Every user story has number like

CDS-1001

CTS-1003

Q. What is difference between epic and user story?

Ans: Epic is nothing but whole functionality and its sub-functionality is considered as story or User story.

Q. Who writes user stories in agile methodology?

Ans: The Product Owner

The Product Owner is responsible for creating User Stories. Generally, the Product Owner creates those, but sometime they are developed by the Scrum team in consultation with the Product Owner

Q. What are key elements of user story template?

The Three key Elements of the Standard Template are as below

- > Who wants the functionality.
- > What it is they want.
- > Why they want it.

Q. Agile Team members

1) Scrum Master

- > Scrum Master is a Coach for Agile Team
- > arrange scrum meeting for Team member, for stakeholder
- > Remove barrier between Stakeholders and Team
- > Remove removal of impediments to the Scrum Team's progress

2) Product Owner

- > To communicate with stakeholder for the requirement
- > Manage the Product Backlog
- > Create user story
- > Clarify the doubts regarding requirement
- > Cross check functionality before deliver to customer.

Q. What is mean by Sprint?

- > Sprints, which are 'time-boxed' periods.
- > In general, one sprint duration is two weeks.

Q. What are Event of Sprint?

1) Sprint Planning -> In sprint planning meeting below points get discussed

- 1) Which things we are going develop or Test in current sprint?
- 2) How many user stories we are going to take for development?
- 3) Time duration required to each user story?
- 4) which developer develop which user story?
- 5) Which tester will test which user story?
- 6) Which are uncompleted user stories from previous sprint?

2) Daily Scrum -> Whatever things we have planned are executing in proper way or not is checked in daily scrum meeting

3) Retro -> In retro below points get discussed

- 1) How many user stories are completed?
- 2) How many user stories unable to completed?

- 3) Why some of user stories not get completed?
- 4) Any suggestion from developer, tester or PO for more productive

Q. Who attends which scrum events?

1) Sprint Planning

- > Attendees of sprint planning are - product owner, Scrum Master, the entire Scrum team (Developers, Testers, Manager), sometimes stakeholder if required
- > Discussion on user story happens, assign this user story to developer and Tester
- > Developer and Tester need to specify story points.
- > Here story points are considered as how many days required to develop or to test.
- > in Some organization one story point is considered as half day, in some organization one story point is considered as 1 day.
- > Max story points allowed are 8, for more than 8 points then split the story again into small tasks.
- > Developer and Tester need to specify due date In Jira.

Q. What is Blacklock grooming/Blacklock refinement?

Ans: Blacklock grooming or refinement is nothing but discussion on user story like

- 1) What is requirement
- 2) its priority,
- 3) doubts clarification of developer and tester

2) Daily Scrum

- > It is conducted by Scrum Master
 - > Everyone has to give update about assigned story in the below format
1. What did you do yesterday?
 2. What will you do today?

3. Is there anything blocking you?

-> in general, this meeting duration is 15 min.

-> Attendees of daily scrum are Scrum master, Developer, Tester, TL, sometimes manager.

Q. What is the team size recommended for daily scrum meeting?

A Scrum team should consist of less than 9 people. For large enterprise projects, the ideal Scrum team size is 7 people (product owner, scrum master, and 5 developers). Smaller projects typically consist of four team members (product owner, scrum master, and 2 developers)

Q. Does Product Owner attend daily scrum?

Ans : No, He attends if required.

3) Retro

-> After every sprint completion retro is conducted and following things will be discussed

1) What went well?

2) What went wrong?

3) suggestion for improvement
