Agility - Advanced - Round 1

Date submitted   13-Sep-2020 10:40 PM
Name   Foo Bar
Email   foo@bar.com

✓

Points:
1/1

1. Must the Product Owner be present at the Sprint Retrospective?

○ It is optional. Attendance is only required when the Product Owner gets invited by the Scrum Master.

◉ **It is mandatory. The Sprint Retrospective is an opportunity for the Scrum Team to assess its performance and improve itself.**
✓

○ It is not allowed. The Sprint Retrospective is an opportunity for the Development Team to inspect itself.

✓

Points:
1/1

2. The first step in Scrum is for the Product Owner to articulate the product vision. Eventually, this evolves into a refined and prioritized list of features called the ....

○ Sprint Backlog

○ Whiteboard

◉ **Product Backlog** ✓

○ All of the above

✓

Points:
1/1

3. What is meant by "Yesterday's Weather" in an Agile project?

○ Teams work less well when it rains

◉ **Keeping metrics of earlier work to help with future estimates** ✓

○ Estimating is as futile as predicting the weather

○ Retrospectives should include less important topics such as the weather

---

✓

Points:
1/1

4. When might a Sprint be abnormally cancelled?

◉ **When the Sprint Goal becomes obsolete.** ✓

○ When it becomes clear that not everything will be finished by the end of the Sprint.

○ When the sales department has an important new opportunity.

○ When the Development Team feels that the work is too hard.

✓

Points:
1/1

5. How might a Scrum Master's responsibilities change once a team has some experience with Agile methodologies?

○ The Scrum Master's responsibilities don't change over time.

◉ **As the Scrum Master coaches the team to adopt Agile practices, he or she will likely have less work to do once the team begins to self-organize**
✓

○ The Scrum Master should consistently enforce rules, policing the team.

○ Over time, Scrum Masters spend more time organizing the team.

✓

Points:
1/1

6. According to Agile manifesto what carries more value?

○ Individuals and interactions over products and tools.

◉ **Individuals and interactions over processes and tools.** ✓

○ Individuals and interactions over people and technique.

○ Individuals and interactions over projects and tools.

✓

Points:
1/1

7. What does NOT belong to cornerstones of the agile manifesto?

○ Working software over comprehensive documentation

○ Customer collaboration over contract negotiation

○ Responding to change over following a plan

○ Individuals and interactions over processes and tools

⦿ **Processes over people** ✓

✓

Points:
1/1

8. When can the Product Backlog be updated?

⦿ **At any time when done by the Product Owner or at the Product Owner's discretion** ✓

○ Only during Product Backlog refinement sessions if the Product Owner is present

○ Only after a Sprint Review if agreed to by the stakeholders

○ Never, unless agreed to by the change request

✓

Points:
1/1

9. The three pillars of empirical process control are:

○ Transparency, Eliminating Waste, Kaizen

○ Planning, Inspection, Adaptation

⦿ **Inspection, Transparency, Adaptation** ✓

○ Planning, Demonstration, Retrospective

○ Respect For People, Kaizen, Eliminating Waste

✓

Points:
1/1

10. Which of the following is NOT one of the five core risk areas common to all projects?

○ Scope Creep

○ Specification Breakdown

○ Intrinsic Schedule Flaw

⦿ **Strategic Alienation** ✓

✓

Points:
1/1

11. Which of the following is not part of the Manifesto for Agile Software Development?

○ Responding to change over following a plan

⦿ **Teams and interactions over processes and tools** ✓

○ Customer collaboration over contract negotiation

○ Working software over comprehensive documentation

✓

Points:
1/1

12. Which of these best describes the Agile approach to team-working?

⦿ **The team should strive for a sustainable pace and a normal working week** ✓

○ The team can work all night, every night if enough pizza is provided

○ The team will "burn out" if they have to work overtime for more than two timeboxes (iterations) in a row

○ The team should be expected to work overtime towards the end of the project

---

✓

Points:
1/1

13. Collaboration requires that the team must take joint responsibility for their work. In order for this to effectively take place, what must the team members build?

○ An information radiator

○ A definition of done

○ Continuous flow

⦿ **Trust** ✓

✓

Points:
0.99/0.99

14. What activities are a part of Product Backlog Refinement?

Select all that apply.

☐ Creating the Definition of Done

☐ Creation of tasks

☑ **Estimate the Product Backlog Items** ✓

☑ **The ordering of the Product Backlog Items** ✓

☑ **Brainstorming on the Product Backlog Items** ✓

✓

Points:
1/1

15. What type of report provides a bird's-eye view of the project?

It may be produced when the teams updates their release plan, and will allow them to show their progress and predict a completion date.

○ A Management Report

○ A Time Usage Chart

◉ **A Burn-up chart** ✓

○ An Iteration Plan

✓

Points:
1/1

16. What do we mean by a cross-functional Development Team?

◉ **The Development Team should have all the skills necessary to deliver the Done Increment** ✓

○ Each of the Development Team members should be cross-functional

○ The Development Team consist of Developers and Testers

○ The developer should able to create test cases and execute them

○ The Development Team should collaborate with the other Development Teams

---

✓

Points:
1/1

17. Which is not an Agile framework?

○ Scrum

○ Kanban

○ Test Driven Development

◉ **None** ✓

✓

Points:
1/1

18. A person who makes decision and practices Scrum to the core is performing what role?

◉ **Pig** ✓

○ Scrum Team

○ Scrum Master

○ Chicken

✓

Points:
1/1

19. What is Technical Debt?

○ The average time or money a Scrum Team spends per Sprint on bug fixes.

◉ **A term representing the eventual consequences of poor technical choices.** ✓

○ Code that has not been commented or documented.

○ The money an organization owes to tool and hardware vendors.

✓

Points:
1/1

20. What is Pair Programming?

◉ **Two developers writing code together, providing constant peer review.** ✓

○ Two programmers write code separately. A third programmer integrates the work.

○ Managers doing performance reviews by comparing one programmer's code to another's.

○ A developer and a tester work together to write and test code.

○ The Scrum Team is divided into several two-person Development Teams that consolidate work in a Scrum of Scrums.