

AGILE AND SCRUM QUESTION

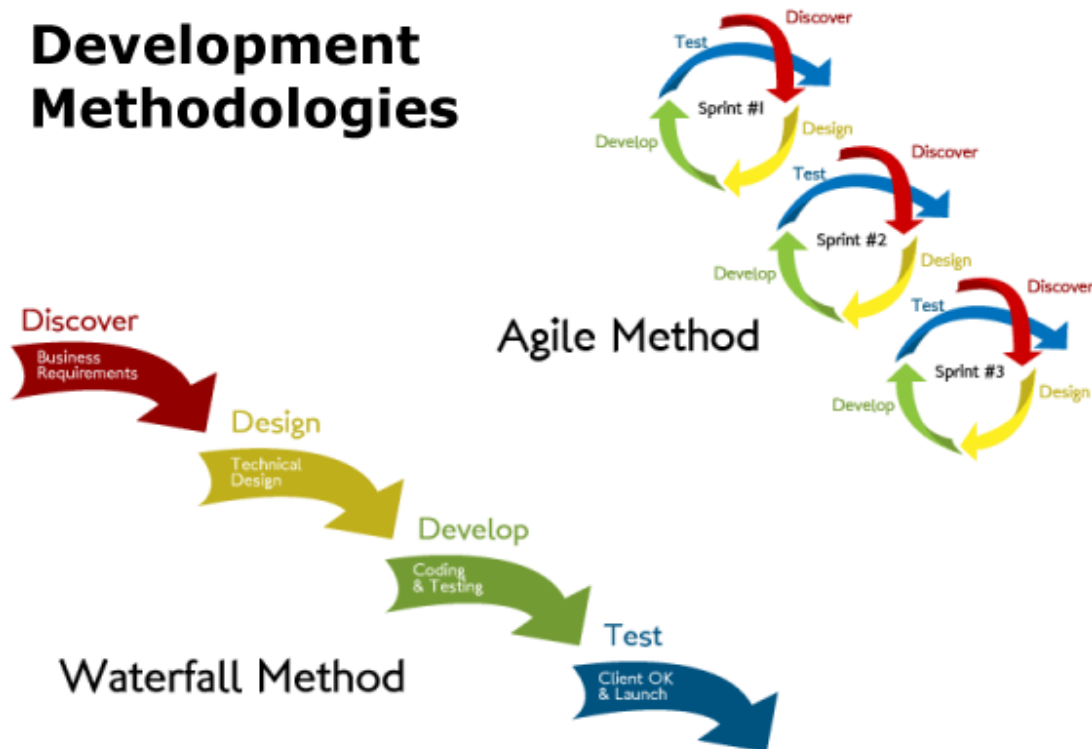
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Agile and Scrum Testing Interview Questions

1) What is Agile Testing?

Answer: Agile Testing is a practice that a QA follows in a dynamic environment where testing requirements keep changing according to customer needs. It is done parallel to the development activity where the testing team receives frequent small codes from the development team for testing.



2) What is the difference between burn-up and burn-down charts?

Answer: Burn-up and burn-down charts are used to keep track of the progress of the project.

Burn-up charts represent how much work has been completed in any project whereas Burn-down chart represents the remaining work in a project.

3) Define the roles in Scrum?

Answer: There are mainly three roles that a Scrum team have:



Product Owner



Scrum Master

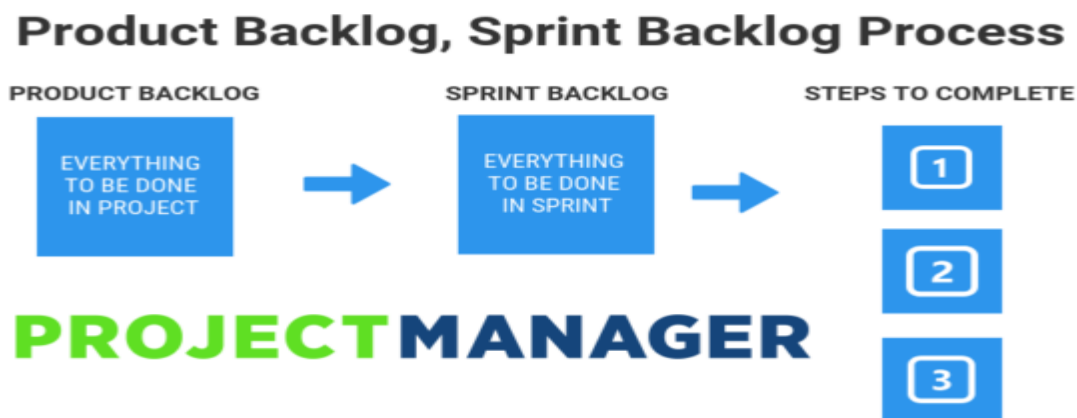


Scrum Team

1. **Product Owner** has the responsibility of managing the product backlog. Works with end-users and customers and provides proper requirements to the team to build the proper product.
2. **Scrum Master** works with the scrum team to make sure each sprint gets completed on time. Scrum master ensures proper workflow for the team.
3. **Scrum Team:** Each member of the team should be self-organized, dedicated and responsible for the high quality of the work.

4) What is Product Backlog & Sprint Backlog?

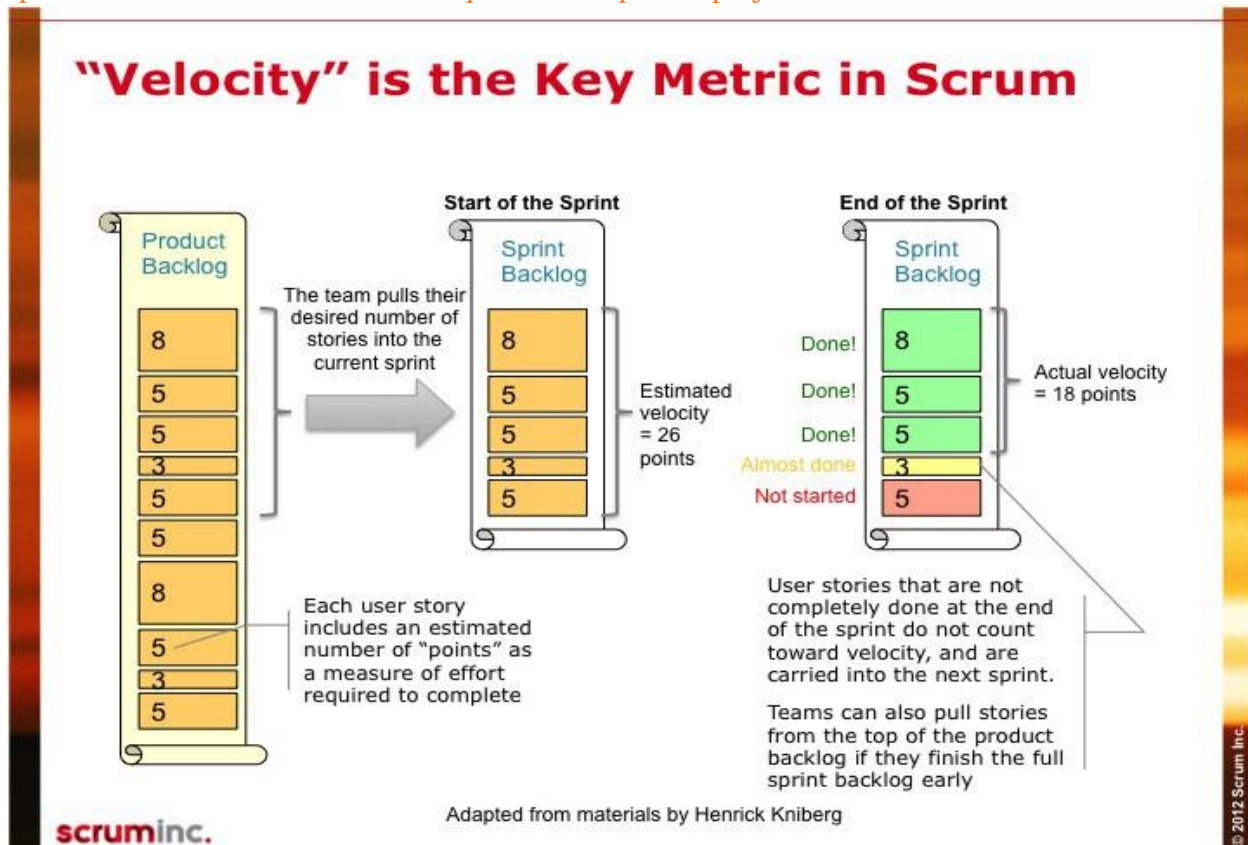
Answer: The **Product backlog** is maintained by the project owner which contains every feature and requirement of the product.



Sprint backlog can be treated as the subset of product backlog which contains features and requirements related to that particular sprint only.

5) Explain Velocity in Agile.

Answer: Velocity is a metric that is calculated by the addition of all efforts estimates associated with user stories completed in an iteration. It predicts how much work Agile can complete in a sprint and how much time will it require to complete a project.



6) Explain the difference between a traditional Waterfall model and Agile testing?

Answer: Agile testing is done parallel to the development activity whereas a traditional waterfall model testing is done at the end of the development.

As done in parallel, agile testing is done on small features whereas, in a waterfall model, testing is performed on the whole application.

7) What qualities should a good Agile tester have?

Answer:

- He should be able to understand the requirements quickly.
- He should know Agile concepts and principals.
- As requirements keep changing, he should understand the risk involved in it.
- The agile tester should be able to prioritize the work based on the requirements.
- Communication is a must for an Agile tester as it requires a lot of communication with developers and business associates.

8) What is the difference between Epic, User stories & Tasks?

Answer:

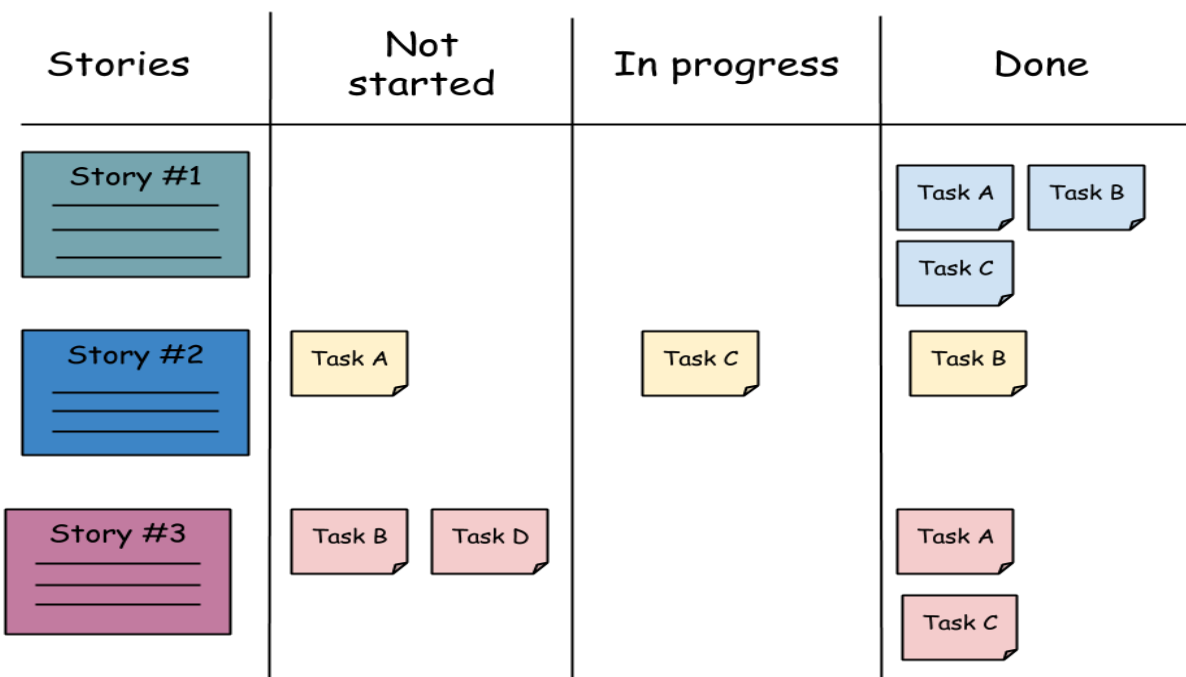
User Stories: It defines the actual business requirement. Generally created by the business owner.

Task: To accomplish the business requirements development team create tasks.

Epic: A group of related user stories is called an Epic.

9) What is a Taskboard in Agile?

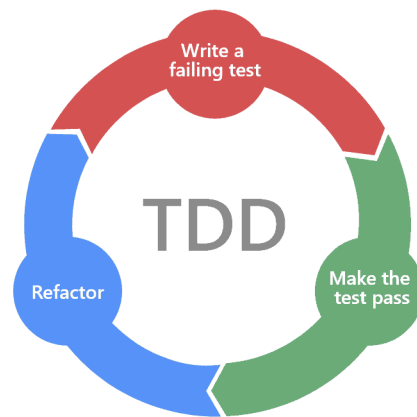
Answer: Taskboard is a dashboard that shows the progress of the project.



It contains:

- **User Story:** It has the actual business requirement.
- **To Do:** Tasks that can be worked on.
- **In Progress:** Tasks in progress.
- **To Verify:** Tasks pending for verification or testing
- **Done:** Completed tasks.

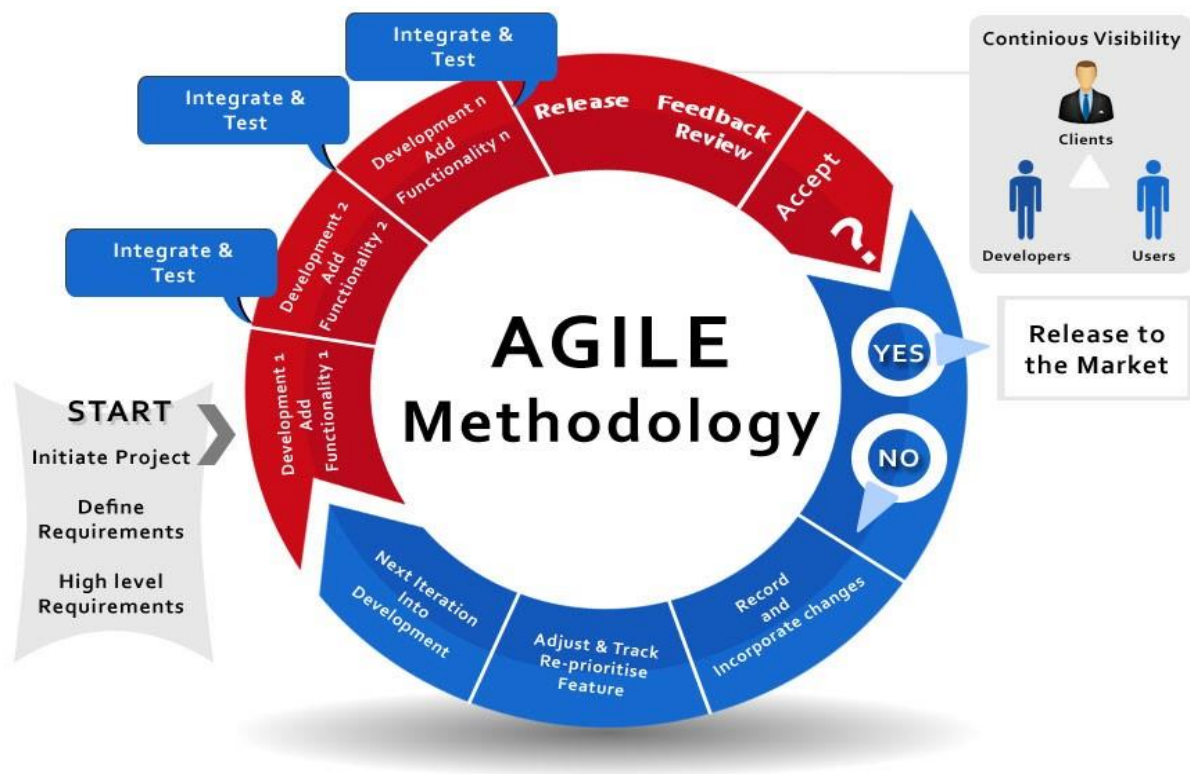
10) What is Test Driven Development (TDD)?



Answer: It is a Test-first development technique in which we add a test first before we write the complete production code. Next, we run the test and based on the result refactor the code to fulfill the test requirement.

11) How QA can add value to an agile team?

Answer: QA can provide value addition by think outside the box about the various scenarios to test a story. They can provide quick feedback to the developers about whether new functionality is working fine or not.



12) What is the Application Binary Interface?

Answer: Application Binary Interface or ABI is defined as an interface for complied application programs or we can say it describes the low-level interface between an application and the operating system.

13) What is the Zero sprint in Agile?

Answer: It can be defined as a pre-preparation step to the first sprint. Activities like setting development environment, preparing backlog, etc need to be done before starting the first sprint and can be treated as Sprint zero.

14) Name some Agile quality strategies.

Answer: Some Agile quality strategies are-

1. Re-factoring
2. Small feedback cycles
3. Dynamic code analysis
4. Iteration

15) What is the importance of daily stand up meetings?

Answer: Daily stand up meeting is essential for any team in which team discuss,

1. How much work has been completed?
2. What are the plans to resolve technical issues?
3. What steps need to done to complete the projects etc?

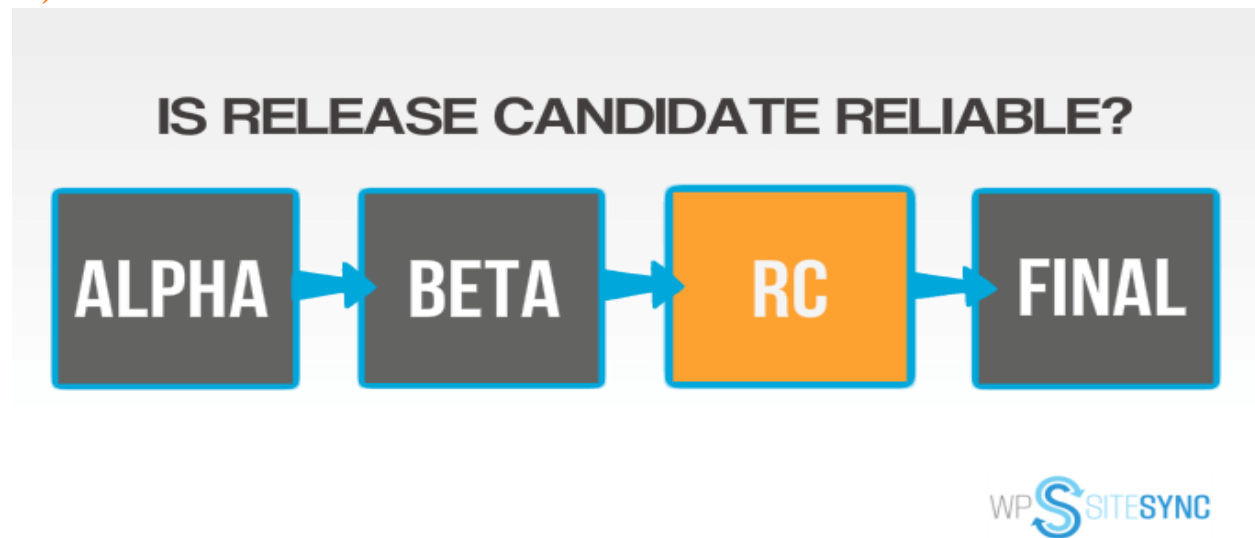
16) What is a tracer bullet?

Answer: It can be defined as a spike with the current architecture or the current set of best practices. The purpose of a tracer bullet is to examine how an end-to-end process will work and examine feasibility.

17) How long the Scrum last?

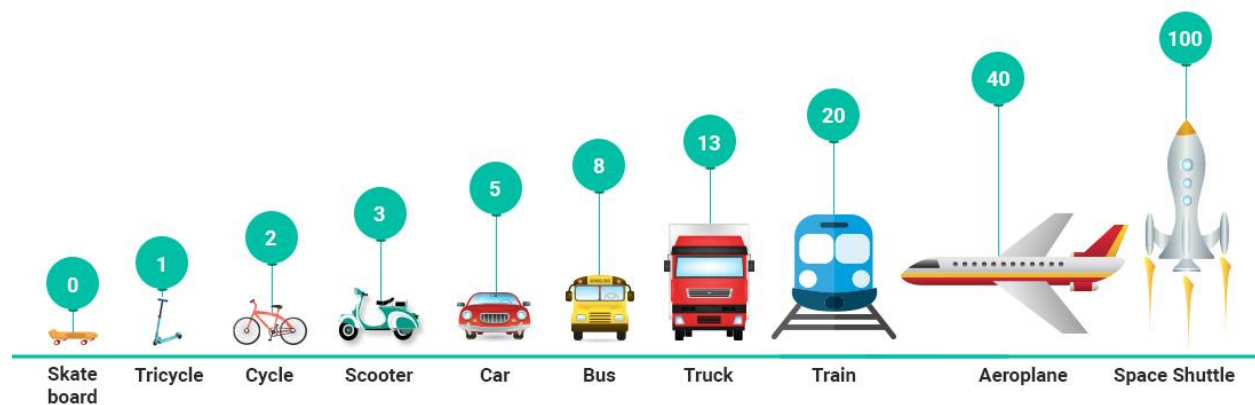
Answer: Basically, the Scrum cycle depends on the project size and team size. Team size may vary from 3 members to 9 members. Normally, it takes 3 to 4 weeks to complete a Scrum sprint. On an average, a scrum sprint ends in 4 weeks.

18) What is the Release candidate?



Answer: The release candidate is a code /version /build released to make sure that during the last development period, no critical problem is left behind. It is used for testing and is equivalent to the final build.

19) Explain what is a story point in the scrum?

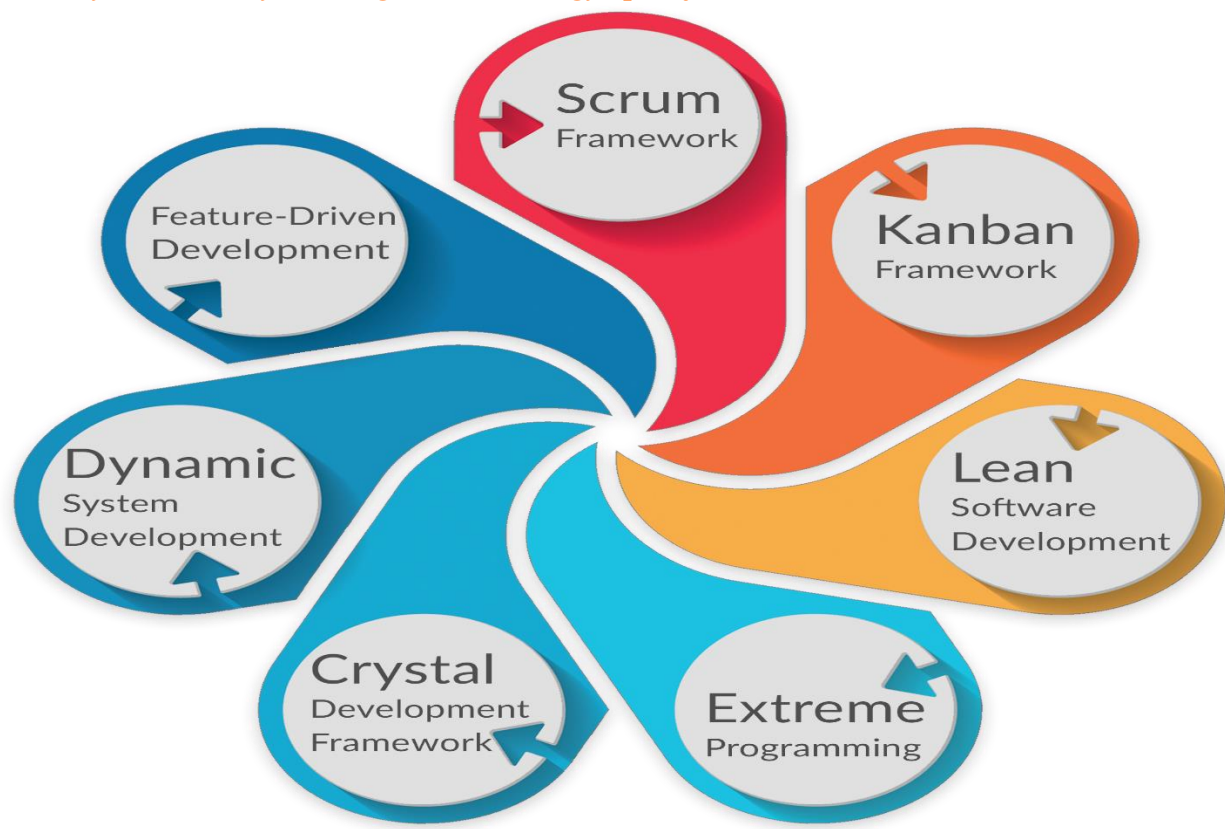


Answer: It can be considered as a unit to estimate the total efforts required to complete or to do the particular task or implementing a backlog.

20) Name three other Agile frameworks?

Answer: Test Driven Development, Feature Driven Development, and Kanban.

21) Do you know any other agile methodology apart from Scrum?



Answer: Other Agile methodology includes KanBan, XP, Lean.

22) What do you discuss in the daily stand up meeting?



Answer: We discuss the following three things:

- What did I do today?

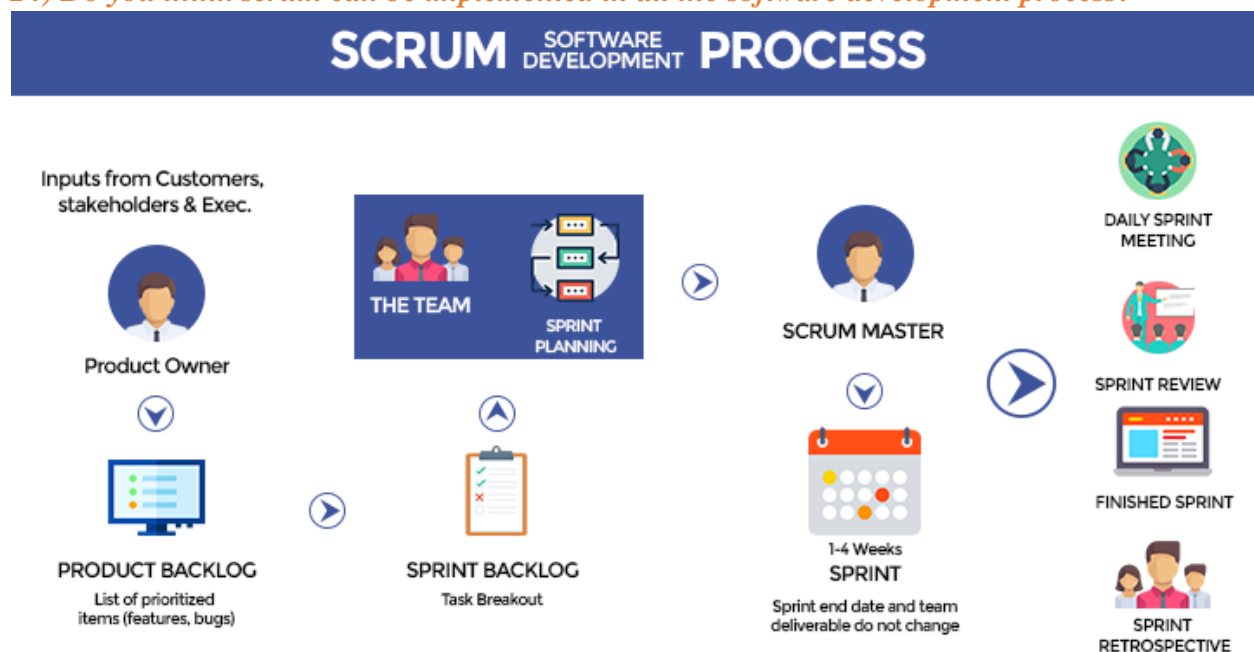
- What I plan to do tomorrow?
- Any impediments/roadblock

23) How do you define a user story?

As a <user role>
I want <goal>
so that <benefit>.

- **Answer:** The user stories are defined in the format of
- As a <User / type of user>
- I want to <action/feature to implement>
- So that <objective>





24) Do you think scrum can be implemented in all the software development process?



Answer: Scrum is used mainly for

- Complex projects.
- Projects which have early and strict deadlines.
- When we are developing any software from scratch.

25) *How do you calculate a story point?*

Story Points	Work	Risk*	Dependencies**	Unknowns
0.5 ⁺	Piece of cake	-	-	-
1 ⁺	No-brainer	-	-	-
2	Some	Little	Could be	-
3	Much	Some	Some	Could be
5	A lot	Much	Many	Some
8 → Split/Spark	Huge	A lot	A lot	Many
13 → Epic				

* : in sense of uncertainty / “under the iceberg”

** : External

+ : Probably done before

Mark cells → which row has more? | Not clear? - tend to higher number.

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Answer: A story point is calculated by taking into consideration the development effort+ testing effort + resolving dependencies and other factors that would require to complete a story.

Agile Scrum Interview Questions

Summary

1. What is the duration of a scrum sprint?

Answer: Generally, the duration of a scrum sprint (scrum cycle) depends upon the size of project and team working on it. The team size may vary from 3-9 members. In general, a scrum sprint complete in 3-4 weeks. Thus, on an average, the duration of a scrum sprint (scrum cycle) is 4 weeks. This type of sprint-based Agile scrum interview questions is very common in an agile or scrum master interview.

2. What is Velocity?

Answer: Velocity question is generally posed to understand if you have done some real work and familiar with the term. Its definition “Velocity is the rate at which team progresses print by sprint” should be enough. You can also add saying the important feature of velocity that it can’t be compared to two different scrum teams.

3. What do you know about impediments in Scrum? Give some examples of impediments.

Answer: Impediments are the obstacles or issues faced by scrum team which slow down their speed of work. If something is trying to block the scrum team from their getting work “Done” then it is an impediment. Impediments can come in any form. Some of the impediments are given as –

- Resource missing or sick team member
- Technical, operational, organizational problems
- Lack of management supportive system
- Business problems
- External issues such as weather, war etc
- Lack of skill or knowledge

While answering impediments related agile scrum interview questions remember that you may be asked the way to remove any of the mentioned impediment.

4. What is the difference and similarity between Agile and Scrum?

Answer: Difference between Agile and Scrum – Agile is a broad spectrum, it is a methodology used for project management while Scrum is just a form of the Agile that describes the process and its steps more concisely. Agile is a practice whereas scrum is a procedure to pursue this practice.

The similarity between Agile and Scrum – The Agile involves completing projects in steps or incrementally. The Agile methodology is considered to be iterative in nature. Being a form of Agile, Scrum is same as that of the Agile. It is also incremental and iterative.

5. What is the increment? Explain.

Answer: This is one of the commonly asked agile scrum interview questions and a quick answer can be given this way. An increment is the total of all the product backlogs items completed during a sprint. Each increment includes all the previous sprint increment values as it is cumulative. It must be in the available mode in the subsequent release as it is a step to reach your goal.

6. What do you understand by Daily Stand-Up?

Answer: You may surely get an interview question about daily stand-up. So, what should be the answer to this question? The daily stand-up is an everyday meeting (most preferably held in the morning) in which the whole team meets for almost 15 minutes to find answer to the following three questions –

- What was done yesterday?
- What is your plan for today?
- Is there any impediment or block that restricts you from completing your task?

The daily stand-up is an effective way to motivate the team and make them set a goal for the day.

Agile Interview Questions

7. State some of the Agile quality strategies.

Answer: Some of the Agile quality strategies are –

- Iteration
- Re-factoring
- Dynamic code analysis
- Short feedback cycles
- Reviews and inspection
- Standards and guidelines
- Milestone reviews

8. Define Zero Sprint and Spike in Agile.

Answer: To answer this question, describe Zero Sprint and Agile in detail, as follows –

Zero sprint – Zero Sprint can be defined as the preparation step of the first sprint in Agile. There are some activities that are required to be done before actually starting the project. These activities are considered as the Zero sprint; the examples of such activities are – setting the environment for development, preparation of backlogs etc.

Spike – Spike is the type of story that can be taken between the sprints. Spikes are commonly used for the activities related to the design or technical issues such as research, design, prototyping, and exploration. There are two types of spikes – functional spikes and technical spikes.

Scrum Interview Questions

While going for a scrum job interview, prepare yourself for some good scrum interview questions. You may be asked questions related to scrum master, sprint, story point, sashimi, ceremonies etc. by the interviewer. So, prepare yourself for these scrum interview questions.

9. What is the role of the Scrum Master?

Answer: Here's how you can answer Scrum Master interview questions like this –

The scrum master is the leader as well as coach of the Scrum team. The scrum master is responsible to serve and protect his team from any kind of distractions that could affect their performance. The main role of the scrum master is to motivate his team to achieve the sprint goal. He is focused to build a self-organized and motivated team where each member is familiar with the implementation of Agile and Scrum principles and applications. The scrum master keeps a proper check on the scrum team if they are executing committed tasks properly. He is also responsible to increase the efficiency and productivity of the team so that they can achieve the sprint goal effectively.

10. What do you know about a story point in Scrum?

Answer: A story point in Scrum is the unit for the estimation of total efforts that are required to perform or complete a particular task. So, here is how you can answer such agile scrum interview questions on a single line.

11. What are the different roles in Scrum?

The three scrum roles i.e. Scrum Master, Product Owner and Team should be explained with the details of few primary responsibilities of each role. You can add more details as mentioned below for a particular depending on the role you are getting interviewed for.

Product owner – A product owner is actually the stakeholder of the project. He represents the project requirements before the team. He is responsible to have a vision of what to build and convey his detailed vision to the team. He is the starting point of an agile scrum software development project.

Scrum team – Scrum team is formed by the collective contribution of individuals who perform for the accomplishment of a particular project. The team is bound to work for the timely delivery of the requested product.

Scrum master – Scrum master is the leader and the coach for the scrum team who checks whether the scrum team is executing committed tasks properly. He is also responsible to increase the efficiency and productivity of the team so that they can achieve the sprint goal effectively.

12. What are the responsibilities of a Scrum Master?

Answer: Key responsibilities of a Scrum Master involves:

- Tracking and monitoring
- Understanding requirements properly
- Work to reach the project goal
- Process checking master and quality master
- Protect the team from detachments
- Improving the performance of the team
- Lead the meetings and resolve issues
- Resolution of conflicts and impediments
- Communication and reporting

13. What are different ceremonies and their importance in Scrum?

- Scrum planning, Scrum – Daily stand up, Scrum review & scrum retrospective ceremonies should be clearly expressed with the purpose of the ceremony. It's important to remember the time-boxing of the ceremonies for a standard 4 weeks of Sprint or as per the Sprint you have used in your projects.

Agile Testing Interview Questions

14. What do you understand by the term Agile testing?

Answer: Agile testing is a software testing practice that is fully based on the agile principles of software development. It is an iterative methodology where the requirements are the outcome of collaboration between the product owner and team. The agile principles and applications are applied to meet the customer requirements by successful completion of the project.

15. State some major principles of Agile testing.

Answer: Some major principles of Agile testing are –

- Customer satisfaction
- Face to face communication
- Sustainable development
- Quick respond to changes
- Continuous feedback
- Successive improvement
- Self-organized
- Focus on essence
- Error-free clean code
- Collective work

16. What are the skills of a good Agile Tester?

Answer: An agile tester is one who implements agile software development principles for software testing. Followings are the skills of a good agile tester –

- Required to be familiar with the concepts and principles of Agile
- Should have an excellent communication to communicate with the team and the clients
- Ability to set priority for the tasks according to the requirements

- Should be able to understand the requirements properly
- Understanding of the risks involved with a project due to changing requirements

Advanced Agile Scrum Interview Questions

17. What do you understand by the term “Scrum of Scrums”?

Answer: This is one of the commonly asked scrum master interview questions. Consider a case to understand the meaning of the term scrum of the scrums. Let us assume an active project on which seven teams are currently working. The number of members of each team is also seven. Each team is responsible to lead its own scrum meeting. But, in order to coordinate and communicate with different teams, it is required to organize a separate scrum meeting. The scrum meeting organized to hold a coordination between scrum teams is known as the scrum of scrums. There is one team leader from every team, known as ambassador, who is responsible to represent his team in the scrum of scrums.

18. Scrum is an Agile framework, right? Name a few other Agile frameworks.

Answer: Yes, Scrum is an Agile framework. Few other Agile frameworks are –

- Feature Driven Development
- Test Driven Development
- Kanban

While answering this type of Agile Scrum interview questions please note that name the frameworks you are familiar with or have followed.

19. Is it ever suggested to use waterfall over Scrum? If yes, explain when.

Yes, sometimes it is suggested to use a waterfall model over Scrum. It is done when the customer requirements are simple, well-defined, fully understood, predictable, and are not subjected to change until the completion of the project. It may be the case that you would haven't ever used waterfall over Scrum but you need to prepare for such Agile Scrum interview questions.

20. Why does Scrum encourage the use of automated testing for projects?

Answer: Scrum encourages the use of automated (automated performance or automated regression) testing to make the fastest possible delivery of the project. While answering this question, you may explain some tools that you have used for automated testing.

Confused about which Scrum Master Certification you should go for? Have a comparison between PSM Vs CSM and get to know which one is the right certification for you!

21. What do you know about “Planning Poker” technique?

Answer: Planning poker, also known as Scrum Poker, is a card-based agile technique that is used for planning and estimation. To start a session of planning poker technique, the agile user story is read by the product owner. The steps performed in the poker planning technique are –

1. Each estimator has a deck of poker cards with the values such as 0, 1, 2, 3, 5, and so on, to denote story points, ideal days or something else that the team uses for estimation.
2. Each estimator has a discussion with the product owner and then privately selects a card on the basis of their independent estimation.
3. If the cards with same value are selected by all estimators, it is considered as an estimate. If not, the estimator discusses the high and low value of their estimates.
4. Then again, each estimator privately selects a card and reveals. This process of poker planning is repeated to reach a general agreement.

Experience-based Agile Scrum Interview Questions

In this section, the questions will be related to the experience you have in agile or scrum. You should be prepared with the data of few of your old projects when answering these experience-based agile scrum interview questions.

22. Name some methodologies and development where you have used the Agile model.

Answer: While answering this type of agile scrum interview questions, keep in mind to mention those methodologies that are familiar with. Some of the methodologies and development where the Agile model can be used are –

- Crystal methodologies
- Lean software development
- Dynamic development
- Feature-driven development

23. Share your experience as a Scrum Master/Product Owner/Agile team member and what were your primary responsibilities?

Answer: Here you have to explain your project details where you worked in Scrum team and defining your role with the responsibilities you held. The trick in this question is whether while explaining you are showing self-organizing and self-motivational team. Also, the interviewer will try to judge how in depth you have worked in the agile/scrum environment based on your explanation.

24. What was the length of sprints/iterations in your project?

Answer: This is probably the most common question asked in agile interviews. The idea here is to judge in which kind of environment you have worked. There will be definitely follow up question like was this length fixed in the beginning and never changed? Have you tried with more than this length or less than that?

25. How have you done user story mapping & estimation of stories in your projects?

Answer: This question is to under how you have done story writing, mapping, and estimation. Have you used any estimation technique like planning poker, t-shirt, sizing etc? Whatever technique you used in your project just mention it very clearly.

26. What is the biggest challenge you faced in your project while handling the Scrum team members?

Answer: This question is pure to judge your experience. The better you articulate your challenges working in agile better it will be. Challenges generally faced in the initial stages of scrum is stabilizing the velocity, team members conflicts, sticking to time-boxing etc..

27. Have you ever performed the removal of impediments as a scrum master on behalf of scrum team?

Answer: As the scrum master acts as a coach for his team, he should motivate his team to perform every task. Although he can remove impediments on behalf of scrum team but he should not do this. It is recommended for a scrum master not to over pamper nor overrule the team. There may be something when the team can face failure, at that time the scrum master should help them. He should guide them with an appropriate method to get out of the problem. Scrum master should prompt his team members to become independent enough to face problems and take a decision by themselves. This is one of the frequently asked scrum master interview questions, so prepare now and get ready to answer.

Comparative Agile Scrum Interview Questions

Whatever is the field of job, interviewers prefer to ask one or more comparative or difference-based questions. The questions may be from the currently used or previously used technologies. So, here we represent some comparative agile scrum interview questions.

28. What is the difference between the agile & traditional way of working?

Answer: This question is to judge whether one is aware of the environment of the agile way of working. Here the answer is expected to cover few or all of below:

- The traditional way is sequential where design->Development->Testing etc. happens one after another whereas in agile all of this is done in every iteration/sprint
- Changes are welcomed in agile as Scope is flexible whereas in traditional manner scope is fixed in the beginning due to which changes have to follow change request path
- Progress is measured with % completion traditionally whereas working software is the measure of progress in agile
- Project Manager as a central controlling authority is traditionally driving the project whereas Self-motivated and self-organizing teams drive the projects in agile

29. What is the difference between Sprint Planning Meeting and Sprint Retrospective Meeting?

Answer: The difference between Sprint Planning Meeting and Sprint Retrospective Meeting is as follows:

Sprint Planning Meeting – A meeting in which all the Scrum roles (product owner, scrum team, and scrum master) have a discussion about the team's priority features and product backlog items is known as sprint planning meeting. This meeting is held every week and lasts for almost 1 hour.

Sprint Retrospective Meeting – A meeting in which all the Scrum roles (product owner, scrum team, and scrum master) have a discussion about the good part of the sprint, the bad part of the sprint, and the sprint

improvements is known as sprint retrospective meeting. This meeting that is held at the sprint review meeting or at the end of the sprint; it lasts for 2-3 hours.

This is one of the frequently asked Agile Scrum interview questions. You may be asked to define the above terms separately or the difference between these two.

30. How is an agile testing methodology different from other testing methodologies?

Answer: Agile scrum interview questions may include a number of questions from agile testing. Let's understand how you can answer such questions.

The agile testing methodology involves the division of the whole testing process into multiple small segments of codes. In every step, these segments of codes undergo testing. There are a number of additional processes involved in agile testing methodologies such as team communication, strategic modifications for optimal results and many others.

31. What is the difference between agile & scrum?

Answer: This question will test whether you are aware of a broader picture of agile and its different frameworks or flavors. Below image will help you explain this answer where you can say agile is an umbrella of values and principles and under it, one of the lightweight frameworks is called Scrum.

32. How do you manage if the story is high priority and resources left before last day of sprint completion?

Answer: The answer to this question will fully depend on the number of resources left.

If one or two members leave the story just before a day of the sprint completion, a scrum master can handle the situation as described below –

First, analyze the pending tasks and the impact on the overall sprint. According to that, try to find an alternative solution around to manage the situation. As a leader, you can decide to work for some extra hours to complete the sprint and can also ask (remember to ask, not to tell) other team members to do so. And this way, you can do the sprint completion on time.

In case, more or all the members leave just before a day of the sprint completion, then the situation can be handled as –

Analyze the amount of pending work and its impact on the overall sprint.

Check if you can manage the situation and finish the task by yourself or try to get some other resources to work. (Although this won't be feasible as you will have to first explain everything about the sprint and task done to the new team; of course it won't be possible in a day.) So, if you can't manage to complete the sprint by yourself, it's better to tell this to your product owner. You can ask him to give some more time to complete the sprint, so you can get a new team or get it done by yourself by working extra hours.

