SCRUM Test

Olfa Daassi

Question 8 : TimeBox

* Timebox : A timebox is a previously agreed period of time during which a person or a team works steadily towards completion of some goal. Rather than allow work to continue until the goal is reached, and evaluating the time taken, the timebox approach consists of stopping work when the time limit is reached and evaluating what was accomplished

* Taken from : http://guide.agilealliance.org/guide/timebox.html#sthash.zNGXfPug.dpuf

Question 1

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- B) Scrum Master
- C) Product Manager
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Sprint Backlog is ultimately owned by :

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- B) The scrum master
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The release burn down is :

- A) A graph indicating what has been completed by the scrum team
- B) What has been completed by the scrum team to date
- C) The work remaining to be completed by the Product Owner
- D) A measure of the remaining Product Backlog across the time of a release plan

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Question 5

The three pillars of empirical process control are:

- A) Respect For People, Kaizen, Eliminating Waste
- B) Planning, Demonstration, Retrospective
- C) Inspection, Transparency, Adaptation
- D) Planning, Inspection, Adaptation
- E) Transparency, Eliminating Waste, Kaizen

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Question 6

What are the most critical items to start a scrum project?

- A) Scrum team and stakeholders
- B) Scrum team, product Backlog, Scrum master
- C) Product Backlog, Scrum team, Scrum master, and product owner
- D) Time, Budget and quality

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Question 7

Why is the Daily Scrum held at the same time and same place?

- A) The place can be named.
- B) The consistency reduces complexity and overhead.
- C) The Product Owner demands it.
- D) Rooms are hard to book and this lets it be booked in advance.

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* B) When the Product Owner says it is done
* C) When all the tasks are completed.
* D) When the timebox expires.

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Question 9

Which statement best describes Scrum?

- A) A complete methodology that defines how to develop software.
- B) A cookbook that defines best practices for software development.
- C) A framework within which complex products in complex environments are developed.
- D) A defined and predictive process that conforms to the principles of Scientific Management.

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Question 10

Development Team members volunteer to own a Sprint Backlog item:

A) At the Sprint planning meeting.

B) Never. All Sprint Backlog Items are "owned" by the entire Development Team, even though each one may be done by an individual development team member.

C) Whenever a team member can accommodate more work.

D) During the Daily Scrum

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Question 11

The purpose of a Sprint is to have a working increment of product done before the Sprint Review.

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Which of the below are roles on a Scrum Team?

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Who should know the most about the progress toward a business objective or a release, and be able to explain the alternatives most clearly?

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- B) The Development Team.
- C) The Scrum Master.
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Question 14

The Product Backlog is ordered by:

- A) Small items at the top to large items at the bottom.
- B) Safer items at the top to riskier items at the bottom. C) Least valuable items at the top to most valuable at the bottom.
- D) Items are randomly arranged.
- E) Whatever is deemed most appropriate by the Product Owner.

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When multiple teams are working together, each team should maintain a separate Product Backlog.

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Who is required to attend the Daily Scrum?

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- B) The Scrum team.
- C) The Development Team and Scrum Master.
- D) The Development Team and Product Owner.
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When many Development Teams are working on a single product, what best describes the definition of "done?"

★ A) Each Development Team defines and uses its own. The differences are discussed and reconciled during a hardening Sprint.

★ B) Each Development Team uses its own but must make their definition clear to all other Teams so the differences are known.

★ C) All Development Teams must have a definition of "done" that makes their combined work potentially releasable.

▶★ D) It depends.

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What is the main reason for the Scrum Master to be at the Daily Scrum?

A) To make sure every team member answers the three questions in the right team member order.

B) He or she does not have to be there; he or she only has to ensure the Development Team has a Daily Scrum.

C) To write down any changes to the Sprint Backlog, including adding new items, and tracking progress on the burndown.

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Where are the customer requirements stored?

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- C: In a database
- D: In a Scrum Product Requirement Specification
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Question 25

Ahmed as the scrum master of a scrum team is invited for a daily stand-up meeting at 9 am. During the meeting the whole team gets into a deep discussion and they finally start blaming each other. What should he do in such situation?

- A) Wait until people calm down again and continue with the meeting
- B) Stop the discussions and continue with the meeting
- C) Interrupt the meeting and continue it later that day
- D) Discuss the situation with the team and decide together what to do to improve the situation

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What is important in all Scrum projects?
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B) Clear hierarchies in the company
C) Communication
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A) Fine-grained requirements are only defined when they are really needed.

B) All activities to design, build and test a certain functionality are kept together in one phase.

C) Changes are expected and welcomed by Scrum team. D) All of the given answers

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Question 28

- The reason the Scrum Master is at the Daily Scrum is…?

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* _____ is an agile development methodology which is intended to improve software quality and responsiveness to changing customer requirements by executing frequent "releases" in short development cycles (timeboxing), by programming in pairs or conducting extensive code reviews, by unit testing all code, and by maintaining a flattened management structure.

* A. Scrum B. Lean C. Agile Modelling D. XP

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Question 30

A developer and tester were jointly interpreting a user story and studying the acceptance criteria. The tester wrote a test scenario that the developer felt was invalid. The tester was adamant that it was a valid test scenario and needed to be addressed. How can the dispute be resolved?

A) Ask the team lead to provide an opinion

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C) Discuss with the Product Owner and ask if it is a valid scenario

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Question 31

One week into a four-week sprint, the Development Team has realized that it won't be able to deliver half of the Sprint Backlog items. The Product Owner is not happy with this, because the customer is expecting most of those features for a release at the end of the Sprint. What is the best course of action as the Scrum Master?

- A) Recommend the cancellation of the Sprint and start another one immediately, one that is only focused on the must-have features
- B) Recommend the Product Owner to revise the order of Sprint Backlog items and let the developers continue with the best they can
- C) Recommend an extension of the Sprint duration, until everything is finished for the release

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A team member was assigned 4 stories during sprint planning for a 2 week Sprint. Story 1 is easy to complete, but does not add a lot of value. Story 2 is also easy to complete, and adds a lot of value. Story 3 is not easy to complete, and doesn't add a lot of value. Story 4 is also not easy to complete, but adds a lot of value. Other things being constant, which story should be worked on first?

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What is a Scrum-of-Scrum-of-Scrums?

A) The principle that Scrum is a methodology of the team, by the team, and for the team

B) A sync up meeting to coordinate the work of multiple Scrum teams working on a large product

C) A common stand-up meeting for three Scrum teams

working on the same product

D) A forum of Scrum Masters from multiple projects to

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In software engineering what are the disadvantages of the classical waterfall model?

A) End-Product has to be fully anticipated beforehand.

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Question 35

Which of the following methodologies may NOT follow iterative development?

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- B) Extreme Programming
- C) DSDM
- D) Kanban

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Question 36

The Product Owner assigns tasks to developers in the Daily Scrum, and the meeting always takes more than 15 minutes. How should the Scrum Master address this situation?

A) Convince the Product Owner to stop assigning tasks to the Development Team and not to participate in the Daily Scrum

B) Assign tasks to keep it within the 15-minute time box

C) Should not interfere in arguments and should let the self-organized team members solve this problem themselves

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Question 37

Which of the following is acceptable as the output of the first Sprint?

★ A) A few simple functionalities that add the most value

★ B) A user interface layout that is accepted by the customer

★ C) A full solution architecture for the project

★ D) A Product Backlog and prepared infrastructure for development

Question 38

There are 9 teams working on a large international project. All of them are composed of highly experienced developers that have been working in Scrum environments for a long time. How many Scrum Master roles are needed for this project?

- A) Zero, because the teams are experienced enough
- B) One Scrum Master role is enough for the entire project
- C) Nine, because each team needs a Scrum Master role D) Three Scrum Masters, with one for three teams

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Question 39

The Agile Scrum approach cannot be applied to all projects. In which case is Scrum the most desirable?

- A) When the requirements are known upfront for a fast implementation
- B) When the competence of the developers is relatively low
- C) When the organization does not want to do user acceptance tests
- D) When the product requirements may change in the process

Question 40

A Scrum Team had planned for 10 stories to be completed in a Sprint. The Development Team has completed coding and unit testing on the stories and they have been integrated in the build system. There are 12 outstanding bugs reported during testing. Some of them block the paths described in the stories but none of them are showstoppers. How does one determine if this Sprint is successful or not?

- A) The Scrum Master should determine this based on discussions with the team

- B) The Product Owner should decide this based on whether he or she is prepared to accept the stories

- C) The customer will decide whether the code is deemed as near releasable or not

- D) The team should check against the "definition of done" that it agreed upon at the beginning of the Sprint

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Question 41

A team has recently transitioned to Scrum. The project manager of the team, who used to have reporting authority over the team members has taken up the Scrum Master role. The Agile coach told the newly appointed Scrum Master that she needs to stop doing a few things. Which of the following should she CONTINUE doing in her new role?

* A) Provide performance-related feedback to the team members and contribute to performance appraisals

* B) **Push back on the product managers when they try to pack too many requirements in a particular project or release**

* C) Assign tasks to the team members based on their expertise and preferences

* D) Guide the team about the relative priority of

Question 41 : Explanation

One of the assertions of the Agile manifesto is that it advocates valuing individuals and interactions more than processes and tools. This is relevant in this case as the conflict seems to be about tools, techniques, and methodologies. The way to resolve these conflicts would be to facilitate interactions and not be dogmatic about processes and tools.

Question 42

A team that is proposing to transition to Agile is in the process of designing the office space. There is a lot of discussion and debate about the open seating. Rebecca - who is one of the team members felt it was important to have her own private space where she could feel at home. How should the team proceed?"

A) Have pictures of her family around

B) Allow Rebecca to retain her cubicle or office and the rest of the team moves to open seating

C) Let Rebecca keep the photographs on her computer's desktop instead of pinning up in the cubicle

D) Wait for everybody to agree to the idea, do not

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Sarra wanted to showcase a new color theme for the product that is more consistent with the corporate branding. Which is the best forum to do this?

- **A) Sprint Review**
- B) Sprint Retrospective
- C) Sprint Planning
- D) Daily Standup

Explanation : Sprint review is the best forum to showcase this because it allows you to showcase a working product and gather feedback from a large number of stakeholders at the same time

Question 44

Ahmed is a member of the Scrum team. He attended a trade conference and came across a feature idea that he felt should be present in the product he was working on. When should that idea be included in the product backlog?

- A) When the team is done with their current Sprint and is ready to start planning the next sprint

- B) After all the features committed for the current release are completed and delivered

- C) **As soon as Ahmed is able to discuss the idea with the Product Owner**

- **D) When the idea can be prioritized in context of the other product backlog items**

Explanation Question 44

* The Product backlog is supposed to contain "all the things that could potentially add value". If Ahmed can convince the Product Owner that the idea indeed adds value, it can be added to the backlog immediately. Prioritization and scheduling of the story can only take place after it is first put on the product backlog

Question 45

For an organization planning to transition to Scrum, the Scrum coach is planning for a few training sessions to develop the ability to succeed in Agile and Scrum methods. Which of the following trainings is most relevant for programmers or developers?

- A) Design patterns and architecture
- B) Evolutionary design
- C) Scrum Master training
- **D) Team working**

Question 46

Members of an Agile team are drawn from different organizations. They are used to following different techniques and methodologies. This leads to conflict within the team. Which of the following statements from the Agile manifesto can provide guidance about how to resolve the conflict?

- A) The best requirements, designs and architectures come from self-organizing teams

- B) Agile values speed more than perfection

- C) Agile values individuals and interactions over processes and tools

- D) The most effective way to communicate with and within an Agile team is face-to-face

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Question 47

Quel Artefact est représenté ici?

ID	Theme	As a/an	I want to...	so that...	Notes	Priority	Status
2	Game	moderator	create a new game by entering a name and an optional description	I can start inviting estimators	If games cannot be saved and returned to, the description is unnecessary	Required	done
2	Game	moderator	invite estimators by giving them a url where they can access the game	we can start the game	The url should be formatted so that it's easy to give it by phone.		done
5	Game	estimator	join a game by entering my name on the page I received the url for	I can participate			done
6	Game	moderator	start a round by entering an item in a single multi-line text field	we can estimate it			done
8	Game	estimator	see the item we're estimating	I know what I'm giving an estimate for			done
40	~~Game~~	~~participant~~	~~always have the cards in the same order across multiple draws~~	~~it's easy to compare estimates~~	-	Replaced with A08 because I didn't want the story to talk about "the same order" as that might be a UI implementation detail	~~todo~~
35	Non-functional	user	have the application respond quickly to my actions	I don't get bored			done
36	Non-functional	user	have nice error pages when something goes wrong	I can trust the system and it's developers			done
A11	Non-functional	Researcher	results to be stored in a non-identifiable way	I can study the data to see things like whether estimates converged around the first opinion given by "estimator A" for example	No names or story text should be stored but we should store each card of each hand, know who played it, and know the final accepted estimate		
A05	Game	moderator	edit an item in the list of items to be estimated	so that I can make it better reflect the team's understanding of the item			
22	Archive	moderator	export a transcript of a game as a CSV file	I can further process the stories and estimates	Exported file should be directly importable back into the system.		done
					This should not show the actual		

Product Backlog

ID	Theme	As a/an	I want to...	so that...	Notes	Priority	Status
2	Game	moderator	create a new game by entering a name and an optional description	I can start inviting estimators	If games cannot be saved and returned to, the description is unnecessary	Required	done
2	Game	moderator	invite estimators by giving them a url where they can access the game	we can start the game	The url should be formatted so that it's easy to give it by phone.		done
5	Game	estimator	join a game by entering my name on the page I received the url for	I can participate			done
6	Game	moderator	start a round by entering an item in a single multi-line text field	we can estimate it			done
8	Game	estimator	see the item we're estimating	I know what I'm giving an estimate for			done
40	~~Game~~	~~participant~~	~~always have the cards in the same order across multiple draws~~	~~it's easy to compare estimates~~	-	Replaced with A08 because I didn't want the story to talk about "the same order" as that might be a UI implementation detail	~~todo~~
35	Non-functional	user	have the application respond quickly to my actions	I don't get bored			done
36	Non-functional	user	have nice error pages when something goes wrong	I can trust the system and it's developers			done
A11	Non-functional	Researcher	results to be stored in a non-identifiable way	I can study the data to see things like whether estimates converged around the first opinion given by "estimator A" for example	No names or story text should be stored but we should store each card of each hand, know who played it, and know the final accepted estimate		
A05	Game	moderator	edit an item in the list of items to be estimated	so that I can make it better reflect the team's understanding of the item			
22	Archive	moderator	export a transcript of a game as a CSV file	I can further process the stories and estimates	Exported file should be directly importable back into the system.		done
					This should not show the actual		

Question 48

Quel Artefact est représenté ici?

Exigence	Sous Tâche	Reste A Faire									
Exigence X - #102	IHM	8	8	6							
	Mise à jour documentation	2	2	0							
	Services métier	10	4	0							
	Tests automatisés Perf	8	8	8							
Exigence YY - #103	IHM	8	8	8							
	Mise à jour documentation	2	2	2							
	Services métier	10	10	5							
	Tests automatisés Perf	8	8	8							
Exigence XY - #33	IHM	8	8	8							
	Mise à jour documentation	2	2	2							
	Services métier	10	10	7							
	Tests automatisés Perf	8	8	8							
Exigence Y - #365	IHM	8	8	4							
	Services métiers	10	5	0							
	Jours d'itération	Je	Ve	Lu	Ma	Me	Je	Ve	Lu	Ma	Me
	Trajectoire idéale	102	91	79	68	57	45	34	23	11	0
	Trajectoire réelle	102	91	66							

Question 48

Sprint Backlog

Exigence	Sous Tâche	Reste A Faire									
Exigence X - #102	IHM	8	8	6							
	Mise à jour documentation	2	2	0							
	Services métier	10	4	0							
	Tests automatisés Perf	8	8	8							
Exigence YY - #103	IHM	8	8	8							
	Mise à jour documentation	2	2	2							
	Services métier	10	10	5							
	Tests automatisés Perf	8	8	8							
Exigence XY - #33	IHM	8	8	8							
	Mise à jour documentation	2	2	2							
	Services métier	10	10	7							
	Tests automatisés Perf	8	8	8							
Exigence Y - #365	IHM	8	8	4							
	Services métiers	10	5	0							
	Jours d'itération	Je	Ve	Lu	Ma	Me	Je	Ve	Lu	Ma	Me
	Trajectoire idéale	102	91	79	68	57	45	34	23	11	0
	Trajectoire réelle	102	91	66							