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Agile Methodology MCQ Quiz

Q1. Select the option that suits the Manifesto for Agile Software Development:

> A. Working software
> B. Individuals and interactions
> C. Customer collaboration
> **D. All of the above**

Q2. Agile Software Development is based on:

> A. Linear Development
> B. Incremental Development
> **C. Both Incremental and Iterative Development**
> D. Iterative Development

Q3. Which one of the following is not an agile method?

> **A. 4GT**
> B. AUP
> C. XP
> D. None

Q4. Agility is defined as the ability of a project team to respond rapidly to a change:

> A. True
> **B. False**

Q5. How is plan driven development different from agile development ?

> A. Specification, design, implementation and testing are interleaved
> B. Outputs are decided through a process of negotiation during the software development process
> **C. Iteration occurs within activities**
> D. All of the above

Q6. How many phases are there in Scrum ?

A. Scrum is an agile method which means it does not have phases
B. Three
C. Two
D. Four

Q7. Agile methods seem to work best when team members have a relatively high skill level:

A. True
B. False

Q8. Which of the following does not apply to agility to a software process?

A. Only essential work products are produced
B. Eliminate the use of project planning and testing
C. Uses incremental product delivery strategy
D. None

Q9. Which three framework activities are present in Adaptive Software Development(ASD) ?

A. speculation, collaboration, learning
B. analysis, design, coding
C. requirements gathering, adaptive cycle planning, iterative development
D. All of the above

Q10. In agile development it is more important to build software that meets the customers' needs today than worry about features that might be needed in the future.

A. True
B. False

Q11. Which of the following is delivered at the end of the Sprint?

A. An architectural design of the solution
B. An increment of Done software
C. A document containing test cases for the current sprint
D. Wireframes designs for User Interface

Q12. Product Backlog should be ordered on the basis of?

A. The complexity of the items being delivered
B. Based on the Scrum Team choice
C. Value of the items being delivered
D. Size of the items being delivered

Q13. In an Agile environment, what is the main responsibility of a tester?

A. Send test execution reports to the stakeholders
B. There is no role as a Tester in Scrum
C. Finding bugs
D. Create automation scripts

Q14. When is a Sprint Retrospective ceremony performed?

A. At the end of each Sprint
B. Whenever needed
C. Whenever the team suggests
D. Whenever the Scrum Master suggests

Q15. What is a Sprint Review?

A. Activity to seek approval for the work done
B. Activity to improve Scrum Processes
C. Activity to plan for the release
D. Activity to Introspect and Adapt

Q16. .... is not an agile method:

A. Waterfall
B. Crystal
C. Scrum
D. Extreme Programming

Q17. ....four framework activities found in the Extreme Programming(XP):

A. planning, analysis, coding, testing
B. analysis, design, coding, testing
C. planning, design, coding, testing
D. planning, analysis, design, coding

Q18. In Scrum, when is a Sprint Over?

A. After completing all the Sprint Backlog tasks
B. After completing the final testing
C. When the time box expires
D. After completing all the Sprint Backlog Items

Q19. Select the option that suits the Manifesto for Agile Software Development:

A. Working software
B. Individuals and interactions
C. Customer collaboration
D. All of the given options

Q20. BurnDown Chart represents ....

A. The velocity of the team
B. The capacity of the team members
C. Amount of remaining work with respect to time
D. Project Progress

Q21. Which of the following is the BEST approach for estimation?

A. Analogy
B. Expert opinion
C. Disaggregation
D. A combination of all of the above

Q22. When forming an Agile project team it is BEST to use:

A. Top management officials
B. Generalized Specialists
C. Highly specialized developers
D. All of the above

Q23. How is Agile planning different from the traditional approach to planning?

A. Agile planning places emphasis on the plan
B. Agile planning is non iterative
C. Agile planning places emphasis on planning and is iterative
D. Agile planning is done only once

Q24. The 1OCCSS of testing Delivered or "done done" stones is known as:

A. Release Testing
B. Exploratory Testing
C. Unit Testing
D. Integration Testing

Q25. Which of the following is NOT one of the five core risk areas common to all projects?

A. Strategic Alienation
B. Specification Breakdown
C. Scope Creep
D. Intrinsic Schedule Flaw

Q26. A Persona used within an Agile user story can he thought of as:

A. A formally-assigned user-acceptance tester
B. An imaginary representation of a user role
C. A person who viIl only use the application infrequently
D. A person who will influence early adopters of the application

Q27. Who prioritizes product backlog?

A. Scrum master
B. Scrum team
C. Product owner
D. none

Q28. Which skill are required by Agile tester?

A. Keen to learn and adopt new technology
B. Domain knowledge
C. Effective communicator who maintains good relationship with development teeam
D. All of these

Q29. If a team can complete 10 story points In an iteration then how long will it take for the team to complete 100 story points?

A. 10 waves
B. 20 Iterations
C. 10 Iterations
D. 20 waves

Q30. How does tools like FIT and Fitness compliment Agile?

A. Code coverage metrics
B. Unit Test
C. Automated Acceptance Tests
D. Continuous Integration

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