The main difference between an agile methodology and the waterfall method is their flexibility:
false[ ] true[ ]

There is a specific way to implement one agile methodology:
false[ ] true[ ]

Scrum and kanban are agile:
false[ ] true[ ]

Corporations will always benefit from implementing agile when it comes to developing software:
false[ ] true[ ]

One sprint is always the same length as another sprint in the same project in Scrum:
false[ ] true[ ]

A person in charge for a group in Scrum is called Scrum Blaster:
false[ ] true[ ]

User stories is
a good way of communicating your “how the application will work” ideas to the customers:
false[ ] true[ ]

The product owner in Scrum prioritizes the product backlog:
false[ ] true[ ]

Informal information sharing is a fundamental part of agile development:
false[ ] true[ ]

Scaling agile methodologies for big organizations is easy and effective:
false[ ] true[ ]

Scaling agile methodologies for big organizations is not possible:
false[ ] true[ ]

The smaller the system the more effective the agile method is likely to be:
false[ ] true[ ]

The dev team is in general terrified by the product owner due to it’s often torturing ways of punishing code errors:
false[ ] true[ ]

Agile development is only possible in specifically software development or maintenance:
false[ ] true[ ]

Agile methodologies can not be used if the customer isn’t involved continuously:
false[ ] true[ ]

Systems that require a lot of analysis before implementation and need a fairly detailed design, are more subjective to plan based development:
false[ ] true[ ]

Agile methodologies incorporates elements of plan based approaches:
false[ ] true[ ]

The kanban board == The scrum board:
false[ ] true[ ]

The agile manifesto will save us:
false[ ] true[ ]

Agile has become more of a product than what it is intended as:
false[ ] true[ ]

Agile software development was first introduced by the Roman empire in the year 192 when coping with the assassination of Commodus:
false[ ] true[ ]