**agile-scrum-master-interview-questions.html**

**How Does Agile Testing (development) Methodology Differ From Other Testing (development) Methodologies?**

The testers (developers) ensure that the whole process of testing (development) is broken into small steps as possible, and just a small unit of code is tested (developed) in each of these steps. The team of testers (developers) consistently communicates the results of their work, and changes the short term strategy and even the development plan on the go, based on the results of agile testing. Agile methodology encourages flexible and rapid response to change, which should lead to better end results.

**What Do Daily Stand Up Meetings Entail?**

Each day, at same time and same place (in front of the task board), the team meets to give updates about their tasks and tickets resolved for the day. This meeting addresses SCRUM’s three questions listed below.

What have you completed since the last meeting?

What do you plan to complete by the next meeting?

What is getting in your way?

**What Is A Release Candidate?**

A Release candidate is a build or version of software that can be released to production. Further, testing such as UAT may be performed on this version of the product.

**What Are The Most Important Components Of Agile?**

The key feature of agile are:

Daily stand-up meetings.

CRC (Class Responsibilities and Collaborators) cards

timeboxed task boards.

TDD (Test Driven Development), Continuous Integration, regular code reviews, pair programming, automated builds, continuous deployment and delivery, etc.

You have iteration planning meetings and carry out iterative development.

**What Project Management Tools Are Used In Agile?**

Agile has a new breed of PM tools including Rally Software, Version One and Xplanner ,Easybacklog, Icescrum, Agilefant, Agilo.These tools bear no resemblance to the waterfall PM tools like MS-Project or Clarity.

**How Study Board Can Be Defined In Agile?**

A Story Board is a visual representation of a software project’s progress. There are generally four columns ‘To do’, In Progress’, ‘Test’, and ‘Done’. Different colored post, its notes are placed in each column indicating the progress of individual development items. A story board is typically used in agile development.

**How Much Time Should A Person Expect To Spend On Scrummaster Activities?**

A ScrumMaster should make this role their top priority to focus on benefits of the overall team. Their load will vary from sprint to sprint depending on what impediments and issues the team is dealing with. Newly formed teams typically take more ScrumMaster time; 50%-100%, while experienced ScrumMasters with established well functioning teams might spend 50% or less time on the ScrumMaster role.

**What Qualities Should A Good Agile Tester Have?**

Agile tester should be able to understand the requirements quickly.

They should know Agile concepts and principals.

As requirements keep changing, testers should understand the risk involved in it.

Agile tester should be able to prioritize the work based on the requirements.

Communication is must for an agile tester as it requires constant communication with developers and business associates.

**What Is Difference Between Epic, User Stories & Tasks?**

Epic is a group of related user stories.

User Stories define the actual business requirement. Generally created by the business owner.

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

**How The Velocity Of Sprint Is Measured?**

If capacity is measured as a percentage of 40 hours weeks then completed

= story points \* team capacity

If capacity is measured in man hours then completed story points / team capacity.

**Explain What Is A Product Backlog In Scrum?**

Before the scrum sprint initiates, product owner reviews the list of all new features, change requests, enhancements and bug reports and determines the priority. If the project is new, it includes new features that the new system must provide- this list of item is referred as Product Backlog. The items that are kept on sprint are referred as Sprint Backlog.

**Explain Velocity In Agile?**

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

**How Tracer Bullet Can Be Used?**

Tracer bullet can be used as 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.

Tracer ammunition, which is a part of bullet built with a small pyrotechnic charge in their base

It is a fictional detective, alter ego of Calvin in the comic strip Calvin and Hobbes

It is used in Scrum (software development)to describe a proof-of-concept deliverable

Pathfinder (library science) – a term for those pathfinders produced by the Library of Congress.

**How Qa Can Add Value To An Agile Team?**

QA can provide value addition by thinking differently about the various scenarios to test a story. They can provide quick feedback to the developers whether new functionality is working fine or not.

QA is not a separate silo but is part of a cross-functional project team. It is included in the project from the beginning, and the whole team works together on user stories using the same tracking tools. The Director of the QA team works closely with the executive management team to identify technology and staffing needs in relation to project pipelines.

Quality Assurance is empowered to support projects and add value in whatever way the situation requires. Examples include: design reviews, requirements assessments, browser and device support, process, tools, risk assessments, and helping to determine “Definition of Ready” and “Definition of Done.”

QA sits with the project team whenever possible, allowing for increased conversation and problem solving in real time. The QA team attends and contributes to all relevant planning meetings and sprint ceremonies and also work directly with clients on quality and testing processes.

Members of QA teams always learn as individuals, as project team members, and as representatives of a skilled discipline within the organization. Our process and approach to testing evolves to keep up with advances in technology and the changing needs of clients. What works for one client or project might differ radically from another. Flexibility is the key.

**What Does A Scrum Burn Down Chart Comprise?**

A scrum burn down chart should consist of:

X-axis that displays working days

Y-axis that displays remaining effort

Ideal effort as guideline

Real progress of effort

**What Is Scrum Sprint?**

A Scrum Sprint is a regular, repeated work cycle in scrum methodology during which work is completed and made ready for review. Scrum sprints are basic units of development in the scrum methodology. Generally, scrum sprints are less than 30 days long.

Sprints contain and consist of the Sprint Planning, Daily Scrums, the development work, the Sprint Review, and the Sprint Retrospective.

During the Sprint:

No changes are made that would endanger the Sprint Goal

Quality goals do not decrease, and

Scope may be clarified and re-negotiated between the Product Owner and Development Team as more is learned.

**What Are The Artifacts Of Scrum Process?**

Scrum process artifacts include:

Sprint backlog – The Sprint Backlog is the set of Product Backlog items selected for the Sprint, plus a plan for delivering the product Increment and realizing the Sprint Goal. The Sprint Backlog is a forecast by the Development Team about what functionality will be in the next Increment and the work needed to deliver that functionality into a “Done” Increment.

Product backlog – The Product Backlog is an ordered list of everything that might be needed in the product and is the single source of requirements for any changes to be made to the product. The Product Owner is responsible for the Product Backlog, including its content, availability, and ordering.

Velocity chart- A velocity chart shows the sum of estimates of the work delivered across all iterations. Typically, velocity will stabilize through the life of a project unless the project team make-up varies widely or the length of the iteration changes.

Burn-down chart – It is a chart that shows how quickly you and your team are burning through your customer’s user stories. It shows the total effort against the amount of work we deliver on each iteration.

**Does Maximum Velocity Mean Maximum Productivity?**

No, in an attempt to maximize velocity, a team may in fact achieve the opposite. If asked to maximize velocity, a team may skimp on unit or acceptance testing, reduce customer collaboration, skip fixing bugs, minimize re-factoring. While potentially offering short-term improvement (if you can call it that), there will be a negative long-term impact. The goal is not to maximize velocity instead the optimal velocity over time, which takes into account many factors including quality of the end product.

**How To Measure Velocity If Our Iteration Lengths Change?**

You can’t measure it easily. Velocity’s value comes from its inherent consistency. A fixed iteration length helps drive the reliable rhythm of a project. Without this rhythm, you are constantly revising, re-estimating, and reconciling, and the ability to predict out in the future is minimized due to inconsistent results.

If, on the other hand, almost everyone is going to be out a week for the holidays or a couple days for company-wide meetings then by all means adapt iteration dates or velocity accordingly. Like most agile practices, these are guidelines, not strict rules.

Kanban (development) Interview Questions & Answers

**Explain What Is Kanban?**

A Kanban is a like a flash card carrying all the information about the status of your work and the work required to be done on the product at each stage of software development cycle. In simple terms, it classifies your work in three categories, TO DO -> WORK IN PROGRESS -> DONE.

**What Is The Advantage Of Using Kanban?**

**The advantage of using Kanban is:**

It helps an organization to lower the costs

It creates a work site that can respond to changes quickly

It facilitates the methods of achieving and assuring quality control

Allows the team to reach their maximum potential

When priorities changes Kanban works best

It can deliver feature faster due to their shorter cycle times

Remove the activities that are of least concern or no concern to the team or organization

Rapid feedback loops increase the chances of more motivated, empowered and higher performing team members.

**Mention Some Of The Key Differences Between Scrum And Kanban?**

**Scrum:**

You have to do daily standup meetings

Iteration is a part of Scrum

Task is designed and structured in such a way that it fits within iteration

Board is reset at every sprint

The process involves three people scrum master, product owner, and scrum team

Retrospective is required

**Kanban:**

Daily stand up meeting is not required

Iteration can be used as optional; it can be even driven

There is no size limit for the task

Board is more or less remains same

There are no defined roles

Retrospective is not required

**On What Principle Does Kanban Works On?**

**Kanban works on three principles:**

It helps to visualize the task you working on and the items in context of each other

It helps to balance the workflow for teams, so they don’t commit themselves to unnecessary work or overburden of work

On completion of any work, it pulls out the most prioritized work from the backlog.

**What Type Of Kanban Board Is Used For Testing And Programming In Gaming?**

Game developer often uses Heijunka board.  The benefit of Heijunka board is that, unlike simple scrum design board, this board allows all staff to work independently.  This will reduce the redundancy among the team, and the team does not have to wait for another unit to finish their task.

**What Does Online Kanban Board Provides?**

It gives real-time visibility into what people are working on

It helps you to visualize, optimize and take control of your workflow

It helps to limit work in progress to prevent bottlenecks

It helps to collaborate in real time with team members

Using the horizontal swimlanes it helps to track multiple projects on one board.

**What Information Does Kanban Analytics Provides?**

Kanban analytics provides information about the workflow and removal of any bottlenecks

Improves and monitor work efficiency

Provides estimation time for the completion of the task

To get a quick insight into project status use breakdown charts

Using cumulative flow diagram measures cycle time

**What Information Does Time Tracker Gives In Kanban?**

Time tracker provides detail summary about the work done at that instant of time.

**It is useful in many ways like:**

Time reports by project, user or task

Detailed reports about the work done

Manageable time entries

Easy time tracking

**What Are The Features Of Online Documents In Kanban?**

**In Kanban, with online document features you can do things like:**

Pin up documents to tasks and upload them to your cloud storage

Collaborate in real time on Google drive

Link to file on Box, Onedrive and Dropbox

**How Kanban Is Useful In Project Management?**

**With the help of Kanban, you can organize your work into projects:**

Build project teams

Invite people to join the team

Share and collaborate on work to do- using online Kanban boards.

**Mention What Is “power-ups” In Kanban? What Are The Different Types Of “power-ups”?**

In Kanban, Power-ups allows you to customize your board as per your need.

**It adds various spectrum of features to your Kanban board like:**

Card block

Card aging

Developer tools

Team activity widget

Task navigator

Auto-assign

Add task box

Calendar widget

Web attachment

**Explain How You Can Link A Card Together In Kanban?**

**To link card together in Kanban, there are two ways:**

**You can use tags to link two cards:** First you have to create cards and have to link cards using the same tag (Eg: guru99), and then you can search all tasks linked using search option

**Using unique URL:** Each card in Kanban has unique URL, and you can copy this URL and paste it to another card’s external link fields.

**Where Should You Put The Kanban-items That Fails The Test?**

It is very important to differentiate the developers about the test case that is failed and returned and the test case that is ready or fresh to test.  In order to differentiate this to the developer, you can split READY option in Kanban into two categories a) Re-open b) Ready.  Re-open option status will have test-cases that are failed while ready option should have new test case that is yet to be tested.

**Explain What Is The Best Way To Track Progress When Using Kanban?**

While using Kanban, the best way to track progress is Cumulative Flow Diagram.  It replaces burndown/burnup chart for Kanban teams.

**Explain How To Release With Kanban?**

Kanban tells you more about how to manage the flow of work rather than how to release the work.  However, there are few steps that might be helpful while releasing work or product in Kanban.

**They are:**

Release in Kanban should be every two weeks on a schedule

To avoid too many sticky notes in the “done” section, and to run the process smoothly, inform the business unit about releasing the product or work

Release the item early which is of high priority and needed immediately.

**Is It Possible To Generate Kanban Labels From Trac Tickets?**

Yes, it is possible through an open source solution known JimFlow, and it can interact with Trac Tickets.

**There are few benefits of it like:**

It print tickets directly out of the ticket system

It supports flow boards having columns

It can take photos in custom intervals

With ticket title and type it can generate digital version of the board

Update ticket in ticket system on movement.

**Explain Why Scrumban Is Preferred More Over Kanban?**

**The benefits of Scrumban is:**

No need for upfront planning

Involves team concept unlike Kanban

It involves sprint and increase the productivity of the team compare to Kanban

No changes can be done to Sprint Backlog

Product Owner can be involved in the team

Daily Scrum- it helps the team to self-organize and self-manage

Sprint review- it involves business stakeholders, and they can give their feedbacks

It includes retrospective.

**Explain What Is The Meaning Of Cycle Time And Throughput?**

**Productivity is estimated in terms of cycle-time:**

**Cycle Time:** It is the length of time to complete the process.

**Throughput:** It is the sum of the output from a process in a given period of time.

Scrum Interview Questions & Answers

Scrum Interview Questions & Answers

**What Is The Advantage Of Doing Scrum?**

The advantage of doing scrum is that while performing the test

It minimizes the risk in response to changes made to the system

It increases ROI ( Return of Investment)

It improves the process continuously

It repeatedly and rapidly looks into actual working software

Anyone can see real working software and continue to enhance for another iteration.

**How Long Does A Scrum Cycle Last? Who Are Involved In Scrum Cycle?**

Scrum cycle depends on the type of project the team is working on, usually, it ranges about 2-4 weeks to about a month.  In scrum cycle, it includes a

Scrum master

Product owner

Team

**Explain What Is User Stories In Scrum?**

In scrum, user stories are short, one sentence definitions of a feature or functionality.

**List Out What Are The Artifacts Of Scrum Process?**

**Scrum process artifacts include:**

Sprint backlog

Product backlog

Velocity chart

Burn-down chart

**Explain What Is Scrum Sprint?**

Scrum project is developed in a series of “sprint”. It is a repeatable and regular work cycle in scrum methodology during which work is accomplished and kept ready for review.

**Explain What The Ideal Duration Is For Sprint, And How It Affects The Workflow?**

Sprint in Scrum usually lasts for 30 days or two weeks.  The two-week sprint is preferred for various reason, first it makes easier for the team to estimate, plan and complete the work in two weeks. Secondly, it gives enough time to the product owner to change the priorities more often and allows the team to adapt quickly to the market pressures.

**Explain What Is A Product Backlog In Scrum?**

Before the scrum sprint initiates, product owner review the list of all new features, change requests, enhancements and bug reports and determines which ones are of high priorities. If the project is new it includes new features that the new system must provide, this list of item is referred as Product Backlog.  The items that are kept on sprint are referred as Sprint Backlog.

**During Scrum Meeting What All Things Are Done?**

**During scrum meeting:**

Team analyze how much time they got to complete task during the Sprint From product backlog, team takes the first item and breaks into tasks Team estimates how long a task will take If there is any time left during the sprint, they will move on to the next item on the product backlog Decide the features which have clarity and estimates how many to be scoped for sprint.

**Mention In Brief, What Is The Role Of Scrum Master In Scrum?**

Removes any obstacles that the team faces during the pursuit of its sprint goals

Maximizing the productivity of the team

Making sure that the scripting language used for system testing and unit testing is written in the same language

Guides the team and product owner to improve the effectiveness of their practices

Makes sure that all standard scrum practices are followed

**What Does A Scrum Burn Down Chart Should Consist Of?**

**A scrum burn down chart should consist of:**

X-axis that displays working days

Y-axis that displays remaining effort

Ideal effort as guideline

Real progress of effort

**List Out The Dis-advantages Of Scrum?**

It will be a tricky job for a scrum master to plan, organize and structure a project that lacks a clear goal

Daily scrum meeting requires frequent reviews and substantial resources

A successful project relies on the maturity and dedication of all the team members

Uncertainty regarding the product, frequent changes and frequent product delivery remains during the scrum cycle

It makes all dysfunction visible

It requires significant change

**Explain What Is Scrum Of Scrum?**

Scrum of scrum is used to refer the meeting after the daily scrum.  The responsible person from each team attends the meeting and discuss their work and answer the questions like

Since the last meeting, what is the progress of the team?

What your team is expected to do or should accomplish, before the next meeting?

What are the obstacles your team faced while completing the task?

Were you going to allot any of your work to the following team?

**Explain The Term “increment”?**

The term “Increment” is used to refer the total number of the product backlog items completed during the sprint and all previous sprints. At the end of the sprint, increment should be in done status; also, it must be in reusable condition regardless of whether the product owner is willing to actually release a product or not.

**Explain What Is “velocity”?**

“Velocity” is the total effort a team is capable of in a sprint.  The number is obtained by adding all the story points from the last sprint’s stories.  It is a guideline for the team to understand how many stories they can do in a sprint.

**Explain What Is “sashimi” And “impediments”?**

**Sashimi:** This term is analogous to “done”, it is used to define the specific task when it is completed. The term used by different team to refer their completed task status may differ, but should remain same within one team.

**Impediments:** Any obstacle that prevent the team members from performing their work is referred as impediments

**Explain What Is Scrum Poker Or Planning Poker?**

Scrum poker or planning poker is a technique to estimate the relative size of development goals in software development.  It is a way to determine sprint item durations by playing number cards face down the table, instead of speaking them aloud.

**Explain What Does The Burn Down Charts Shows?**

Burn down charts is used to track sprint status, they act as an early warning indicators; they can be useful in highlighting the “lack of progress”.  Also, they will highlight the area where they see redundancy.

**Mention What Is The Objective Behind Holding A Sprint Retrospective Meeting?**

The objective behind Sprint retrospective meeting is to let team members know how things went during the sprint and discuss possible ways for further improvements for future sprints.

**Mention What Is The Difference Between Sprint And Iteration In Scrum?**

**Iteration:** It is a terminology used to define single development cycle in general agile methods. It is a common term used in the iterative and Incremental development process.

**Sprint:** It is used to define one development cycle or iterative step in a specialized agile method referred as Scrum. Sprint is scrum specific, and not all forms of iterations are Sprints.

**Explain What Is A Story Point In Scrum?**

Each feature in scrum is Story. Story point is an arbitrary measure used by Scrum teams, and it is a metric used by agile teams to determine the difficulty of implementing a given story.

**Explain What Velocity In Scrum Is And How It Is Measured?**

Velocity in a scrum is a measurement of how much the team gets work done in an iterations or sprint. It is measured by

V= Number of total story points / One iteration

**Explain When Scrum Cannot Be Useful?**

Ideally scrum is useful to monitor work with 5 to 10 people, who are committed to achieving the sprint goal.  It does not go well with huge groups or team having more responsibilities.  For larger team, scrum can be applied by splitting the team into small groups and practice scrum.

**What Are The Beneficial Factors Of Doing Scrum?**

The main advantages of doing scrum are during the testing session. When changes are made to the system, it minimizes the amount of risk. The rate of investment or ROI is enhanced and the process is continuously improved. The actual working software is what it looks for promptly. The real working software can be seen by anyone and enhanced for iteration.

**What Is The Period Of Scrum Cycle And Who Are Involved In It?**

Basically, the type of project is what decides the scrum cycle and period of it can be from 4 weeks to a month. The scrum cycle takes into account team, product owner and scrum master.

**Can You Mention The Artifacts Of Scrum Process?**

The artifacts in scrum method or process include product backlog, burn-down chart, sprint backlog, and velocity chart.

**Do You Know About User Stories In A Scrum?**

It is usually a one sentence definition when user stories are considered and they are basically about features or functionality.

**Mention About Scrum Print?**

By means of series of the sprint, the scrum projects are developed. When scrum methodology is considered, they are regular and repeatable work cycle by means of which work is completed and made ready for review.

**Do You Know About The Duration Of Sprint And The Way It Affects Workflow?**

The duration for sprint in 2 weeks or 30 days, when 2 weeks sprint is considered it is used for a number of reasons as it makes planning and implementation of work very easy and simple in just two weeks. The product owner also has opportunities to change the priorities as required and the team can adapt to the pressures that prevail in the market.

**Mention When The Scrum Isn’t Beneficial?**

When 5 to 10 people are working, scrum is beneficial, as they are to achieve sprint goal. When there are big groups with enhanced responsibilities then scrum is not useful. Scrum can be used for big groups when groups are split into smaller groups and scrum can be followed.

**Mention Story Point Is Scrum?**

Every feature in scrum is considered as a story, the arbitrary measure that the scrum teams make use of is called story point. This is actually considered as the metric made use of by the agile teams in order to find out the toughness in achieving the story point.

**Tell Me The Differences Between Iteration And Sprint In A Scrum?**

Sprint is mainly used for defining iterative step or one development cycle in an agile method which is mentioned as scrum. Sprint is considered as scrum specific and all forms of interactions are not considered as scrums. Iteration is mentioned as a single d evelopment cycle in agile methods. It is also considered as a common term used in the incremental development process or iterative process.

**What Is The Main Aspect Of Conducting A Sprint Retrospective Meeting?**

The main intention of a sprint retrospective meeting is to allow team members to know the aspects that had been achieved during the sprint and also discuss few aspects regarding improvements for further sprints.

**Mention What Is Shown In Burnt Down Charts?**

The sprint status is tracked by making use of burnt down charts, they are actually considered as early warning indicators and they also spotlight the decline in progress. The areas where they monitor redundancy is also highlighted.

**Mention About Planning Poker Or Scrum Poker?**

In order to figure out the actual size of software development goals the scrum poker or planning poker is used. It can also be mentioned as a means through which sprint item duration can be determined by making us of number card face down table play rather than speaking them aloud.

**What Is Velocity?**

The capability of the team and its effort in a sprint is called velocity. The story points from all previous sprint stories are added in order to obtain the number. It is actually considered as a guideline for the story to understand the stories in a sprint.

**What Is Increment?**

The complete number of product backlog items completed at times of sprint and previous sprints is termed as an increment. The achievement of increment must be achieved in status at the end of sprints. Irrespective of the owners decision to release the product or not, it must be in reusable condition.

**Scrum Of Scrum Means?**

The meeting conducted after daily scrum is called as scrum of scrum. Each team has a responsible person in their team who attends the meeting and discusses aspects such as the progress of the team after the previous meeting, goals to be achieved before next meeting, hassles faced while achieving the task, and allotting work to other teams.

**Tell Me The Disadvantages Of The Scrum?**

The scrum master handles the tricky job where one needs to organize, plan and structure the projects that lack proper goals. Substantial resources and frequent reviews are required during daily scrum meeting. All team members should possess maturity and dedication for a successful project. There are more of rapid changes, the uncertainty of projects, and prompt product delivery during the scrum cycle. They require vital changes and dysfunctions are visible.