Agile Interview Questions

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(1) What is the duration of a scrum sprint? \*

* **Scrum Sprint duration time is a maximum of one month can be less but do not more than one month. In my current project we are following two-week sprint.**

(2) What is Velocity? \*

* **Velocity is a measure of the amount of work a Team can tackle during a single Sprint**
* **Velocity is the key metric in Scrum.**
* **Velocity is calculated at the end of the Sprint by totaling the Points for all fully completed User Stories.**

**For example, if the development team estimates a total of 160 points over four sprints, the team's expected velocity would be 40 points per sprint.**

(3) What do you know about impediments in Scrum? Give some examples of impediments? \*

**An Impediment is anything that keeps the Team from getting work Done and that slows Velocity.**

**Impediments come in many forms:**

* **A sick team member**
* **Missing resource**
* **Lack of management support**
* **Even a cold team room. If it's blocking the team from doing its work, it's an Impediment.**

(4) What is the difference and similarity between Agile and Scrum? \*

**Difference Between Agile and Scrum.**

* **Agile describes a set of guiding principles that uses an iterative approach for software development**
* **Scrum is a specific set of rules that are to be followed while practicing agile software development.**

(5) What is the increment? Explain. \*

* **The Increment is the sum of all the Product Backlog items completed during a Sprint and the value of the increments of all previous Sprints.**
* **An increment is a body of inspectable, done work that supports empiricism at the end of the Sprint.**
* **The increment is a step toward a vision or goal.**

(6) What is a “build-breaker”? \*

**An inadvertent mistake by a software developer that sometimes stops the build process, or causes unacceptable warnings, and/ or failures in the automated test environments, is known as a 'Build Breaker'. The onus on the developer then is to get the build to normal as soon as possible.**

**Developers might accidentally execute a bug during the development of the software. When such kinds of bugs generate warnings, result in failed normal executions during testing, or even hamper the compilation process- this irregularity is referred to as a broken build. The priority of the tester in such cases is to bring the development back to the standard stage by quickly resolving the issue with bugs.**

(7) What do you understand by Daily Stand-Up? \*

**Every day, preferably in the morning, the team meets for no more than 15 minutes to answer three questions:**

**1. What did you do yesterday?**

**2. What do you plan on doing today?**

**3. Are there any blocks or impediments that keep you from doing your work?**

(8) What do you know about the Scrum ban? \*

**Scrumban is an Agile development methodology that is a hybrid of Scrum and Kanban. Scrumban offers teams a way of learning how to practice continuous improvement in Kanban without abandoning the familiar structure of Scrum.**

(9) State some of the Agile quality strategies. \*

**Agile test strategy supports Dev Ops and continuous testing. And continuous testing is important to improving product quality.**

**In Agile development, testing needs to happen early and often.**

**Tests are prioritized just like user stories.**

**Testers aim to get through as many tests as they can in an iteration.**

(10) Do you know about Agile Manifesto & its Principles? Explain in brief. \*

**The four core values of Agile software development as stated by the Agile Manifesto are:**

**1.individuals and interactions over processes and tools**

**2.working software over comprehensive documentation**

**3. customer collaboration over contract negotiation.**

**4.Responding to Change Over Following a Plan**

(11) Is there any drawback to the Agile model? If yes, explain. \*

**Because Agile is based on the idea that teams won't know what their result (or even a few cycles of delivery down the line) will look like from day one, it's challenging to predict efforts like cost, time, and resources required at the beginning of a project (and this challenge becomes more pronounced as projects.**

(12) Define Zero Sprint and Spike in Agile. \*

**A spike usually has a zero-story point and a zero sprint in Agile is an iteration where the team has focused on either spike (investigations) or technical debts (defects) incurred from previous stories.**

(13) What is the role of the Scrum Master? \*

**The scrum master is the team role responsible for ensuring the team lives agile values and principles and follows the processes and practices that the team agreed they would use. The responsibilities of this role include: ... Ensuring a good relationship between the team and product owner as well as others outside the team.**

(14) What do you know about a story point in Scrum?

**A story point is a metric used in agile project management and development to estimate the difficulty of implementing a given user story, which is an abstract measure of effort required to implement it. In simple terms, a story point is a number that tells the team about the difficulty level of the story.**

(15) What is the role of Sashimi in Scrum methodology?

**Sashimi in scrum methodology means every phase of the software development cycle in a sprint which includes requirement analysis, planning & design, development, testing, documentation is complete or not and the product is ready to be displayed, etc.**

(16) What are the different roles in Scrum?

**Scrum has three roles: product owner, scrum master, and development team members. While this is pretty clear, what to do with existing job titles can get confusing. Many teams ask if they need to change their titles when adopting Scrum.**

(17) What are the responsibilities of a Scrum Master?

**The scrum master is the team role responsible for ensuring the team lives agile values and principles and follows the processes and practices that the team agreed they would use. The responsibilities of this role include Clearing obstacles. Establishing an environment where the team can be effective.**

(18) What are the different ceremonies and their importance in Scrum?

**A sprint employs four different scrum ceremonies to ensure proper execution: sprint planning, daily scrum, sprint review, and sprint retrospective. These scrum ceremonies are outlined below: Sprint Planning: This is where the team meets and decides what they need to complete in the coming sprint.**

(19) What do you understand by the term Agile testing?

**Definition: Agile testing refers to a software testing practice that follows different principles of agile software development. ... Agile testing requires continuous interaction between developers, customers, managers, stakeholders, and testers. Testing is an important component of each phase of the developmental process.**

(20) State some major principles of Agile testing?

**Principles of Agile Testing**

**Testing is continuous: Agile team tests continuously because it is the only way to ensure continuous progress of the product.**

**Continuous feedback- Agile testing provides feedback on an ongoing basis and this is how your product meets the business needs.**

(21) What are the skills of a Good Agile Tester?

**Critical and creative thinking. One of the biggest requirements for testers is to be able to think critically as well as creatively. ...**

**Communication. ...**

**Continuous everything. ...**

**Programming. ...**

**Automation.**

(22) What do you understand by the term “Scrum of Scrums”?

**The Scrum of Scrums is a time-boxed session in which a representative from each Team shares high-level updates on their respective team's work and articulates their progress and impediments. Ideally, it should follow the various teams' Daily Stand-ups, so that the latest information is communicated.**

**(Definition. A technique to scale Scrum up to large groups (over a dozen people), consisting of dividing the groups into Agile teams of 5-10. Each daily scrum within a sub-team ends by designating one member as “ambassador” to participate in a daily meeting with ambassadors from other teams, called the Scrum of Scrums.)**

(23) Scrum is an Agile framework, right? Name a few other Agile frameworks?

**Agile isn't a fully defined thing — it's a manifesto of beliefs — and a lot of frameworks and methodologies like Kanban and Scrum can fall under its umbrella and work for teams of all sizes. But two officially agile frameworks come up more often than not.**

(24) Is it ever suggested to use waterfall over Scrum? If yes, explain when?

**You shouldn't use waterfall for anything but the simplest of projects, which effectively ... Waterfall methodologies, which enforce following a rigid plan over responding to ... complexity and mitigate risk exposure within a defined time box (the iteration or sprint) so that you ... Will the software ever change after its first release?**

(25) Why does Scrum encourage the use of automated testing for projects?

**It's a prerequisite to becoming a truly agile team. Automated tests can provide faster feedback than a manual test, reducing rework and long feedback cycles.**

(26) What do you know about the “Planning Poker” technique?

**Planning Poker is an agile estimating and planning technique that is consensus-based. To start a poker planning session, the product owner or customer reads an agile user story or describes a feature to the estimators.**

(27) Name some methodologies and development where you have used the Agile model. \*

**The most widely used agile methodologies include:**

**Agile Scrum Methodology.**

**Lean Software Development.**

**Kanban.**

**Extreme Programming (XP)**

**Crystal.**

**Dynamic Systems Development Method (DSDM)**

**Feature Driven Development (FDD)**

**(When to use Agile model:**

**When new changes are needed to be implemented. ...**

**To implement a new feature the developers need to lose only the work of a few days, or even only hours, to roll back and implement it.**

**Unlike the waterfall model in the agile model very limited planning is required to get started with the project.)**

(28) Share your experience as a Scrum Master/Product Owner/Agile team member and what were your primary responsibilities?

**Highlight any Relevant Experience. ...**

**Look for Opportunities with Your Current Employer First. ...**

**Look for Volunteer Opportunities. ...**

**Get Certified. ...**

**Know that Most Resumes Are Computer Screened First. ...**

**Network Even More than Normal. ...**

**Go Out of Your Way to Highlight Your Other Relevant Experience. ...**

**Be Patient.**

**Some of My Experiences Regarding Agile Software Development Methodology and Its Core Team Members. Originally ... Facebook shares icon ... The ideal size for an agile team is considered as six to ten members.**

**The scrum master is responsible for ensuring the team lives agile values and ... Assuming that you can just slide project managers who are used to command ... their understanding of agile values and principles, and their experience in the ... Rotating scrum master – members of a team rotate scrum master responsibilities.**

(29) What was the length of sprints/iterations in your project?

**sprint is a fixed period of 1-4 weeks; it depends upon the team to schedule the sprint. The shorter Sprints spanned for one-two weeks help the Scrum teams identify the problems faster, but sometimes it seems uncomfortable.**

**The Scrum method suggests 3-4 weeks as an iteration length, while extreme Programming and Feature-Driven Development suggest 1-2 weeks. When choosing a standard iteration length, you should consider your team's maturity with agile methods.**

(30) How have you done user story mapping & estimation of stories in your projects?

**it's not exactly realistic to expect project teams to plan for a static requirements list ... A user story map helps you arrange user stories into a useful model for ... backlogs are a terrible way to organize and prioritize the work that needs to be done. ... Just drop the story in the grid where your team finds the estimation is suitable.**

(31) What is the biggest challenge you faced in your project while handling the Scrum team members?

**The biggest challenge you may face as a Scrum Master is to tackle the expedited requests for change. An expedited change request from the business often leads to disruption of the sprint cycles.**

(32) Have you ever performed the removal of impediments as a scrum master on behalf of a scrum team?

**We often say that a Scrum Master must remove impediments but they can ... Blockers are the classic stop a team in their tracks problems that most ... You may have to stretch yourself to remove these issues, or you may have ... them that they have simply written them off as “that's how things will always be.**

(33) What is the difference between the agile & traditional ways of working?

**Agile working is based on loops**

**Agile working is fundamentally different from traditional methods. The process is not linear, as in the waterfall model, but follows a loop: A team derives concepts from customer needs and develops prototypes. These go through tests that show whether the user's needs are satisfied.**

**(The main difference between traditional and agile approaches is the sequence of project phases – requirements gathering, planning, design, development, testing, and UAT. In traditional development methodologies, the sequence of the phases in which the project is developed is linear whereas in Agile, it is iterative.)**

(34) What is the difference between the Sprint Planning Meeting and Sprint Retrospective Meeting?

**The Sprint Retrospective occurs after the Sprint Review and before the next Sprint Planning. This is at most a three-hour meeting for one-month Sprints. For shorter Sprints, the event is usually shorter. The Scrum Master ensures that the event takes place and that attendants understand its purpose.**

(35) How is an agile testing methodology different from other testing methodologies?

**Testing is continuous: Agile team tests continuously because it is the only way to ensure continuous progress of the product. ... Test Driven: In agile methods, testing is performed at the time of implementation whereas, in the traditional process, the testing is performed after implementation.**

(36) What is the difference between agile & scrum?

**The key difference between Agile and Scrum is that while Agile is a project management philosophy that utilizes a core set of values or principles, Scrum is a specific Agile methodology that is used to facilitate a project.**

(37) Do you have a Scrum Master certification?

**No**

(38) Do you hold any agile certification? Why did you choose this certification?

**No**

(39) When can you say your story is ready to develop/groom enough to deliver?

**Make Sure Your User Story is Ready Every Time ... out of character by writing about Taylor Swift and Software Development. ... It is small enough to be delivered within a single sprint; It has defined ... The team will need to groom often enough to have enough stories for 1-2 sprints ready at all times.**

(40) How do you manage if the story is a high priority and resources left before the last day of sprint completion?

**Sign up and get an extra one for free. 4 steps to manage unfinished stories at the end of a Sprint. Identify the stories you won't be able to finish. Document and estimate the remaining. Move the story back to the Product Backlog. Take the unfinished stories to the Sprint Retrospective.**

(41) As a scrum project manager, what are your responsibilities? \*

**A good Scrum Master views the role as one of providing a service to the team, removing impediments to progress, facilitating meetings and discussions, and performing typical project management duties such as tracking progress and issues.**

(42) How (What are the parameters) to choose the number of resources required for your scrum team?

**Answer:** The team members are the resources to build a scrum team. And the scrum guide recommends that the development team size should be between 3 and 9 (7 +/- 2) without giving any context or reasons for this.

One common range can’t define the optimal size of the team for everyone. So, some factors should be considered while determining the number of resources required to form a scrum team. These are not just the factors but the need for the development of the scrum team, let’s have a look.

* The broad set of skills required to build the team
* The consistency in team membership for a long period
* Dedication of team members to one and only one team
* Diversity and variety in thought and background I.e. a broad set of ideas and experience for more creativity

The scrum guide also states the issues faced by the teams with over 9 members in terms of concerns instead of failing points. However, you can even have 15 members in the scrum team.

In that case, two teams will be formed according to the nexus Guide for scaling Scrum.

But having a larger team won’t be that effective. In that case, there will be no room for error as going off the tangent will affect the large team more. Remember that the events depend on sprint length, not on the team size. So, just follow the scrum guide along with the consideration of some factors while determining team size.

(43) How did you complete this form? \*

Google

By myself

Help from team members

Google, Help from team members