IMPORTANT INTERVIEW QUESTION

Q. What is a Scrum call?

Ans: The Scrum call is the daily standup meeting which team holds regularly. It mostly occurs at the same location and at the same time each day.

Q. Why is the sprint review required?

Ans: The Agile team should do the sprint review because here, they can assess the project progress against the sprint goal completed during the sprint.

Q. What happens in a Sprint Retrospective?

Ans: The sprint retrospective takes place after the sprint review. During this meeting, past mistakes, potential issues, and new methods to handle them are discussed. This data is incorporated into the planning of a new sprint.

Q. Describe the different events executed in a Scrum?

Ans:

Sprint Planning

- It is the event in which the Product Owner presents the prioritized product backlog to the development team with high business value tasks as the priority items.
- All team members collaborate to understand the work.
- After that each member picks up the items, he/she will finish in the Sprint.
- Product Owner or Scrum Master cannot force the team to pick up more tasks.
- The team then defines the Sprint Goal based on the items taken up in the Sprint.

Summary

- ✓ <u>Attendees</u> Development Team, Test Team, Product Owner, and Scrum Master.
- ✓ Occurrence At the inception of the sprint
- ✓ <u>Time-box</u> Max. Eight hours for a four-week sprint.
- ✓ <u>Input</u> Product backlog, the current product increment, the definition of done (for every user story), team capacity, average velocity.
- ✓ <u>Output</u> Sprint goal, Sprint backlog, a clear picture of the work to be done during the sprint.

Daily Scrum

- It is 15 minutes meet up where team members gather to sync up on a daily basis.
- The scrum master organizes this event, decides the time and place often.
- Every team member keeps the agenda limited to following points.
 - 1. What did I do yesterday?
 - 2. What will I do today?
 - 3. Are there any issues or Impediments?
- The purpose of Scrum is to monitor the progress of Sprint goals in the daily standup. The regular 15- minute get to gather helps each member to collaborate and work in a selforganized manner.
- Its Scrum Masters Role to ensure that every member attends the daily standup. It encourages better communication, timely decision, and sharing knowledge. The daily Scrum inspires the team to learn inspection as well as adoption.

Summery

- ✓ <u>Attendees</u> Dev Team, Test Team, Scrum Master (Product Owner Optional)
- ✓ Occurrence Daily, same place, and at the same time
- ✓ Time-box 15 mins at most.
- ✓ Input Team asks three questions
- ✓ <u>Output</u> Reveal the current status of the Sprint goal, any issues or probable impediments if any.

Sprint Review

- It is a significant activity that is carried out at the end of each Sprint.
- The principal objective of the Sprint review is to inspect the product created in the Sprint and modify the Product Backlog if needed.
- The Development team demonstrates its work to the Stakeholders to get their feedback.
- During the review meeting, Scrum Team and the Stakeholders collaborate to discuss what tasks they have completed in the Sprint and what they will take up next.

Summary

- ✓ <u>Attendees</u> Development Team, Test Team, Scrum Master, Product Owner, and Stakeholders.
- ✓ <u>Occurrence</u> At the end of the Sprint and before Sprint retrospective.
- ✓ <u>Time-box</u> 4 Hrs. (if sprint duration is 1 month)
- ✓ <u>Input</u> Product Increment, updates for the Product Backlog identified in the Sprint.
- ✓ <u>Output</u> Updated Product Backlog, New Idea (if any), a better understanding of tasks and product.

Sprint Retrospective

- This meeting enables the Scrum team to inspect itself and devise a plan for accommodating the improvements, identified for the next Sprint.
- The prime objective of the Sprint retrospective is –

- 1. To review how did the current Sprint performed concerning processes, tools, and interaction with people.
- 2. Recognize the items that went well and potential improvements.
- 3. Devise an action plan to implement improvements that will further help the team to enhance product quality.
- Scrum Master boosts the team to improve itself in the Scrum process framework, as well as the other processes they practice so that they can work more efficiently in the upcoming Sprint.
- During each Sprint Retrospective, the Scrum Team tries to identify and list out ways to increase product quality by improving on the work processes or by adopting the definition of -done. Only if it is appropriate and not in conflict with the standards of the organization.
- Towards the end of the sprint retrospective, it is the responsibility of scrum team to list the improvements that it will implement in the coming Sprint. The Scrum team displays adaptation to the inspection by implementing these reforms in the next Sprint.

<u>Summery</u>

- ✓ <u>Attendees</u> Development Team, Test team, Scrum Master, Product Owner
- ✓ <u>Occurrence</u> After Sprint Review has completed, towards the end of the Sprint.
- √ <u>Time-box</u> 3 Hrs. (if sprint duration is 1 month)

- ✓ <u>Input</u> Results from the Sprint, Sprint Events.
- ✓ <u>Output</u> Lesson learned in the current Sprint, Improvements and corresponding list of actions for the succeeding Sprint.

Q. Explain Velocity in Agile?

Ans: Velocity determines the amount of work a Team can handle during a Sprint. The team calculates the velocity at the end of the Sprint by adding the Points of all the User Stories, completed in that iteration.

Q. Explain the difference between burn-up and burn-down chart?

Ans: Burn-up and burn-down charts are maintained to track the progress of the project. Burn-up charts represent the work that has been completed in any project whereas Burn-down chart represents the work remaining in that project.

Q. What is Sprint Zero in Scrum? Why was it introduced?

Ans: Some organizations introduce a Sprint Zero before the project kicks off actually. This Sprint might be used to accomplish the following tasks. For assembling the Scrum team. Finding a resolution for hardware, software, and colocation issues. If required, train a team in Scrum or other technology. To populate the product backlog with a few high-level items as a preparation for the first Sprint Planning Meeting.

Q. What is the need of splitting User Stories into tasks? 1-4 to 5

Ans: A lot of Scrum teams follow the practice of splitting User Stories into tasks. Following are its benefits. It can help in doing more accurate estimations. Tasks are small; this will help the developers to estimate the amount of work involved in a story more precisely. It minimizes the chances of missing any action point.

Q. Explain the fundamental difference between Epic, User Story and Task?

Ans:

Epic -A group of related User Stories is called an Epic.

<u>User Story</u> - A User Story represents the actual business requirement. It is the Product Owner who creates User Stories from the requirements.

<u>Task</u> - A User Story is broken down into small action items called Tasks. Team members work on these Tasks to accomplish the User Story. Merging the work done for associated Tasks implements the User Story.

Q. What is a Task board in Agile?

Ans:

- A is a physical dashboard which displays the user stories included in the current Sprint Backlog, along with its constituent tasks. Usually, the team uses index cards or post it notes to show the information on the Task board.
- The Task board get divided into following columns:
 - ➤ <u>Stories</u> This column contains a list of all the User Stories in the current Sprint Backlog.
 - Not started/ To Do -This column contains those Tasks of the User Stories on which work has not yet begun. In progress This column contains all the Tasks on which work has already begun.
 - ➤ <u>To Verify / Testing</u> This column contains the Tasks pending for verification or testing.
 - <u>Done</u> This column contains all the tasks which are complete.
- You can say that the Task board is a visual display of the progress of the Scrum team during a Sprint. As the Sprint progresses, the cards mentioning the individual tasks move from the left most column of the Task board towards the

right. Once all the Tasks associated with a particular User Story gets completed, it gets switched

Q. Can a Sprint be allowed to extend?

Ans: Its not a good practice to extend the sprint. It is because velocity could vary in different sprints.

Q. Who has the right to cancel the sprint?

Ans: It is PO (product owner) who has the right to abort a sprint. He should do so only before the Sprint duration is over. A Sprint can also get cancelled if the Sprint Goal becomes antiquated.

Q. How will you define storyboard in Agile?

Ans:

- Storyboard is a graphic organizer or visual representation of the progress of a software project.
- This has four columns:
 - ✓ To do
 - ✓ In Progress
 - ✓ Test
 - ✓ Done

Q. What are the different roles in Scrum?

Ans: The three scrum roles i.e. Scrum Master, Product Owner and Team should be explained with the details of few primary responsibilities of each role. You can add more details as mentioned below for a particular depending on the role you are getting interviewed for.

Product Owner

A product owner is actually the stakeholder of the project. He represents the project requirements before the team. He is responsible to have a vision of what to build and convey his detailed vision to the team. He is the starting point of an agile scrum software development project.

Scrum Team Scrum team is formed by the collective contribution of individuals who perform for the accomplishment of a particular project. The team is bound to work for the timely delivery of the requested product.

Scrum Master

Scrum master is the leader and the coach for the scrum team who checks whether the scrum team is executing committed tasks properly. He is also responsible to increase the efficiency and productivity of the team so that they can achieve the sprint goal effectively.

Q. How does a Scrum Master track Sprint progress?

Ans:

- ✓ Daily Scrum meetings
- ✓ Scrum retrospectives
- √ Sprint planning
- ✓ Escaped defects
- ✓ Defect density
- ✓ Sprint burn down
- √ Team velocity