**Agile Quiz**

**What is agile methodology?**

1. Agile methodology is a sequential approach to software development.
2. Agile methodology is an iterative approach to software development.
3. Agile methodology is a circular approach to software development.
4. Agile methodology is a prototype approach to software development.

**When agile methodology was introduced?**

1. 2001
2. 2009
3. 2000
4. 2004

**. How much time does each iteration in agile methodology take?**

1. 1-2 weeks
2. 2-3 weeks
3. 1-4 weeks
4. 1-2 months

**Does agile methodology ask user's feedback?**

1. Yes
2. No

**How many roles are there in agile methodology?**

1. 3
2. 2
3. 4
4. 5

**Which of the following are the responsibilities of a Scrum master role in agile methodology?**

1. Scrum master is a team leader.
2. Scrum master helps other members included in the project to work with agile methodology.
3. Scrum master is responsible for planning meetings regularly.
4. All of the above.

**Which of the following are the responsibilities of a Product owner role in agile methodology?**

1. Product owner explains the requirements of the project.
2. Product owner also takes part in meetings and daily stand-up calls.
3. Product owners fix the final release date of the project.
4. All of the above.

**Which of the following is/are the advantages of using agile methodology?**

1. Customer is satisfied.
2. Application’s development is rapid.
3. Last-moment changes are also accepted.
4. All of the above.

**Which Agile approach emphasizes continuous improvement, workflow visualization, and limiting work in progress?**  
a) Scrum  
b) Kanban  
c) XP  
d) Lean

**Who is responsible for maximizing the value of the product and the work of the Development Team?**  
a) Scrum Master  
b) Product Owner  
c) Development Team  
d) Stakeholders

**Agile team members collectively decide how much work they can complete during a sprint. This concept is known as:**  
a) Sprint goal  
b) Backlog refinement  
c) Sprint planning  
d) Self-organization

**The stakeholders’ role in Agile primarily involves:**  
a) Setting project timelines  
b) Reviewing the product and providing feedback  
c) Leading the daily stand-up meetings  
d) Assigning tasks to team members

**In Agile, what is the primary purpose of a user story?**  
a) To define technical tasks for developers  
b) To capture functional requirements from the user’s perspective  
c) To document the project timeline  
d) To specify detailed project specifications

**Which Agile technique involves breaking down user stories into smaller, more manageable tasks?**  
a) Storyboarding  
b) Task decomposition  
c) Product backlog grooming  
d) Sprint planning

**Which Agile planning meeting involves the entire team reviewing and discussing the backlog items to ensure they are well understood and ready for implementation?**  
a) Daily stand-up  
b) Sprint planning  
c) Backlog refinement (grooming)  
d) Sprint review

**What does the term “velocity” represent in Agile project management?**  
a) The speed at which tasks are completed within a sprint  
b) The number of tasks completed during a sprint  
c) The capacity of the team to handle tasks  
d) The estimated time for task completion

**What is the primary goal of the Sprint Review meeting in Agile?**  
a) To review and adjust the sprint backlog  
b) To discuss impediments and challenges faced during the sprint  
c) To inspect the increment and gather feedback from stakeholders  
d) To plan the next sprint’s tasks

**Which Agile practice involves the team reflecting on their performance to improve effectiveness continuously?**  
a) Sprint Retrospective  
b) Daily Stand-up  
c) Sprint Planning  
d) Backlog Refinement

**What does the term “Minimum Viable Product (MVP)” signify in Agile development?**  
a) A product with minimal features but sufficient for initial release  
b) A product with all possible features included  
c) A product without any features but a strong concept  
d) A product with only basic functionalities

**The concept of “timeboxing” in Agile refers to:**  
a) Estimating project duration  
b) Setting a fixed amount of time to complete a task or activity  
c) Prioritizing tasks in a backlog  
d) Creating deadlines for the team.

**What is the primary purpose of the Daily Stand-up (Daily Scrum) meeting in Agile?**  
a) Detailed status reporting to management  
b) Problem-solving discussions  
c) To inspect progress and synchronize activities within the team  
d) Long planning sessions

**What is the Agile Manifesto primarily focused on?**  
a) Comprehensive project documentation  
b) Tools and processes over individuals and interactions  
c) Responding to change over following a plan  
d) Negotiating contracts over customer collaboration

**In Agile, the term “time-to-market” refers to:**  
a) The amount of time taken to complete each sprint  
b) The duration taken to develop the entire project  
c) The speed at which the product reaches the market for customers  
d) The time allocated for product testing

**Agile encourages face-to-face communication because:**  
a) It eliminates the need for documentation  
b) It ensures that all team members are always present in meetings  
c) It fosters better understanding and collaboration among team members  
d) It speeds up decision-making processes

**Which Agile practice encourages the constant evolution and improvement of processes and teamwork?**  
a) Sprint Review  
b) Daily Stand-up  
c) Retrospective  
d) Sprint Planning

**User requirements are expressed as \_\_\_\_\_\_\_\_\_\_ in Agile Methodology.**

|  |  |
| --- | --- |
| (a) | Stories |
| (b) | Functionalities |
| (c) | Implementation tasks |
| (d) | None of the given options  **What should be the size of the Development Team?**  a. 5+-3  b. 5+-4  c. 6+-4  **d. 6+-3**  e. 6+-2 |