**Q #1) Which of the following is delivered at the end of the Sprint?**

a. A document containing test cases for the current sprint

b. An architectural design of the solution

**c. An increment of Done software**

d. Wireframes designs for User Interface

**Reasoning**

The output of every Sprint is an Increment of a Done Software which can be shipped off to the end user for usage. An item is only marked done if it matches the definition of done.

**Q #2) Product Backlog should be ordered on the basis of?**

**a. Value of the items being delivered**

b. The complexity of the items being delivered

c. Size of the items being delivered

d. The risk associated with the items

e. Based on the Scrum Team choice

**Reasoning**

Product Backlog is ordered on the basis of the value they provide to the business.

The value may be influenced by several other factors like risk, complexity, and criticality but are not the direct basis for calculating the Value. The value of the item being delivered is calculated by the Product Owner and he is the one who is responsible for ordering the Product Backlog.

**Q #3) In an Agile environment, what is the main responsibility of a tester?**

a. Create test scenarios and test cases

b. Finding bugs

c. Create automation scripts

d. Send test execution reports to the stakeholders

**e. There is no role as a Tester in Scrum**

**Reasoning**

In a Scrum Team, there are only three roles: Scrum Master, Product Owner, and the Development Team. No other role is allowed and there is no exception to this rule.

One of the Development Team’s member may be more inclined towards testing and has Tested as the area of expertise but he would still be called a Developer.

**Q #4) When is a Sprint Retrospective ceremony performed?**

a. Whenever the team suggests

**b. At the end of each Sprint**

c. Whenever needed

d. Whenever the Product Owner suggests

e. Whenever the Scrum Master suggests

**Reasoning**

In Scrum, it is mandatory to conduct all the Scrum ceremonies including Sprint Retrospective.

Sprint Retrospective is a meeting where all the team members sit and retrospect from their current sprint and lay out the action items to improvise for the upcoming sprints. For the very same reason, Sprint Retrospective is conducted at the end of each Sprint.

**Q #5) When can a Sprint be canceled?**

a. The Sprint items are no longer needed

b. Sprint can never be canceled

c. When Development is unable to complete the work

d. Information required to start the development is not available

**e. Whenever the Product Owner says**

**Reasoning**

The power to cancel the Sprint lies only with the Product Owner. He/She can call to cancel an ongoing Sprint when the Sprint Items are no longer required by the business i.e. the items have become obsolete.

**Q #6) What should a Development Team do during a Sprint Planning meeting when they have realized that they have selected more than the items they can complete in a Sprint?**

a. Get more developers onboard

b. Seek help from the other Scrum Team Members

c. Work overtime

**d. Inform the Product Owner**

**e. Take a call to remove some of the Sprint Backlog Items**

**Reasoning**

As we are still in the Sprint Planning meeting i.e. haven’t started the Sprint yet, the developers are free to make changes to the Sprint Backlog items. They can choose to remove some of the items which they think that cannot be completed with the current Development Team’s capacity.

Note that addition or removal should always be done in consensus with the Product Owner as he is the one who decides on the Priority of these items. The removal is not allowed once the Sprint has started.

**Q #7) Who is responsible to measure the Project’s performance?**

a. The Scrum Master

b. The Delivery Manager

**c. The Product Owner**

d. The Development Team

e. The Scrum Team

**Reasoning**

Being the customer’s voice, it is the Product Owner’s responsibility to measure the Project’s and Release performance and see if the team is on track to complete the project on time.

**Q #8) What are the main responsibilities of a self-organizing development team?**

**a. Develop the Sprint Backlog items**

**b. Estimate the items to be picked up for the upcoming Sprint**

c. Monitor the Project’s performance and send a report to stakeholders

d. Create new Product Backlog items

**e. Tasking the current Sprint Items**

**Reasoning**

The main responsibility of a self-organizing team is to estimate the product backlog items (also known as story pointing exercise), pull them from the top of the Product Backlog, and break them down into multiple tasks that can be assigned to the individuals in a team and finally developing them.

**Q #9) What does a BurnDown Chart display?**

a. Project Progress

**b. Amount of remaining work with respect to time**

c. The velocity of the team

d. The capacity of the team members

e. How many more items can be picked up in a Sprint

**Reasoning**

A burndown chart represents the amount of remaining work with respect to the time.

The horizontal axis represents time whereas the vertical axis represents the amount of work remaining. The burndown chart is one of the several metrics that is used in Scrum to project the completion date of the project given the product backlog, team’s capacity and team’s velocity remains the same.

**Q #10) What are the main responsibilities of a Scrum Master?**

**a. Removing Impediments**

**b. Facilitating meeting as and when requested**

c. Helps the Product Owner order the Product Backlog

**d. Consulting the Development Team and Product Owner**

e. Bridging the Gap between the Team and the Customer

**Reasoning**

Scrum Master is the person who is responsible for facilitating/coaching the Development Team and the Product Owner to work on the day to day development activities. He is the one who ensures that the team understands the Scrum Values and Principles and is able to practice them.

At the same time, Scrum Master also assures that the Team feels enthusiastic about Agile in order to achieve the best out of the framework. Scrum Master also helps and supports the team to become self-organized and removes impediment for them.

**Q #11) In Scrum, when is a Sprint Over?**

a. When all the Sprint Backlog Items are completed

b. When the Product Owner suggests

c. When all the Sprint Backlog tasks are completed

d. When the final testing is completed

**e. When the time box expires**

**Reasoning**

All the Sprint activities are time boxed including Sprint. Unlike other Sprint activities, Sprint can neither be extended nor shortened.

If for instance, all the items of a Sprint are not completed, the Sprint is still marked over and the remaining item(s) is moved to the Product Backlog from where it can be scheduled to any of the subsequent sprint based on the revised priority. Similarly, the Sprint can never be shortened.

If all the Sprint items are completed before time, the development team is free to pull in the top Product Backlog items and start the development.

**Q #12) What is the significance of determining a Definition of Done?**

a. Determines the objective behind each sprint

b. Determines the number of tasks being completed for each Sprint Backlog item

**c. Increases Transparency**

**d. Increments delivered are more effective and potentially releasable**

**e. Develops a common understanding amongst all the team members as to what all needs to be completed to mark every item complete.**

**Reasoning**

The ideology behind creating a Definition of Done is to have a set of checklist which is common to all the Sprint Items and determines everything that needs to be done in order to complete a backlog item.

Having a Definition of Done will build a common understanding amongst everyone in the team as to what all needs to be done. It will allow everyone to understand what it means when a Development Team says something is complete. That is the kind of transparency the Definition of Done brings in.

The Definition of done also serves the purpose in a sense that the Development can now think and plan better as they know what is expected from a particular work item.

**Q #13) What is done during a Sprint Review Meeting?**

**a. Demo of the Increment**

b. The team discusses the improvements that can be applied for the upcoming sprints

**c. Present the Project’s performance to the Stakeholders**

d. Inspect progress towards the Sprint Goal

e. Discuss the architectural and technical aspects of the project

**Reasoning**

The Sprint Review Meeting is conducted to demonstrate the Sprint Increment to the Stakeholders and the Customers. Another very important task in the Sprint Review Meeting is to demonstrate the Project’s performance to the Stakeholders.

The Development Team is responsible to demonstrate the Increment whereas the Product Owner is responsible to demonstrate the Project’s performance. The stakeholders and the customers are open to provide feedback which is then incorporated by the team.

**Q #14) What is a Sprint Review?**

**a. Activity to Introspect and Adapt**

b. Activity to improve Scrum Processes

c. Activity to seek approval for the work done

d. Activity to plan for the next Sprint

e. Activity to plan for the release

**Reasoning**

Sprint Planning, Daily Scrum, Sprint Review and Sprint Retrospective all the four ceremonies in Scrum are opportunities for inspection and adaptation.  During a Sprint Review, the idea is to inspect and seek feedback from the stakeholders and adapt them.

**Q #15) What do we mean by a cross-functional Development Team?**

a. Each of the Development Team members should be cross-functional

b. The developer should able to create test cases and execute them

c. The Development Team should collaborate with the other Development Teams

d. The Development Team consist of Developers and Testers

**e. The Development Team should have all the skills necessary to deliver the Done Increment**

**Reasoning**

Cross-Functional Scrum Teams are the teams having all the necessary skills and proficiency within the team to accomplish their work. These teams do not rely on anyone outside the team for completing the work items.

Thus, the Scrum Team is a very creative amalgamation of different skills required to complete the entire work item. Each team member may not necessarily have all the skills required to build the product but is competent in his/her area of expertise.

Having said that, the team member need not be cross-functional but the team as a whole has to be.

**Q #16) Who should necessarily attend the Daily Standup meeting?**

**a. The Development Team**

b. The Scrum Team

c. The Development Team and the Product Owner

d. The Development Team and the Scrum Master

e. The Scrum Team and the Stakeholders

**Reasoning**

The Development Team is necessarily required to attend the Daily Standup meeting every day. Anyone else who wishes to attend the meeting is very much welcome but it is not mandatory to attend it.

Other than the Development Team, whoever is attending the meeting is not allowed to give updates or participate. He can enjoy listening while others are participating. The Scrum Master though can attend the meeting and also facilitate it if he has been requested for the same by the Development Team.

Even the stakeholders can attend the Daily Standup meetings.

**Q #17) What happens when all the Sprint Items cannot be completed?**

a. The Sprint should be extended

**b. The Sprint ends with the done items**

c. The Sprint should be canceled

d. The unfinished Sprint items should be removed from the Sprint Backlog

e. Start the next Sprint with the unfinished items first

**Reasoning**

In a case where the team is unable to complete all the Sprint Backlog items, nothing happens. The Sprint ends on the stipulated date with the completed items. The Development Team demonstrates the completed items in the Sprint Review meeting.

The uncompleted items are moved back to the Product Backlog and are again prioritized from there.

**Q #18) What should be the size of the Development Team?**

a. 5+-3

b. 5+-4

c. 6+-4

**d. 6+-3**

e. 6+-2

**Reasoning**

The ideal and recommended development team size should be 6+-3. Development Team size should be chosen very wisely as it can directly hamper the productivity of the team thereby impacting the product delivery.

The Development Team should not be very large as it might require a lot of coordination amongst the team members. However, for a very small team, it would be very difficult to have all the skills required to deliver an Increment. Thus, an optimal number should be chosen for the Development Team Size.

**Q #19) What activities are a part of Product Backlog Refinement?**

**a. Estimate the Product Backlog Items**

**b. The ordering of the Product Backlog Items**

c. Creating the Definition of Done

d. Creation of tasks

**e. Brainstorming on the Product Backlog Items**

**Reasoning**

Product Backlog Refinement is an activity where the entire team sits together and brainstorm around the backlog items. The backlog items are refined and the details are added to them.

During the meeting, the Product Backlog items are ordered based on their priority. Once the Product Backlog items have been refined, the Development Team members estimate the Product Backlog Items.

**Q #20) Which of the following activity is not timeboxed?**

a. Sprint Retrospective

b. Sprint

**c. Product Backlog Refinement**

d. Daily Scrum

e. Sprint Review

**Reasoning**

In Scrum, all the ceremonies are time boxed i.e. they cannot be extended. Except for Sprint, others can neither be shortened. Product Backlog Refinement is one such meeting that is not timeboxed rather is a continuous process and can be conducted whenever the team wants.

1

. It is not possible to build software that meets the customers' needs today and exhibits the quality characteristics that will enable it to be extended tomorrow.

* True
* *False*

B. False

2

. Which of the following traits need to exist among the members of an agile software team?

* Competence
* Decision-making ability
* Mutual trust and respect
* *All Of The Above*

D. All of the above

Explanation : If members of the software team are to drive the characteristics of the process that is applied to build software, a number of key traits must exist among the people on an agile team and the team itself:

1. **Competence**: In an agile development (as well as software engineering) context, “competence” encompasses innate talent, specific software-related skills, and overall knowledge of the process that the team has chosen to apply.
2. **Common focus:** Although members of the agile team may perform different tasks and bring different skills to the project, all should be focused on one
3. Goal—to deliver a working software increment to the customer within the Time promised.
4. **Collaboration**: team members must collaborate—with one another and all other Stakeholders.
5. **Decision-making ability:** the team is given autonomy—decision-making authority for both technical and project issues.
6. **Fuzzy problem-solving ability**: Software managers must recognize that the agile team will continually have to deal with ambiguity and will continually be buffeted by change
7. **Mutual trust and respect:**
8. **Self-organization:** The team selects how much Work it believes it can perform within the iteration, and the team commits to The work

3

. What are the three framework activities for the Adaptive Software Development (ASD) process model?

* Analysis, design, coding
* Feasibility study, functional model iteration, implementation
* Requirements gathering, adaptive cycle planning, iterative development
* *Speculation, Collaboration, Learning*

D. Speculation, collaboration, learning

Explanation : **Adaptive Software Development (ASD)** has been proposed by Jim Highsmith  as a technique for building complex software and systems. The philosophical underpinnings of ASD focus on human collaboration and team self-organization. He defines an ASD “life cycle” that incorporates three phases, speculation, collaboration, and learning

* **Speculation**

1. Adaptive cycle planning
2. Mission statement
3. Project constraints
4. Basic requirements
5. Time-boxed release plan

* **Collaboration**

1. Requirements gathering
2. JAD
3. Mini-specs

* **Learning**

1. Components implemented/tested
2. Focus groups for feedback
3. Formal technical reviews
4. Postmortems

4

. Agility is nothing more than the ability of a project team to respond rapidly to change

* True
* *False*

B. False

5

. Which of the following is not necessary to apply agility to a software process?

* *Eliminate The Use Of Project Planning And Testing*
* Only essential work products are produced
* Process allows team to streamline tasks
* Uses incremental product delivery strategy

A. Eliminate the use of project planning and testing

6

. How do you create agile processes to manage unpredictability?

* Requirements gathering must be conducted very carefully
* Risk analysis must be conducted before planning takes place
* Software increments must be delivered in short time periods
* Software processes must adapt to changes incrementally
* *Both C And D*

E. Both c and d

7

. In agile software processes the highest priorities is to satisfy the customer through early and continuous delivery of valuable software.

* *True*
* False

A. True

8

. In agile development it is more important to build software that meets the customers’ needs today than worry about features that might be needed in the future.

* *True*
* False

A. True

9

. What are the four framework activities found in the Extreme Programming (XP) process model?

* analysis, design, coding, testing
* planning, analysis, design, coding
* planning, analysis, coding, testing
* *Planning, Design, Coding, Testing*

D. planning, design, coding, testing

10

. All agile process models conform to a greater or lesser degree to the principles stated in the “Manifesto for Agile Software Development”.

* *True*
* False

A. True

11

. Which is not one of the key questions that is answered by each team member at each daily Scrum meeting?

* What did you do since the last meeting?
* *What Obstacles Are You Creating?*
* What is the cause of the problem you are encountering?
* What do you plan to accomplish be the next team meeting?

B. What obstacles are you creating?

12

. The Dynamic Systems Development Method (DSDM) suggests a philosophy that is based on the Pareto principle (80% of the application can be delivered in 20% of the time required to build the complete application).

* *True*
* False

A. True

13

. Agile Modeling (AM) provides guidance to practitioner during which of these software tasks?

* Analysis
* Design
* Coding
* Testing
* *Both A And B*

E. Both a and b

14

. Agile Unified Process uses the classic UP phased activities (inception, elaboration, construction, transition) to help the team visualize the overall process flow

* *True*
* False

A. True

1. Select the option that suits the Manifesto for Agile Software Development  
a) Individuals and interactions  
b) Working software  
c) Customer collaboration  
d) All of the mentioned  
View Answer

Answer:d  
Explanation: None.

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2. Agile Software Development is based on  
a) Incremental Development  
b) Iterative Development  
c) Linear Development  
d) Both Incremental and Iterative Development  
View Answer

Answer:d  
Explanation: The software is developed in increments with the customer specifying the requirements to be included in each increment and the highest priority is to satisfy the customer through early and continuous delivery of valuable software. They are iterative because they work on one iteration followed by improvements in next iteration

3. Which on of the following is not an agile method?  
a) XP  
b) 4GT  
c) AUP  
d) All of the mentioned  
View Answer

Answer:b  
Explanation: The 4GT approach does not incorporate iteration and the continuous feedback,which is the fundamental aspect of an agile method.

4. Agility is defined as the ability of a project team to respond rapidly to a change.  
a) True  
b) False  
View Answer

Answer:b  
Explanation: The aim of agile methods is to reduce overheads in the software process and to be able to respond quickly to changing requirements without excessive rework.

5. How is plan driven development different from agile development ?  
a) Outputs are decided through a process of negotiation during the software development process  
b) Specification, design, implementation and testing are interleaved  
c) Iteration occurs within activities  
d) All of the mentioned  
View Answer

Answer:c  
Explanation: A plan-driven approach to software engineering is based around separate development stages with the outputs to be produced at each of these stages planned in advance.

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6. How many phases are there in Scrum ?  
a) Two  
b) Three  
c) Four  
d) Scrum is an agile method which means it does not have phases  
View Answer

Answer:b  
Explanation: There are three phases in Scrum.The initial phase is an outline planning phase followed by a series of sprint cycles and project closure phase.

7. Agile methods seem to work best when team members have a relatively high skill level.  
a) True  
b) False  
View Answer

Answer:a  
Explanation: None.

8. Which of the following does not apply to agility to a software process?  
a) Uses incremental product delivery strategy  
b) Only essential work products are produced  
c) Eliminate the use of project planning and testing  
d) All of the mentioned  
View Answer

Answer:c  
Explanation: Testing is a major part of each software development process which can’t be avoided.

9. Which three framework activities are present in Adaptive Software Development(ASD) ?  
a) analysis, design, coding  
b) requirements gathering, adaptive cycle planning, iterative development  
c) speculation, collaboration, learning  
d) all of the mentioned  
View Answer

Answer:c  
Explanation: None.

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10. In agile development it is more important to build software that meets the customers’ needs today than worry about features that might be needed in the future.  
a) True  
b) False  
View Answer

Answer:a  
Explanation: None.

1. When is Acceptance Testing performed in Agile development?

* [**C.**](javascript:%20void(0)) At the end of each iteration

2. What is NOT a characteristic of a good user story?

[**.**](javascript:%20void(0)) Dependants

3. If a team can complete 10 story points In an iteration then how long will it take for the team to complete 100 story points?

* [**A.**](javascript:%20void(0)) 10 Iterations

4. Agile is

[**B.**](javascript:%20void(0)) Iterative

* [**C.**](javascript:%20void(0)) Incremental

5. When acceptance testing is performed in Agile development?

* [**C.**](javascript:%20void(0)) At the end of each iteration

6. Which of the following is NOT one of the five core risk areas common to all projects?

* [**C.**](javascript:%20void(0)) Strategic Alienation

7. Find what is the unit of measurement that is used to measure the size of a user story for an Agile project? [**B.**](javascript:%20void(0)) Story points

8. This is one of the estimation technique.It involves splitting a story or feature into smaller, easier-to-estimate pieces.

* [**A.**](javascript:%20void(0)) Disaggregation

9. Which of the following is the BEST approach for estimation?

* [**D.**](javascript:%20void(0)) A combination of all of the above