Mention True or False:

1) Real life examples of Predictive processes are “Ice Hockey”, “Rafting”, “Searching for oil”, and “Aero planes takeoff/landing at airport”. Real life examples of Agile processes are “Ballet Dance”, “Canoeing”, “Building an oil refinery after finding oil” and “Car driving in City”.
2) Software built with predictive processes usually has lot of unimportant features (YAGNI).
3) In scrum: Product owner is like a car mechanic; Scrum master is like a car and Team is like car driver.
4) Scrum Team determines how to convert a scrum backlog to production grade code.
5) Scrum Master is like a coach; he manages the Scrum process.
6) Extreme Programming (XP) is a list of technical practices that can be used with Scrum.
7) Pair programming of XP means productivity will become 50% permanently.
8) The output of a Sprint/Iteration is ideally production grade code that can be deployed.
9) Agile can be used only on small projects with few team members.
10) In Agile, we NEVER do any kind of documentation.
11) Agile means cut quality to deliver fast.
12) Good user stories should meet the INVEST criteria (Independent, Negotiable, Valuable, Estimable, Small and Testable).
13) A user story is one line feature description containing role, feature and benefit e.g. As a <<role>>, I want to <<feature>>, so that <<benefit>>.
14) The ScrumMaster allocates tasks to the Team members on a regular basis.
15) The Product owner can change the sprint backlog during the sprint.
16) Without doing TDD (Test driven development) we can almost never do short iterations i.e., iterations of length lesser than or equal to 2 weeks.
17) High Quality, High Speed and Low-Cost conflict each other in the long run.
18) Sprint retrospective is not very important in Scrum i.e., it can be skipped or taken lightly.
19) In Scrum, we can do “daily scrum” every alternate day.
20) YAGNI in predictive process is equivalent of “Waste” in manufacturing.
21) The main advantages of Agile process over Predictive process are faster time to market, better ROI (return on investment), better quality and lower risk.
22) Agile Estimation done in Story Points is more popular than estimation done in hours / days.
23) Sprint Review is not very important in Scrum i.e., it can be skipped or taken lightly.
24) To prevent defects, a project has to primarily rely on either Defect Prevention or Defect Detection. Agile projects aim to rely on Defect Prevention; while Predictive projects usually rely on Defect Detection.
25) For large scale Scrum, Nexus is generally preferable to SAFe.
26) Predictive projects rarely do through automated testing, because they deliver production grade software once after many months. So, they can afford to have a separate testing phase towards the end.
27) The goal of retrospective is to point the mistakes of team members.
28) The goal of the sprint review is to convince the Product Owner and Scrum Master: The team is working very hard and they should let the team continue their work.
29) Self-organized team means team can do anything they want and Scrum Master cannot do anything about it.

30) Continuous Integration's key benefit is that integration problems are caught sooner.
31) A Sprint Review, without Product Owner's feedback, is almost useless.
32) In XP (Extreme programming), TDD is mandatory (by default).

Choose the best answer (unless otherwise mentioned):

33) The costliest and biggest phase for a successfully implemented software project is generally Maintenance
    a) Analysis
    b) Design
    c) Implementation
    d) Maintenance

34) Acceptance Criteria should be signed up by the customer _____
    a) After coding is complete
    b) While testing is going on
    c) As early as possible in the lifecycle
    d) While detailed design is in progress

35) How should Product Owner's performance primarily be evaluated?
    a) Profitability of the product.
    b) Cycle time
    c) Productivity
    d) Quality

36) How should Scrum Master's performance primarily be evaluated? (Select all right answers)
    a) Profitability of the product.
    b) Cycle time
    c) Rise in Productivity over time
    d) Quality

37) How should Team's performance primarily be evaluated? (Select all right answers)
    a) Cycle time
    b) Productivity
    c) Quality
    d) Satisfaction of Product Owner

38) Which type of contract is least recommended for Scrum (while doing project for external client)?
    a) T&M (Time and Material)
    b) Rolling Contract
    c) Fixed Cost, Fixed Time, Variable Scope
    d) Fixed Cost, Fixed Time, Fixed Scope

Choose from answers given at the end of each question:

39) In Scrum, the definition of "done" is not clear to everyone associated. Who is primarily responsible for taking corrective action? (Product Owner / Scrum Master / Team)

40) In Scrum, the software built is of poor quality e.g., it crashes often. Who is primarily at fault? (Product Owner / Scrum Master / Team)
41) A team says user story is 20% done after iteration 1, 40% done after iteration 2, 60% after iteration 3, and so on for various user stories in sprint backlog. Who is primarily at fault? (Product Owner / Scrum Master / Team)
42) A team has two options
    Option A) Deliver production grade code every 4 weeks.
    Option B) Deliver code with some testing every 2 weeks and have a hardening cycle of 2 weeks whenever you want to put the system into production.
    A good ScrumMaster would choose which option? (Option A / Option B)
43) A few iterations are over in Scrum. The end users feel that the product does not yet contain any important feature worth using. Who is primarily at fault? (Product Owner / Scrum Master / Team)
44) The Cycle time of the Scrum project is in months. Other companies, for similar projects, have a cycle time of few days (but less than fortnight). Who is primarily at fault? (Product Owner / Scrum Master / Team)