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”. - F
2. Software built with predictive processes usually has lot of unimportant features (YAGNI). - T
3. In scrum: Product owner is like a car mechanic; Scrum master is like a car and Team is like car driver. - F
4. Scrum Team determines how to convert a scrum backlog to production grade code. - T
5. Scrum Master is like a coach; he manages the Scrum process. - T
6. Extreme Programming (XP) is a list of technical practices that can be used with Scrum. - T
7. Pair programming of XP means productivity will become 50% permanently. - T
8. The output of a Sprint/Iteration is ideally production grade code that can be deployed. - T
9. Agile can be used only on small projects with few team members. - F
10. In Agile, we NEVER do any kind of documentation. - F
11. Agile means cut quality to deliver fast. - F
12. Good user stories should meet the INVEST criteria (Independent, Negotiable, Valuable, Estimable, Small and Testable). - T
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>>. - T
14. The ScrumMaster allocates tasks to the Team members on a regular basis. - F
15. The Product owner can change the sprint backlog during the sprint. - F
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. - T
17. High Quality, High Speed and Low-Cost conflict each other in the long run. - F
18. Sprint retrospective is not very important in Scrum i.e., it can be skipped or taken lightly. - F
19. In Scrum, we can do “daily scrum” every alternate day. - F
20. YAGNI in predictive process is equivalent of “Waste” in manufacturing. - T
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. - T
22. Agile Estimation done in Story Points is more popular than estimation done in hours / days. - T
23. Sprint Review is not very important in Scrum i.e., it can be skipped or taken lightly. - F
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. - T
25. For large scale Scrum, Nexus is generally preferable to SAFe. - T
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. - T
27. The goal of retrospective is to point the mistakes of team members. - F
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. - F
29. Self-organized team means team can do anything they want and Scrum Master cannot do anything about it. - F
30. Continuous Integration’s key benefit is that integration problems are caught sooner. - T
31. A Sprint Review without Product Owner’s feedback is almost useless. - T
32. In XP (Extreme programming), TDD is mandatory (by default). - T

Choose the best answer (unless otherwise mentioned):

1. The costliest and biggest phase for a successfully implemented software project is generally Maintenance

a) Analysis

b) Design

c) Implementation

d) **Maintenance**

1. 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

1. How should Product Owner’s performance primarily be evaluated?
2. **Profitability of the product.**
3. Cycle time
4. Productivity
5. Quality
6. How should Scrum Master’s performance primarily be evaluated? (Select all right answers)
7. Profitability of the product.
8. **Cycle time**
9. **Rise in Productivity over time**
10. Quality
11. How should Team’s performance primarily be evaluated? (Select all right answers)
12. Cycle time
13. Productivity
14. Quality
15. **Satisfaction of Product Owner**
16. Which type of contract is least recommended for Scrum (while doing project for external client)?
17. T&M (Time and Material)
18. Rolling Contract
19. Fixed Cost, Fixed Time, Variable Scope
20. **Fixed Cost, Fixed Time, Fixed Scope**

Choose from answers given at the end of each question:

1. 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)
2. In Scrum, the software built is of poor quality e.g., it crashes often. Who is primarily at fault? (Product Owner / Scrum Master / **Team**)
3. 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)
4. 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)

1. 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)
2. 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)