

## Agile Methodology MCQ Quiz

**Q1. Select the option that suits the Manifesto for Agile Software Development:**

- A. Working software
- B. Individuals and interactions
- C. Customer collaboration
- D. All of the above**

**Q2. Agile Software Development is based on:**

- A. Linear Development
- B. Incremental Development
- C. Both Incremental and Iterative Development**
- D. Iterative Development

**Q3. Which one of the following is not an agile method?**

- A. 4GT**
- B. AUP
- C. XP
- D. None

**Q4. Agility is defined as the ability of a project team to respond rapidly to a change:**

- A. True
- B. False**

**Q5. How is plan driven development different from agile development ?**

- A. Specification, design, implementation and testing are interleaved
- B. Outputs are decided through a process of negotiation during the software development process
- C. Iteration occurs within activities**
- D. All of the above

**Q6. How many phases are there in Scrum ?**

A. Scrum is an agile method which means it does not have phases

**B. Three**

C. Two

D. Four

**Q7. Agile methods seem to work best when team members have a relatively high skill level:**

**A. True**

B. False

**Q8. Which of the following does not apply to agility to a software process?**

A. Only essential work products are produced

**B. Eliminate the use of project planning and testing**

C. Uses incremental product delivery strategy

D. None

**Q9. Which three framework activities are present in Adaptive Software Development(ASD) ?**

**A. speculation, collaboration, learning**

B. analysis, design, coding

C. requirements gathering, adaptive cycle planning, iterative development

D. All of the above

**Q10. 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

**Q11. Which of the following is delivered at the end of the Sprint?**

A. An architectural design of the solution

**B. An increment of Done software**

C. A document containing test cases for the current sprint

D. Wireframes designs for User Interface

**Q12. Product Backlog should be ordered on the basis of?**

- A. The complexity of the items being delivered
- B. Based on the Scrum Team choice
- C. Value of the items being delivered**
- D. Size of the items being delivered

**Q13. In an Agile environment, what is the main responsibility of a tester?**

- A. Send test execution reports to the stakeholders
- B. There is no role as a Tester in Scrum**
- C. Finding bugs
- D. Create automation scripts

**Q14. When is a Sprint Retrospective ceremony performed?**

- A. At the end of each Sprint**
- B. Whenever needed
- C. Whenever the team suggests
- D. Whenever the Scrum Master suggests

**Q15. What is a Sprint Review?**

- A. Activity to seek approval for the work done
- B. Activity to improve Scrum Processes
- C. Activity to plan for the release
- D. Activity to Introspect and Adapt**

**Q16. .... is not an agile method:**

- A. Waterfall**
- B. Crystal
- C. Scrum
- D. Extreme Programming

**Q17. ....four framework activities found in the Extreme Programming(XP):**

- A. planning, analysis, coding, testing
- B. analysis, design, coding, testing
- C. planning, design, coding, testing**
- D. planning, analysis, design, coding

**Q18. In Scrum, when is a Sprint Over?**

- A. After completing all the Sprint Backlog tasks
- B. After completing the final testing
- C. When the time box expires**
- D. After completing all the Sprint Backlog Items

**Q19. Select the option that suits the Manifesto for Agile Software Development:**

- A. Working software
- B. Individuals and interactions
- C. Customer collaboration
- D. All of the given options**

**Q20. BurnDown Chart represents .....**

- A. The velocity of the team
- B. The capacity of the team members
- C. Amount of remaining work with respect to time**
- D. Project Progress

**Q21. Which of the following is the BEST approach for estimation?**

- A. Analogy
- B. Expert opinion
- C. Disaggregation
- D. A combination of all of the above**

**Q22. When forming an Agile project team it is BEST to use:**

- A. Top management officials
- B. Generalized Specialists**
- C. Highly specialized developers
- D. All of the above

**Q23. How is Agile planning different from the traditional approach to planning?**

- A. Agile planning places emphasis on the plan
- B. Agile planning is non iterative
- C. Agile planning places emphasis on planning and is iterative**
- D. Agile planning is done only once

**Q24. The 10CCSS of testing Delivered or “done done” stones is known as:**

- A. Release Testing
- B. Exploratory Testing**
- C. Unit Testing
- D. Integration Testing

**Q25. Which of the following is NOT one of the five core risk areas common to all projects?**

- A. Strategic Alienation**
- B. Specification Breakdown
- C. Scope Creep
- D. Intrinsic Schedule Flaw

**Q26. A Persona used within an Agile user story can be thought of as:**

- A. A formally-assigned user-acceptance tester
- B. An imaginary representation of a user role**
- C. A person who will only use the application infrequently
- D. A person who will influence early adopters of the application

**Q27. Who prioritizes product backlog?**

- A. Scrum master
- B. Scrum team
- C. Product owner**
- D. none

**Q28. Which skills are required by an Agile tester?**

- A. Keen to learn and adopt new technology
- B. Domain knowledge
- C. Effective communicator who maintains good relationship with development team
- D. All of these**

**Q29. 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. 10 weeks
- B. 20 Iterations
- C. 10 Iterations**
- D. 20 weeks

**Q30. How does tools like FIT and Fitness compliment Agile?**

- A. Code coverage metrics
- B. Unit Test
- C. Automated Acceptance Tests**
- D. Continuous Integration

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