

If you get all the questions on this test correct on your first try before the end of the class, you are welcome to leave early! Many of these questions are meant to be VERY HARD and VERY TRICKY!

SCORE: ____/30

NAME: _____

Date: _____

True or False?

1. ____ In Scrum, tracking hours is a good way to get better at estimation.
2. ____ “Self-organizing” means that it is okay for one team member to do nothing for a whole day.
3. ____ If a team is missing a critical skill, it is important to add a person to the team as soon as possible.
4. ____ Scrum works, but works poorly, for teams doing maintenance and bug fixing.
5. ____ The best size for a Scrum team is seven people.
6. ____ The Product Owner cannot change the effort estimate on a Product Backlog Item.
7. ____ A Product Backlog Item must absolutely be expressed as a User Story and this is an official part of Scrum.
8. ____ A “Done-Done” product means potentially shippable.
9. ____ Potentially shippable product increment means that the decision of shipping is strictly a business decision.
10. ____ The team commits to deliver the Sprint Backlog and it is the only thing that matters.
11. ____ One benefit of the team doing estimation together is to gain a similar understanding of the Product Backlog Items.
12. ____ The Product Owner is empowered to punish the team if it fails its sprint commitment.
13. ____ Product Backlog Items ideally should be broken into tasks that are less than one day because it helps for transparency.
14. ____ It is OK to make a Sprint length longer than usual as long as the Sprint backlog items are delivered.
15. ____ The ScrumMaster assigns the tasks to the Team Members.
16. ____ The team reports to the ScrumMaster on the 3 questions of the Daily Scrum.
17. ____ The ScrumMaster only has authority on the Scrum process but no authority on the people in the team.
18. ____ The retrospective is about inspection and adaptation on the Scrum process only.

Fill in the Blank:

19. A functional manager that is part of a Scrum team should _____ be the boss of another team member.
20. The ScrumMaster is responsible for removing _____ for the Scrum Team.
21. The Product Owner is responsible for maximizing _____ for the business.
22. The Team Members are responsible for doing the _____ in the Sprint backlog.
23. A Scrum team normally does ____-____ Product Backlog Items every Sprint.
24. A _____-week long Sprint is often best in software product development.

Multiple Choice:

25. The Product Owner is responsible for “what” needs to be built, not “how”. The ScrumMaster is responsible for...
 - “how” the product is built
 - “how” the team uses Agile tools such as “Planning Poker”
 - results
 - the happiness of the team members doing their work
26. Which of the following is true about the Daily Scrum?
 - The ScrumMaster is not allowed to be at the Daily Scrum
 - Each resource on the team answers three questions during the Daily Scrum
 - The Daily Scrum lasts at least 15 minutes
 - It's okay for the Daily Scrum to not be daily (e.g. every two days)
27. In the second part of the Sprint Planning meeting:
 - the Product Owner plays an active role in breaking the tasks
 - the Product Owner clarifies the stories when need be
 - the ScrumMaster leads the task breaking activity because he is the technical leader
 - Team Members make UML diagrams of all the requirements and create the tasks once the meeting is finished
 - not all Team members need to be present at this meeting.
28. During the Sprint review:
 - the Product Owner discovers and evaluates the potentially shippable software made by the team
 - the Scrum Team demonstrates the product increment, preferably to other stakeholders, and gets feedback to improve the product
 - the Team Members must do a PPT presentation explaining what they have built
 - the most important activity in this meeting is to make sure that we are on track and that we will hit the release date
29. Which of the following statements about velocity is true.
 - velocity is a measure of productivity: the higher velocity the better
 - conformance to a standard velocity should be tracked and verified
 - velocity allows management to compare teams for performance appraisal purposes
 - velocity is mainly meant for longer term planning
30. The Definition of “Done”:
 - lists the development activities that are done by the team for each Product Backlog Item and Task, Sprint after Sprint
 - should be standardized by management to reach “Done-Done” and all the teams must comply to it
 - shows the current ability of the team
 - should consider all internal and external quality measures to ensure sustainable development and good ROI
 - should vary from sprint to sprint to serve the customer better