

# **70 Agile Interview Questions and Answers**

## **1. What is Agile methodology?**

The Agile approach is a specific project management approach used for software development. This approach assists teams in responding to software uncertainty. It uses a growing, increasingly sequential work sequence known as sprints. In layman's terms, it is a type of project management process mainly used for software development where the needs and solutions change through the collaborative effort of their clients' self-organising and working teams.

Agile is a process in which a team can manage a project by dividing it into several phases and involves regular interaction with stakeholders and continuous improvement and transparency at all stages. The Agile approach starts with customers explaining how the final product will be used and what problem it will solve.

This clarifies the client's expectations of the project team. Once the work has begun, teams go through a process of planning, performing, and evaluating - which can simply change the last delivery to better fit customer needs. Ongoing collaboration is essential, both between team members and project stakeholders, to make informed decisions.

## **2. What is Agile?**

Agile is a recurring method of project management and software development that helps teams bring value to their customers quickly and within a few minutes. Instead of betting everything on the introduction of the "big bang", the running team brings the work in small increments but can be used. Needs, plans, and outcomes are regularly being tested, so teams have a natural way of responding to rapid change.

Agile is the ability to create and respond to change. It is a way of coping, and ultimately successful, in an uncertain and chaotic environment.

## **3. What is Scrum in Agile?**

A scrum is a process framework used to manage product development and other information work. A scrum is powerful because it allows teams to develop an idea of how something works, try it out, consider what happened, and make appropriate adjustments. That is when the framework is used correctly.

The scrum is structured in such a way that it allows teams to incorporate practices from other structures in which they make sense of the team context.

A scrum is a framework that helps teams work together. Like a rugby team (from which it gets its name) training for the big game, Scrum encourages teams to learn from experience, organise themselves while working through a crisis, and think about their wins and defeats to progress further.

While the Scrum we are talking about is widely used by software development teams, its principles and lessons can be applied to all types of interactions. This is one of the reasons why Scrum is so popular. Often thought of as an agile project management framework, Scrum describes a set of meetings, tools, and roles that work in concert to help teams plan and manage their work.

#### **4. Define the roles in Scrum?**

- **Product Owner:** The product owner is an individual who is responsible for increasing the ROI by determining product features, prioritizing these features into a list, what needs to be focused on the upcoming sprint, and much more. These are constantly re-prioritized and refined.
- **Scrum Master:** This individual helps the team in learning to apply Scrum to ensure optimum business value. The scrum master removes impediments, shields the team from distractions, and enables them to adopt agile practices.
- **Scrum Team:** They are a collection of individuals who work together to ensure that the requirements of the stakeholders are delivered.

#### **5. What are the responsibilities of the Scrum Team?**

The Scrum Team is one that's self-organizing and involves five to seven members. The following are their responsibilities:

- Working products must be developed and delivered during each sprint.
- Ownership and transparency must be ensured for the work assigned to the team members.
- Correct and crisp information must be provided to ensure a successful daily scrum meeting.
- They must collaborate with the team and themselves.

#### **6. What do all Agile frameworks have in common?**

Agile software development was introduced to overcome the challenges facing the life cycle of software development. Any software life cycle uses four values and 12 principles defined in agile manifestations using agile. There are a few agile frameworks such as Scrum, Kanban, XP (Extreme programming) for agile implementation.

The primary common purpose of an agile framework such as Scrum, XP, or Kanban is to be able to change the process after starting the product according to the

requirements. All agile frameworks follow the add-on approach, and project details can be changed during the software development cycle.

All agile frameworks have a fixed, moderate iteration length, a lightweight approach that allows self-organising teams to respond better to business needs, and recurring and increasing development.

It is a term that is involved in software development methods. Each type of development has an Agile framework. The whole agile framework is used for the growing and repetitive growth of software.

Includes set lengths of repetition; simple weight makes the engineer work individually. Build an app with experimental upgrades.

The use of continuous feedback is involved in the development process. It includes the testing, integration, and constant development of various species.

## **7.What is Agile testing?**

Agile testing is a practice of testing that follows the rules and principles of fast software development. Unlike the Waterfall approach, Agile Testing can start at the beginning of a project with a continuous link between development and testing. The Agile test

method is inconsistent (in the sense that it is only done after the coding phase) but is constant.

The agile testing strategy supports DevOps and ongoing testing. And further testing is essential to improving product quality.

In Agile development, testing needs to happen early and often. Therefore, instead of waiting for the development to be completed before testing, testing takes place continuously as features are added.

Experiments are prioritised as user issues. The testers aim to get as many tests as possible in the iteration. Adding automated test tools can help testers go through a lot of testing back.

### **8.What is a sprint in agile?**

Sprint is a short, time-consuming period in which a scrum team works to complete a set amount of work. Sprints are at the heart of the scrum and agile methods, and getting good sprints will help your agile team deliver the best software in a few headers.

Using Agile project management methods, projects are divided into sprints or iterations. These are short, repetitive sections, usually one to four in length. Each sprint should lead to a draft, specific type, or active form of the final project being submitted.

The purpose of the sprints is to break down the project into degrees with a bite scale. This allows the team to schedule one sprint at a time and convert future sprints according to the result of the sprints already completed.

While planning occurs at the beginning of each sprint, the number of sprints should be determined at the beginning of the project. The sprint in Agile needs to be written in a timeline, and each sprint should be of equal length.

### **9.What is User-Story Mapping?**

User story mapping represents and arranges user stories that help with understanding system functionalities, system backlog, planning releases, and providing value to customers.

They arrange user stories based on their priority on the horizontal axis. On the vertical axis, they are represented based on the increasing levels of sophistication.

### **10.What is the agile model?**

The agile definition is fast or flexible. "Agile Process Model" means a software development approach based on its development. Agile methods divide tasks into

smaller duplicates or components that do not directly involve long-term planning. The scope of the project and the requirements are set at the beginning of the development process. Systems relating to the number of iterations, the length, and the width of each iteration are clearly defined in advance.

Each iteration is considered a short-term “framework” for the Agile process model, usually lasting one to four weeks. Dividing the whole project into smaller sections helps

to reduce project risk and reduce project delivery time requirements. Each iteration involves a team working on a full life development cycle, including planning, needs analysis, design, coding, and testing before a functional product is presented to a client.

### **11.What does not match with the agile manifesto?**

Agile Manifesto is a type of price with specific organisational guidelines for delivering software very quickly to meet participants' expectations.

Four key points in the Manifesto:

Individuals and interactions with processes and tools

Software performance in addition to complete documentation

Customer interaction through contract negotiations

Responding to changes according to system

### **12.What is agile software development?**

In Agile development, Design and Implementation are considered central functions in the software process.

The Design and Implementation Phase also incorporates other functions such as promoting needs and testing into it.

In the agile method, iteration occurs in all activities. Therefore, needs and design are developed together, rather than separately.

Service delivery and planning and development planning as undertaken in a series of promotions. In contrast to the standard model, where the collection needs to be completed to advance to the design and development phase, it offers Agile development a level of greater flexibility.

The agile process is more focused on coding development than on text.

The Team A Development Plan is as follows:

Needs analysis and integration - 1.5 months

System Design - 2 months

Coding Phase - 4 months

System Integration and Testing - 2 Months

User Acceptance Test - 5 Weeks

The Group B Development Plan is as follows:

Since this was Agile, the project was split into several phases.

Repetition is all about the same time.

At the end of each iteration, an active product with a new feature should be introduced.

Instead of spending 1.5 months collecting requirements, they will determine the key features needed for the product and decide which of these features can be improved in the first iteration.

Any remaining features not delivered in the first iteration will be delivered in the next iteration, depending on the value.

At the end of the first duplication, the team will introduce functional software with some basic features.

### **13.What is Agile Scrum?**

In short, a scrum refers to a framework that creates an effective interaction between teams working on complex products. Although often used by software development teams, a scrum can be very helpful to any team working for the same purpose. In particular, a scrum is a collection of meetings, roles, and tools that work together to help teams better plan and manage their responsibilities.

### **14.Which of these are agile estimation techniques?**

Poker Editing

Bucket system

Big / Uncertain / Small

TFB / NFC / 1 (Sprint)

Vote for Dot

T-Shirt Sizes

Affinity Map



Order Protocol

Divide into Large or Less

### **15.How does an agile team maintain requirements?**

Agile teams keep their needs afloat after falling behind. In Scrum, it is called Product Backlog. They have an agreement between the stakeholders and the project managers regarding the delivery of the product through a specific operation by the customer project team. Agile teams use product backlogs to manage their needs.

The Agile team is 'a leading group of people' who work together on a project and have all the needs and people needed to produce a proven product promotion. Product owners work by prioritising customer needs. They work with the number of people needed as a team to deliver the products and customer needs needed at the beginning of the sprint.

### **16.What are the Artifacts of the Scrum Process?**

**Product Backlog:** It is a list that consists of new features, changes to features, bug fixes, changes to the infrastructure, and other activities to ensure a particular output can be obtained.

**Sprint Backlog:** It is a subset of the product backlog that contains tasks focused on by the team to satisfy the sprint goal. Teams first identify the tasks to be completed from the product backlog. These are then added to the sprint backlog.

**Product Increment:** It is a combination of all product backlog items completed in a sprint and the value of previous sprints' increments. The output must be in usable condition, even if the product owner doesn't release it.

### **17.What is agile project management?**

Agile project management is a systematic way to deliver a project throughout its life cycle.

Flexible or fast life cycles are formed by several repetitions or additional steps to complete a project. Usage techniques are often used in software development projects to promote velocity and flexibility. The advantage of iteration is that you can adapt as you go along rather than follow a straightforward approach. One of the purposes of an agile or iterative approach is to reap the whole process's benefits rather than just the latter. For the most part, agile projects should reflect moderate values and behaviour of trust, flexibility, empowerment, and collaboration.

### **18.What is the user story in agile?**

The user story is the smallest work unit in the agile framework. It is the ultimate goal, not the feature, expressed in the user's view of the software.

A user story is a random, general description of a software feature written from the perspective of the end-user or customer.

The purpose of the user story is to determine how a function piece will bring a certain amount back to the customer. Note that “customers” do not have to be external end-users in the traditional sense, and maybe internal or corporate customers in your organisation who rely on your team.

User stories are a few sentences in simple language that describe the result you want. They do not go into detail. Requirements are added over time if agreed to by the group.

### **19.What is epic in agile?**

Epic is a great work that can be divided into a few stories, sometimes called “Problems” in Jira. Epics tend to bring together multiple teams on multiple projects and can be tracked across multiple boards. Epics are probably regularly distributed over a collection of sprints. As the team learns more about epic through customer development and feedback, user stories will be added and removed as needed. That’s the key to agile epics: Scope changes, depending on customer feedback and team cadence.

### **20.How is the agile value responding to change over?**

They were able to build a set of co-operative values based on trust and mutual respect and the common values that led to the creation of the Agile Manifesto, with the fundamental values of Responsive development, in addition to following the right process.

For example, while the scrum has a rule, “there is no change within the sprint”.

### **21.What is product backlog in agile?**

A product backlog is a list of new features, changes in existing features, bug fixes, changes in infrastructure, or other tasks that a team can bring in to achieve a particular result.

Product backlogs are the only authoritative source of what the team is working on. That means no action is left behind the product. Conversely, the presence of a product behind the product and the rest of the product does not guarantee that it will be shipped. It represents the option a team has to bring about a particular outcome rather than a commitment.

### **22.What happens in Daily Stand-up sessions?**

Stand-up sessions are daily discussions that take place and are usually 15 minutes long.

Daily Stand-up sessions help understand:

- What tasks went well
- What tasks were completed
- What tasks are pending, and
- The obstacles the team is facing

The meeting helps in understanding the overall scope and status of the project. Further discussions can take place after the stand-up sessions.

### **23.What is the velocity in agile?**

Connected to the goal of iterative development, the velocity in Agile is used to measure how much work can be completed in each iteration. It is widely used as a measurement tool to help development teams create more accurate and efficient lines.

Velocity in Agile is not intended to be used as an objective or benchmark for the fight because it is measured based on what makes the team's mind measure it. While

maintaining consistency is good, Agile velocity is designed to be used primarily as a planning tool.

#### **24. In an agile team, who is responsible for tracking the tasks?**

The customer/**product owner** tracks the tasks.

#### **25. What is kanban in agile?**

Kanban is a popular framework used to make agile software development. It requires real-time communication of fully-fledged volume and performance. Work items are visible on the kanban board, allowing team members to see the status of the entire piece of work at any time.

#### **26. What is agile and scrum?**

Agile methods are popular methods for software development, while schematic methods include software development by independent and self-governing teams, generating code at the end of each iteration or Sprint. A scrum is a framework for dealing with complex and ever-changing problems.

#### **27. What is an agile methodology in testing?**

Agile testing is a software test that follows good Agile development practices. For example, Agile development takes the form of adding to construction. Similarly, Agile testing includes an additional test method. In this type of software test, features are tested as they are performed.

#### **28. What are the benefits of planning an agile project?**

1. High product quality
2. Higher customer satisfaction
3. Increased project control
4. Reduced risks
5. Faster ROI

#### **29. Who owns product backlog in agile?**

The Product Owner is responsible for the Product backlog, including content, availability, and order. Product Backlogs are endless. Its early development puts the needs first and foremost in mind.

### **30. Why agile?**

Agile allows teams to deliver a specific type and develop it throughout the cycle. It supports common problem solving and collaboration. Agile helps teams and individuals prioritize features and performance in general. Groups can make quick course adjustments depending on participants' feedback.

### **31. What is a backlog in agile?**

A product backlog is a list of new features, changes in existing features, bug fixes, changes in infrastructure, or other tasks that a team can bring in to achieve a particular result. Product backlogs are the only authoritative source of what the team is working on.

### **32. What is safe agile?**

The Scaled Agile Framework® (SAFe®) is a collection of planning and workflow patterns using agile practices on a business scale. A framework is a field of information that includes the strategic direction of roles and responsibilities, the process of organizing and managing work, and the values that must be maintained.

SAFe promotes coordination, collaboration, and delivery to large numbers of fast-moving teams. It is made up of three main information themes: software development, minimal product performance, and thought processes.

### **33. How do agile teams create estimates?**

Listed below are the top 3 levels of Agile Estimation.

1) The project or proposal level is the one that uses Quick Function Point Analysis during the early stages of project development.

2) The Release Standard includes assigning story points to user issues that can help explain the order of user issues based on priorities and can also help determine which issues can be taken from the current release and can be taken over time.

3) The Sprint level is where user issues are separated from tasks and the average hours given to tasks depending on their severity. Here, we also describe the person responsible for the job and the status of the jobs.

This information can later be used to calculate the budget for an Agile project. Budget calculations are important to ensure that the project does not exceed the budget due to pre-and post-project activities or for other reasons.

News Points Rating on Agile

The rating of the subject matter is a comparative analysis to consider approximately product backlogs concerning relative sizes. User affairs rating team members include Product Owner, Scrum Master, Engineers, Testers, and Stake Managers.

### **34.How does an agile team obtain clarity on backlog items?**

At all times, the team has time to refine the backlog with the product owner to find clarity on the backlogs that will be downloaded for future changes.

### **35.What are the story points in agile?**

The point of the story is the metrics used in agile project management and development to measure the difficulty of using a given user story, which is an unambiguous measure of effort required to apply it. In simple terms, the point of a story is a number that tells the group about the difficulty of the story. A difficulty may relate to the difficulties, risks, and efforts involved.

Point-to-point evaluation, a related type of measurement, is usually performed at a Post-Product Adjustment Session and Product Backlogs are reviewed by the actual development and evaluation team.

### **36.An agile manifesto has how many values and principles?**

4 Values and 12 Principles.

### **37.Which of the following approaches is in line with the agile principle to handle architecture and design?**

Nimble Framework.

### **38.How to calculate velocity in agile?**

Velocity is a very simple, powerful way to accurately measure the level at which scrum development teams regularly bring business value. To calculate your agile team

blocking, simply combine feature ratings, user issues, needs, or background items that have been successfully submitted to iteration.

### **39. Why agile is winning?**

#### **1. Flexibility**

Using traditional methods, there is less error and less room to take advantage of. Because Agile uses short-term and repetitive sprints, the space for errors and the ability to capture the potential for quality improvement and refinement is included in this approach

Because software development is characterized by short developments, life cycles, and ever-changing needs, flexibility is a huge benefit to your software development team. Real-time progress ensures a system that can continuously update with changing needs and requirements.

#### **2. Interaction**

Collaboration is one of the most important aspects of all modern project management strategies. It has become a way to reach all levels and sectors. Agile is one of the organization's most effective ways of promoting partnerships. Between standing meetings, sprint planning, and closing sprint meetings, Agile encourages collaboration at all levels. This collaboration creates an efficient and enjoyable work environment and generates value through the use of individual strengths and ideas.

#### **3. Openness**

Consistent feedback from stakeholders is critical to the Agile approach across the entire path of development. This capability allows user stories to be used for the benefit of software developers. Tasks can change throughout the process, remove unnecessary features, and add to favourites. Participant feedback and feedback within groups benefit from collaborative software approaches and allows teams to avoid silos.

#### **4. results removed**

The purpose of any development team is to monitor the results and the value-driven. The use of Agile tracks and records each success, also determines what worked on



each sprint and what it was like, rather than just the result. This is not only an efficient way of delivering software but also promotes continuous development and optimization of future projects in a results-oriented way.

#### **40.What is most important according to the agile manifesto?**

According to the Agile Manifesto, the most important values are people and communications, effective software, customer interaction, and change response. Agile organisations use processes and tools, appropriate documentation, contracts, and value-added funding systems.

##### **Values:**

Individuals and interactions with processes and tools

Software performance in addition to complete documentation

Customer interaction through contract negotiations

Responding to changes according to the system.

#### **41.In a team that follows agile, how would a team member know what others are working on?**

One team member should play the role of facilitator and should share the daily status of each member.

An agile working model refers to a working style, where the rules are not always as strict in all situations as other types of working models, but change according to the needs that arise at the beginning of the work.

#### **42.Which one is a popular tool used in agile software development?**

Atlassian Jira

#### **43.What is an agile manifesto?**

Agile Manifesto is a short document based on 4 values and 12 software development goals. The Agile Manifesto was published in February 2001 and is the work of 17

software developers who have seen the growing need for additional software-driven software development processes.

#### **44.What is meant by yesterday's weather in an agile project?**

Yesterday's weather was the word for Extreme Programming (XP) to keep teams from becoming too complacent during running and batting times.

The story goes something like this. Once upon a time, there was a government that spent a full amount of money on a satellite in the weather forecast. It took years. Million dollars cost. But in the end, they were able to launch a satellite that was able to accurately predict the weather at about 70% of the time. Not bad.

It is then that one realizes that if they say that today's weather will be the same as yesterday's, they will be 70% accurate.

XP uses this concept to keep teams from becoming too committed during sprints/iterations. It reminds us that the best prediction for the future is what we have done in the past.

#### **45.What does APSI in agile metrics stand for?**

Timely Delivery. Fifty-eight percent of respondents believe that timely delivery is the most important way to succeed in agile practices. In this case, timely delivery means that the item needed by the business arrives on time.

#### **46.How to calculate story points in agile?**

However, it is difficult to see the story from the scale they have been assigned. To do that each group will need to find a basic story. It doesn't have to be the smallest, but the one that everyone in the group can meet. Once determined, the size of all user issues should be started by comparing them with the basics.

When measuring the points of a story, we assign a point to each point. Related values are more important than green values. A story given for 2 story points should be twice as many as a story given for 1 story point. There should also be two-thirds of the story rated at 3-point points.

#### **47.What is an Agile methodology example?**

**A:** Some of the most common Agile methodology examples are Dynamic Systems Development Method (DSDM), Scrum, eXtreme Programming (XP), Feature Driven Development (FDD), Crystal, Adaptive Software Development (ASD), and Lean Software Development (LSD). Usually, one or two methods are picked by the teams. The most widely used methodologies are XP and Scrum.

#### **48. Why is Agile used?**

**A:** Agile methodologies help in increasing team performance, enhance customer satisfaction and increase the versatility of the project. Agile methodologies help in responding to the market dynamics as well as complete the projects efficiently and successfully. The Agile methodologies also help in clearing up several misconceptions as well as misunderstandings about Agile operations.

#### **49. What are the steps in Agile methodology?**

**A:** The steps in Agile methodology that are often discussed are Envision, Speculate, Explore, Adapt, and Close.

#### **50. What is agile and why Agile?**

**A:** Agile is an approach to project management as well as software development that enables the teams to deliver results to the customers quickly and with lesser problems. The requirements, plans, and last but not least, the results are always assessed so that the teams cope with a natural mechanism to respond to change promptly.

#### **51. What are the types of Agile methodology?**

**A:** The types of Agile methodology include Kanban, Scrum, Extreme Programming (XP), Crystal, and Dynamic Systems Development Method (DSDM). These types are available in the market and are used as per the need of the projects.

#### **52. What is a spike in Agile?**

**A:** Spike is a kind of exploration Enabler Story in SAFe. It is defined mainly in Extreme Programming (XP). It represents several activities such as investigation, research,

exploration, design, and prototyping. Spike is estimated and demonstrated once the iteration is over.

### **53.What is a sprint in Agile?**

**A:** A sprint in Agile is a short period when the team of scrum works to complete some work. A sprint is at the heart of scrum and the Agile methodologies. Getting sprints right will enable the Agile team to ship better software with less to no problem.

### **54.Which is better, Agile or Scrum?**

**A:** Agile methodology is a process that helps constant repetition of development as well as testing in the SDLC process. Agile helps in breaking the product into smaller sizes. Scrum is a process that enables the software development teams to pay attention to delivering business values in a short span by quickly and frequently inspecting actual working software. The focus of Scrum is on accountability and teamwork.

### **55.What is the difference between Agile and waterfall?**

**A:** These are two types of methodologies of processes that help in completing projects or even other work items. Agile is a methodology that helps in implementing a repeated as well as collaborative process. The waterfall is a chronological methodology that can even be collective, but the tasks are handled in a linear process.

### **56.What is Empirical Process Control in Scrum?**

- Empiricism refers to work that's based on facts, experiences, evidence, observations, and experimentation. It is established and followed in Scrum to ensure project progress and interpretation is based on facts of observations.
- It relies on transparency, observation, and adaption.
- The mindset of the team and the shift in thought process and culture are essential to achieve the agility required by the organization.

### **57.What are Some drawbacks to using Scrum?**

- Scrum requires individuals with experience
- Teams need to be collaborative and committed to ensuring results
- A scrum master with lesser experience can cause the collapse of the project
- Tasks need to be well defined, lest the project has many inaccuracies
- It works better for smaller projects and is difficult to scale to larger, more complex projects

### **58.What are the key skills of a Scrum Master?**

- A strong understanding of Scrum and Agile concepts
- Fine-tuned organizational skills
- Familiarity with the technology used by the team
- To be able to coach and teach the team to follow Scrum practices
- Having the ability to handle conflicts and resolve them quickly
- To be a servant leader

### **59.How can discord be dealt with within the Scrum Team?**

- The issue's root cause needs to be identified and addressed
- Complete ownership needs to be established
- Try to diffuse the disagreement
- Emphasize on focus areas that complement the project
- A common understanding needs to be established to guide the team
- Performing continuous monitoring and providing complete visibility

### **60.How would you handle conflict within the team?**

Giving individual coaching to team members is one of the most effective strategies to resolve a problem. It is imperative for a Scrum Master to maintain positive relationships with team members and provide guidance when they face challenges.

For a Scrum Master, paying attention to the source of the problem and listening and acting accordingly would go a long way. Any disagreements should be shared with other team members in a manner that they would be open to suggestions for resolving the issue. When a conflict arises, the Scrum Master must intervene so that the process runs smoothly and without hiccups.

The following steps help in handling conflicts within the team:

#### **Step 1 - Scene setting**

First, we must determine the source of the team's quarrel. Before taking any action, it is necessary to understand the discrepancy between two groups or two persons. In times of dispute, Scrum Masters typically react aggressively against team members in the hopes of resolving the conflict on their own. However, while this may temporarily cure the problem, it does not address any underlying concerns. The Scrum Master must lead the team and teach them that disagreement is a regular occurrence in the workplace and it can be resolved with assertiveness. It is the leader's responsibility to guarantee that team members' concerns are acknowledged and addressed.

#### **Step 2 - Gathering Information**

Gathering facts about the conflict is usually crucial before coming to a conclusion about a certain individual or suppressing the topic. This could be accomplished by listening to each party separately and comprehending the situation from their point of view. The Scrum Master should also consider other team members' perspectives and also respect every team member's decisions. As a result, the Scrum Master must elicit everyone's assistance in order to gain a picture of the workplace conflict.

### Step 3 - Brainstorming to find a solution

It is often impossible for the leader to resolve problems on his or her own. Furthermore, several members of the Scrum Team would have better answers that would quickly remedy the problem. Organizing spontaneous group talks and sharing opinions on various activities would stimulate good discourse between the two people or groups in these situations. This would urge both sides to see things from the other's perspective. This also provides opportunities for superior ideas to be pushed and for the disparity to be bridged.

### Step 4 - Solution conferring

Listing all of the possible answers to an issue would only be useful if those solutions were put into action. Scrum Master removes the team's roadblocks by implementing the solution in this step. Throughout the conflict resolution process, remembering to stay calm and respectful will aid in a speedier and more efficient resolution.

## **61. How would you deal with a difficult stakeholder?**

The four strategies by which we can deal with difficult stakeholders are:

1. Listen to them carefully - Make an effort to comprehend their point of view. If what they say aggravates you, consider whether their needs are in line with the project's goals. Is it possible that they want things done a little differently? Make efforts to discover some common ground. People desire to be understood and to believe that their voices are heard.
2. Estimate their motivation - Try to understand the motivation behind the stakeholders' opposition. This will allow you to compromise, and come up with a win-win solution, and complete the project. Answer questions like - Are they reporting to a board of directors that has its own reservations? What's the source of your stakeholders' sudden opposition? Are they concerned about exceeding their budget? Concerned that the project may not turn out as planned?
3. Meet them one after another - Meeting without other stakeholders in the room relieves stress and allows the stakeholders' to be more at ease. So, make time to meet with each challenging stakeholder separately. This results in interactions

becoming clearer and calmer. Take advantage of this chance to learn more about their point of view and recommended solutions. However, don't ask them why they don't like your plan outright. Ask open-ended inquiries about their thoughts and how the project is moving instead.

4. Watch the stakeholders closely by identifying them - Determining the stakeholders and finding out what inspires them should be the first step. Anyone who is influenced by our work has control or influence over it or is interested in its success is referred to as a stakeholder.

## **62.What are the three pillars of Scrum?**

The three pillars of Scrum are summarized below -

**Adaption:** The method being processed must be changed if an inspector determines that one or more aspects of a process are outside of permitted limits. A correction must be made as quickly as possible to avoid future deviation.

**Transparency:** Transparency mandates that those elements be specified by a consistent standard in order for viewers to understand what they are viewing. For example, while referring to the process, all participants must use the same terminology. Those reviewing as well as those executing the job and the resulting addition must have the same definition of "done."

**Inspection:** Scrum users must check Scrum artifacts and progress toward a Sprint Goal on a regular basis to discover unwanted deviations. Inspections should not be carried out so frequently that they constitute a burden to their work. Inspections are most successful when skilled inspectors do them attentively at the point of work.

## **63.Explain user story structure with an example.**

The User Story Structure is defined below -

As a <role of user>,

I want <To achieve a goal / perform a task>,

So that <I may achieve some value/goal>.

Example:

User Story of a person's online course purchase -

As a Customer,

I want to purchase educational courses online from ed-tech websites,

So that I do not have to visit a training center.

#### **64.How can you assure that the user stories meet the requirements?**

A good user narrative includes both a description and acceptance criteria. It should be completed in a sprint with the fewest possible dependencies. The team should be able to develop and test while still delivering estimations within the sprint's constraints. In short, good user stories adhere to the INVEST concept.

I → Independent: The user story should be written in such a way that team members are less dependent on one another.

N → Negotiable: it should define the functionality of the user story and is subject to the Product Owner and the Team's approval.

V → Valuable: It should offer value to the customer's experience.

E → Estimable: This lets us be able to roughly approximate in terms of time.

S → Small: The user story should be tiny enough for the team to finish in a sprint.

T → Testable: Good acceptance criteria after testing is required.

#### **65.What are the five steps of Risk Management?**

The five steps of Risk Management are given below -

**Risk Identification:** To identify the risks that your company is exposed to in its current operating environment. There are several types of risks, such as market risks, legal risks, regulatory risks, environmental risks, etc. It's crucial to be aware of as many risk factors as possible.

**Risk Analysis:** Once a risk has been identified, it must be investigated. The scope of the danger must be determined. It's also important to understand the connection between other internal factors and risk. It's critical to determine the risk's severity and importance by examining how it affects the business operations.

**Ranking the risk:** Risks must be ranked and prioritized. Most risk management solutions include numerous risk categories based on the severity of the danger. Risks that may cause minor discomfort are prioritized the least, but risks that can result in significant loss are prioritized the highest.

**Treating the risk:** As much as possible, all risks should be avoided or reduced by contacting experts in the field in question. In a manual environment, this would include contacting each and every stakeholder and setting up meetings for everyone to discuss the issues.

**Risk review:** To ensure that it has been entirely eradicated, the risk evaluation is done.



**66.What do you mean by timeboxing in Scrum? When can a Sprint be canceled, and by whom?**

Timeboxing is the practice of devoting a set amount of time to a single activity. A timebox is a unit of time measurement. A timebox should not exceed 15 minutes in length. A Sprint can be canceled before the Sprint timebox limit ends. Only a Product Owner can cancel the sprint.

**40. What do you understand about Scope Creep? How can Scope Creep be managed?**

Scope creep is used to describe how a project's requirements tend to grow over time, like - a single deliverable product becomes five when a product with three essential features becomes ten, or when the customer's needs change midway through a project, requiring a reassessment of the project requirements. Changes in project needs from internal miscommunication and disagreements, and key stakeholders are some of the common causes of scope creep.

To manage scope creep, we need to use the change control mechanism to keep it under control. This includes the following -

- Maintaining a baseline scope and keeping track of the project's progress.
- To evaluate actual work performance metrics to the baseline scope, i.e., "How different is the current project from the original plan?", we need to perform Variance analysis.
- Identifying the severity and source of the observed alterations.
- Selecting whether to take preventive or corrective action in response to requests regarding changes.
- To recommend actions and manage all change requests by using the Perform Integrated Change Control method (whether preventive or corrective).

**67.When should a Scrum Master not act as a facilitator?**

A workshop facilitator must be objective when it comes to the topics being discussed and should avoid contributing facts or opinions to the conversation. Even though a Scrum Master's job is to assist the team in achieving the best possible results, workshop facilitation can be challenging at times. Most of the general product development workshops can be facilitated by the Scrum Master if someone has the required knowledge. The Scrum Master should not facilitate a workshop about modifying the Scrum process.

**68.What do you know about impediments in Scrum? Give some examples of impediments.**

Answer: Impediments are the obstacles or issues faced by scrum team which slow down

their speed of work. If something is trying to block the scrum team from their getting work “Done” then it is an impediment. Impediments can come in any form. Some of the impediments are given as –

Resource missing or sick team member

Technical, operational, organizational problems

Lack of management supportive system

Business problems

External issues such as weather, war etc

Lack of skill or knowledge

While answering impediments related agile scrum interview questions remember that you may be asked the way to remove any of the mentioned impediment.

### **69. Is there any drawback of the Agile model? If yes, explain.**

Yes, there are some drawbacks of the Agile model, some of them are as follows –

It is not easy to make a prediction about the effort required to complete a task. It becomes more problematic in case of large projects as it becomes difficult to get an idea of the total effort required.

At sometimes, it’s not possible to properly focus on the design and documentation of the project

In case the requirements of the client are not understood properly, the final project will not meet the customer requirements. Thus, it will lead to the customer dissatisfaction.

Only the leader who has considerable experience in Agile methodologies is capable to take important decisions. The team members with little or no experience are not involved in decision-making, thus they don’t get chance to advance their knowledge.

It’s not always the case that you will be asked the questions about the characteristics and advantages of the agile and scrum in an agile scrum interview. So, just prepare yourself for the drawbacks and disadvantages related agile scrum interview questions.

### **70. What is the use of burn-up and burn-down charts?**

Answer: The burn-up chart illustrates the amount of completed work in a project whereas the burn-down chart depicts the amount of work remained to complete a project. Thus, the burn-up and burn-down charts are used to trace the progress of a project.

### **13. Define Zero Sprint and Spike in Agile.**

Answer: To answer this question, describe Zero Sprint and Agile in detail, as follows –

Zero sprint – Zero Sprint can be defined as the preparation step of the first sprint in Agile.

There are some activities that are required to be done before actually starting the project.

These activities are considered as the Zero sprint; the examples of such activities are – setting the environment for development, preparation of backlogs etc.

Spike – Spike is the type of story that can be taken between the sprints. Spikes are commonly used for the activities related to the design or technical issues such as research, design, prototyping, and exploration. There are two types of spikes – functional spikes and technical spikes.