



Top 20 Scrum Interview Questions and Answers

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Scrum Interview Questions and Answers

Scrum is a project that employs the framework and consistently provides clients with applications. The top 20 Scrum Master Interview Questions and Answers for freshers and experienced candidates are provided in this article.

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Scrum Interview Questions and Answers for Freshers

1. What is DoD?

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The Definition of Done (DoD) is a list of requirements that must be satisfied to mark a work or project as “done.” Written codes, coding comments, unit tests, integration tests, design documentation, and release notes are all included in the checklist.

2. In Scrum, what is timeboxing?

Allotting a specific time for an activity is known as timeboxing. Time is measured in timeboxes. For daily scrum and sprint planning, a timebox should not be longer than fifteen minutes or eight hours.

3. How long does a scrum sprint last?

The scale of the project and the people working on it frequently dictate how long a scrum sprint, or scrum cycle, is. There could be three to nine people on the team. A scrum sprint usually takes three to four weeks to complete. Consequently, a scrum sprint, or scrum cycle, lasts four weeks on average.

4. What is velocity?

A velocity inquiry is typically intended to find out if you have studied the subject and are familiar with it. It should suffice to say that velocity is defined as the pace at which a team completes a print in a sprint.

5. What is the “build-breaker”?

A scenario known as the “build-breaker” occurs when there is a software flaw. This unexpected, sudden problem causes the compilation process to halt, execution to fail, or a warning to be generated. The tester’s job is then to fix the bug and return the software to a normal operating state.

6. What is a scrum ban?

Scrum-ban is a software development approach that combines the principles of Scrum and Kanban. This particular model is useful for projects that require ongoing maintenance, have a variety of

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programming faults, or experience unexpected changes.

This methodology encourages completing a project for a programming fault or user story in the shortest amount of time possible.

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7. Why are burn-up and burn-down charts used?

Whereas the burn-down chart shows how much work is still needed to finish a project, the burn-up chart shows how much work has been completed. Consequently, burn-up and burn-down charts are employed to monitor a project's advancement.

8. Explain story-points in Scrum

In Scrum, the unit for estimating the entire effort needed to undertake or finish a specific job is called a story point. Here's how you respond to such queries in an agile scrum interview in only one line.

9. What role does Sashimi play in the Scrum methodology?

Sashimi is a key component of the Scrum technique. Scrum uses a technique called Sashimi to verify that all of the functions the developers have generated have been completed.

This method checks every step used in the creation of a product, including analysis, design, coding, testing, and documentation. Only then is the final product revealed.

10. What are the many Scrum ceremonies and why are they important?

The goals of scrum planning, scrum – daily stand-up, scrum review, and scrum retrospective ceremonies should all be made clear.

The ceremonies should be time-boxed for a

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conventional 4-week sprint or under the sprint that we have utilized for your projects.

11. Define product backlog in the scrum process.

A product backlog is a list of tasks that include adding new features, modifying existing ones, fixing bugs, modifying the infrastructure, and doing other things to make sure a specific result can be achieved.

12. Explain sprint backlog in the scrum.

The sprint backlog consists of tasks that the team is working on to meet the sprint goal. It is a subset of the product backlog. Teams start by determining which tasks need to be finished from the product backlog. The sprint backlog is then updated with these.

13. What is product improvement in the scrum?

Product improvement is the sum of all product backlog items finished in a given sprint and the increment values from prior sprints. Even if the product owner chooses not to disclose it, the output needs to be functional.

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14. Explain Scrum of Scrums.

It's a word for scaled agile technologies, which are necessary for managing and working with several scrum teams. It works best in scenarios where groups are working together on challenging tasks.

It is also used to guarantee that the goods are supplied and implemented, as well as the establishment of the necessary levels of openness, cooperation, adaptation, and adoption.

15. In Scrum, what do you mean by a sprint?

Scrum is centered around a sprint. This is two weeks or one month during which a possible product increment is created and ready for release. A new sprint commences after the previous sprint ends.

It divides complex, large-scale projects into smaller, more doable tasks. Teams can produce high-quality work more quickly and often, which facilitates project management. Sprints allow them greater adaptability to changes.

A sprint consists of daily scrums, development work, sprint planning, sprint review, and sprint retrospectives.

- During sprint planning, the Scrum Team plans the work that has to be done jointly.
- The Daily Scrum Meeting is a scheduled, 15-minute meeting where the Scrum Team coordinates their work and develops their plan for the next day.
- Every sprint concludes with a sprint review, where the increment is examined and the product backlog is adjusted as needed.
- There is a Sprint Retrospective that comes after the Sprint Review but before the subsequent Sprint Planning. Over this meeting, the Scrum Team will assess itself and create a plan for changes that will be implemented over the following Sprint.

16. What are the three pillars of a scrum?

The three pillars of Scrum are as follows:

Transparency: Key steps in the process should be visible to those responsible for the final result. For viewers to understand what they are seeing, transparency requires that those components be defined by a common standard.

Inspection: Scrum users must regularly work

toward a sprint goal and review scrum artifacts to identify undesirable deviations. They shouldn't conduct inspections so frequently that it becomes difficult for them to do their jobs. When competent inspectors conduct thorough inspections at the site of work, they are most successful.

Adaptation: The process or the material being processed needs to be changed if an inspector determines that one or more steps of the process stray beyond allowable bounds. The earliest possible modification must be made to prevent future deviations.

17. Who should write a user story in the scrum process?

- Writers of user stories are anyone. The product owner is not the one who creates the user stories; rather, it is their responsibility to make sure that there is an agile user story backlog.
- The team addresses needs early in the product development process and documents them as user stories. The backlog of products will never be closed as long as it exists.
- Consequently, anyone can add something to the queue as a user story if they believe there is a requirement that is lacking or something else that could help the customer.
- There isn't a rule or regulation stating that the product owner must write all of the stories.
- Anyone writing the story should understand exactly what it means and how to write it because there is a predetermined format.

18. Describe the user story structure with an example.

The following is an outline of the user story:

As a <Type of User>,

I want <To Perform Some Task>,

So that <I can achieve some goal/benefit/value>.

Example:

User Story for an Online Purchase:

I want to be able to shop online from websites and not have to go to the local market as a customer.

19. How can you be sure the user stories adhere to the specifications?

Set approval criteria and a description are essential components of a well-written user story. It should be a small enough piece with the fewest dependencies so it can be finished in a sprint. The team should be able to create, test, and provide estimations within the limits of the sprint. Good user stories, adhere to the INVEST principle.

- **I stands for Independent:** The team members should be less dependent on one another as a result of the user story.
- **N for Negotiable:** It indicates that the team and the product owner must agree on what constitutes a functional description.
- **V stands for Valuable:** meaning that it should improve the client experience.
- **E stands for Estimable:** meaning that the amount of time needed should be roughly estimated.
- **S stands for Small:** the task should be manageable enough for the team to finish in a sprint.
- **T stands for Testable:** meaning that it needs strong acceptance standards.

The scrum master can help the team produce quality user stories during backlog refinement or sprint preparation so that they can be selected for the commitment.

20. List some tools that are employed in Scrum projects.

The following are common Scrum tools:

- Jira

- Microsoft Azure DevOps
- Trello
- Asana

Scrum Master Training

Conclusion

Research indicates that Scrum Masters typically oversee projects with a greater success rate than traditional project managers. Review your skills with our scrum interview questions and answers and ace your interviews easily. Join SLA for the best **scrum training in Chennai.**

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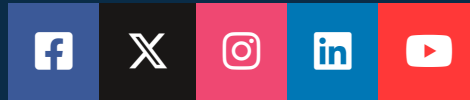
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