1. What is Scrum primarily known as?

a) A project management methodology
b) A software development framework
c) A programming language
d) A testing technique

Correct answer: b) A software development framework

Explanation: Scrum is primarily known as a software development framework used for iterative and incremental development of software products.

---

2. Which of the following is not a Scrum artifact?

a) Product Backlog
b) Sprint Backlog
c) Burn down Chart
d) Daily Standup

Correct answer: d) Daily Standup

Explanation: Daily Standup is a meeting or activity within Scrum, not an artifact. Artifacts in Scrum include the Product Backlog, Sprint Backlog, and Burn down Chart.

---

3. Who is responsible for managing the Product Backlog in Scrum?

a) Scrum Master
b) Development Team
c) Product Owner
d) Stakeholders

Correct answer: c) Product Owner

Explanation: The Product Owner is responsible for managing the Product Backlog, which involves prioritizing items, adding details, and ensuring the clarity of the items.

---

4. Which Scrum event is used to review the work completed during the sprint and adapt the Product Backlog if needed?

a) Sprint Planning
b) Daily Scrum
c) Sprint Review
d) Sprint Retrospective

Correct answer: c) Sprint Review

Explanation: Sprint Review is an event in Scrum where the team demonstrates the work completed during the sprint and gathers feedback from stakeholders to adapt the Product Backlog if needed.

---

5. What is the purpose of a Sprint Retrospective in Scrum?

a) To plan the work to be performed in the sprint
b) To review and demonstrate the work completed in the sprint
c) To inspect and adapt the process used in the sprint
d) To track the progress of the sprint

Correct answer: c) To inspect and adapt the process used in the sprint

Explanation: Sprint Retrospective is a Scrum event focused on reflecting on the previous sprint and identifying opportunities for improvement in the team’s processes.

---

6. Which Scrum role is responsible for ensuring the Scrum framework is understood and enacted?

a) Scrum Master
b) Product Owner
c) Development Team

d) Stakeholders

Correct answer: a) Scrum Master

Explanation: The Scrum Master is responsible for ensuring that the Scrum framework is understood and enacted by the team, as well as facilitating Scrum events and removing impediments.

---

7. What is the purpose of a Daily Scrum in Scrum?

a) To plan the work for the next sprint
b) To review the work completed in the previous sprint
c) To inspect progress towards the sprint goal and adapt the plan for the next 24 hours
d) To demonstrate the completed work to stakeholders

Correct answer: c) To inspect progress towards the sprint goal and adapt the plan for the next 24 hours

Explanation: Daily Scrum is a short, daily meeting where the Development Team inspects its progress towards the sprint goal and adapts the plan for the next 24 hours as needed.

---

8. What is a common timebox for a Sprint in Scrum?

a) 1 month
b) 1 week
c) 2 weeks
d) 3 months

Correct answer: c) 2 weeks

Explanation: A common timebox for a Sprint in Scrum is typically 2 weeks, although it can vary depending on the specific needs and circumstances of the project.

---

9. Which Scrum artifact represents the work that the Development Team plans to accomplish during the Sprint?

a) Product Backlog
b) Sprint Backlog
c) Burn down Chart
d) Increment

Correct answer: b) Sprint Backlog

Explanation: The Sprint Backlog is a subset of the Product Backlog and represents the work that the Development Team plans to accomplish during the Sprint.

---

10. What is the purpose of a Burn down Chart in Scrum?

a) To track the remaining work in the Sprint
b) To track the velocity of the Development Team
c) To track the progress of the Product Backlog
d) To track the number of bugs discovered during testing

Correct answer: a) To track the remaining work in the Sprint

Explanation: A Burn down Chart in Scrum visually represents the remaining work in the Sprint, helping the team to track progress towards completing the Sprint goal.

---

11. What is the main purpose of a Sprint Planning meeting in Scrum?

a) To review the work completed during the Sprint
b) To inspect and adapt the process used in the Sprint
c) To plan the work to be performed during the upcoming Sprint
d) To demonstrate the completed work to stakeholders

Correct answer: c) To plan the work to be performed during the upcoming Sprint

Explanation: Sprint Planning meeting in Scrum is where the Scrum Team plans the work to be

performed during the upcoming Sprint, including selecting Product Backlog items and creating a Sprint Goal.

---

12. What is the role of acceptance tests in Scrum?

a) To determine the duration of the Sprint
b) To verify that user stories meet their acceptance criteria
c) To track the progress of the Sprint
d) To prioritize items in the Product Backlog

Correct answer: b) To verify that user stories meet their acceptance criteria

Explanation: Acceptance tests are used in Scrum to verify that user stories meet their acceptance criteria, ensuring that the work completed meets the requirements specified by stakeholders.

---

13. In Scrum, who is responsible for prioritizing items in the Product Backlog?

a) Scrum Master
b) Development Team
c) Product Owner
d) Stakeholders

Correct answer: c) Product Owner

Explanation: The Product Owner is responsible for prioritizing items in the Product Backlog based on business value and stakeholder feedback.

---

14. What is the purpose of a Sprint Review in Scrum?

a) To plan the work for the next Sprint
b) To review and demonstrate the work completed during the Sprint
c) To inspect and adapt the process used during the Sprint
d) To review the progress of the Product Backlog

Correct answer: b) To review and demonstrate the work completed during the Sprint

Explanation: Sprint Review is a Scrum event where the Development Team demonstrates the work completed during the Sprint and gathers feedback from stakeholders.

---

15. Which Scrum event provides an opportunity for the Development Team to inspect and adapt its processes?

a) Sprint Planning
b) Daily Scrum

c) Sprint Review
d) Sprint Retrospective

Correct answer: d) Sprint Retrospective

Explanation: Sprint Retrospective is a Scrum event focused on inspecting and adapting the team's processes, tools, and behaviors to improve future Sprints.

---

16. What is the main responsibility of the Development Team in Scrum?

a) Managing the Product Backlog
b) Prioritizing user stories
c) Delivering potentially releasable increments of product functionality at the end of each Sprint
d) Facilitating Scrum events

Correct answer: c) Delivering potentially releasable increments of product functionality at the end of each Sprint

Explanation: The main responsibility of the Development Team in Scrum is to deliver potentially releasable increments of product functionality at the end of each Sprint.

---

17. Which Scrum role is responsible for maximizing the value of the product and the work of the Development Team?

a) Scrum Master
b) Product Owner
c) Development Team
d) Stakeholders

Correct answer: b) Product Owner

Explanation: The Product Owner is responsible for maximizing the value of the product by managing the Product Backlog and ensuring that the Development Team focuses on high-priority items.

---

18. What is the purpose of the Daily Scrum in Scrum?

a) To plan the work for the next Sprint
b) To review and demonstrate the work completed during the Sprint
c) To inspect progress towards the Sprint goal and adapt the plan for the next 24 hours
d) To review the progress of the Product Backlog

Correct answer: c) To inspect progress towards the Sprint goal and adapt the plan for the

next 24 hours

Explanation: Daily Scrum is a daily meeting where the Development Team inspects its progress towards the Sprint goal and adapts the plan for the next 24 hours as needed.

---

19. What is the primary purpose of the Product Backlog in Scrum?

a) To track the progress of the Sprint
b) To plan the work for the next Sprint
c) To manage the work needed to achieve the product vision
d) To review and demonstrate the work completed during the Sprint

Correct answer: c) To manage the work needed to achieve the product vision

Explanation: The Product Backlog is a prioritized list of all the work needed to achieve the product vision, managed by the Product Owner.

---

20. Which Scrum artifact represents the sum of all the Product Backlog items completed during a Sprint, and the value of the increments of all previous Sprints?

a) Product Backlog
b) Sprint Backlog

c) Increment
d) Burn down Chart

Correct answer: c) Increment

Explanation: Increment is the sum of all the Product Backlog items completed during a Sprint and the value of the increments of all previous Sprints. It is the output of each Sprint.

Related posts:

1. Fundamentals of Agile Process MCQ
2. Agile Projects MCQs
3. Introduction to Extreme Programming (XP) MCQs
4. Agile Software Design and Development MCQs
5. Introduction to Energy Science MCQ
6. Ecosystems MCQ
7. Biodiversity and its conservation MCQ
8. Environmental Pollution mcq
9. Social Issues and the Environment MCQ
10. Field work mcq
11. Discrete Structure MCQ
12. Set Theory, Relation, and Function MCQ
13. Propositional Logic and Finite State Machines MCQ
14. Graph Theory and Combinatorics MCQ
15. Relational algebra,Functions and graph theory MCQ

16. Data Structure MCQ
17. Stacks MCQ
18. TREE MCQ
19. Graphs MCQ
20. Sorting MCQ
21. Digital Systems MCQ
22. Combinational Logic MCQ
23. Sequential logic MCQ
24. Analog/Digital Conversion, Logic Gates, Multivibrators, and IC 555 MCQ
25. Introduction to Digital Communication MCQ
26. Introduction to Object Oriented Thinking & Object Oriented Programming MCQ
27. Encapsulation and Data Abstraction MCQ
28. MCQ
29. Relationships – Inheritance MCQ
30. Polymorphism MCQ
31. Library Management System MCQ
32. Numerical Methods MCQ
33. Transform Calculus MCQ
34. Concept of Probability MCQ
35. Algorithms, Designing MCQ
36. Study of Greedy strategy MCQ
37. Concept of dynamic programming MCQ
38. Algorithmic Problem MCQ
39. Trees, Graphs, and NP-Completeness MCQ
40. The Software Product and Software Process MCQ
41. Software Design MCQ
42. Software Analysis and Testing MCQ

43. Software Maintenance & Software Project Measurement MCQ
44. Computer Architecture, Design, and Memory Technologies MCQ
45. Basic Structure of Computer MCQ
46. Computer Arithmetic MCQ
47. I/O Organization MCQ
48. Memory Organization MCQ
49. Multiprocessors MCQ
50. Introduction to Operating Systems MCQ
51. File Systems MCQ
52. CPU Scheduling MCQ
53. Memory Management MCQ
54. Input / Output MCQ
55. Operating Systems and Concurrency
56. Software Development and Architecture MCQ
57. Software architecture models MCQ
58. Software architecture implementation technologies MCQ
59. Software Architecture analysis and design MCQ
60. Software Architecture documentation MCQ
61. Introduction to Computational Intelligence MCQ
62. Fuzzy Systems MCQ
63. Genetic Algorithms MCQ
64. Rough Set Theory MCQ
65. Introduction to Swarm Intelligence, Swarm Intelligence Techniques MCQ
66. Neural Network History and Architectures MCQ
67. Autoencoder MCQ
68. Deep Learning MCQs
69. RL & Bandit Algorithms MCQs

70. RL Techniques MCQs
71. Review of traditional networks MCQ
72. Study of traditional routing and transport MCQ
73. Wireless LAN MCQ
74. Mobile transport layer MCQ
75. Big Data MCQ
76. Hadoop and Related Concepts MCQ
77. Hive, Pig, and ETL Processing MCQ
78. NoSQL MCQs Concepts, Variations, and MongoDB
79. Mining social Network Graphs MCQ
80. Mathematical Background for Cryptography MCQ
81. Cryptography MCQ
82. Cryptographic MCQs
83. Information Security MCQ
84. Cryptography and Information Security Tools MCQ
85. Data Warehousing MCQ
86. OLAP Systems MCQ
87. Introduction to Data& Data Mining MCQ
88. Supervised Learning MCQ
89. Clustering & Association Rule mining MCQ
90. Machine Learning Fundamentals MCQs
91. Neural Network MCQs
92. CNNs MCQ
93. Reinforcement Learning and Sequential Models MCQs
94. Machine Learning in ImageNet Competition mcq
95. Computer Network MCQ
96. Data Link Layer MCQ

97. MAC Sub layer MCQ
98. Network Layer MCQ
99. Transport Layer MCQ
100. Raster Scan Displays MCQs
101. 3-D Transformations MCQs
102. Visualization MCQ
103. Multimedia MCQs
104. Introduction to compiling & Lexical Analysis MCQs
105. Syntax Analysis &Syntax Directed Translation MCQs
106. Type Checking & Run Time Environment MCQs
107. Code Generation MCQs
108. Code Optimization MCQs
109. INTRODUCTION Knowledge Management MCQs
110. Organization and Knowledge Management MCQs
111. Telecommunications and Networks in Knowledge Management MCQs
112. Components of a Knowledge Strategy MCQs
113. Advanced topics and case studies in knowledge management MCQs
114. Conventional Software Management MCQs
115. Software Management Process MCQs
116. Software Management Disciplines MCQs
117. Rural Management MCQs
118. Human Resource Management for rural India MCQs
119. Management of Rural Financing MCQs
120. Research Methodology MCQs
121. Research Methodology MCQs
122. IoT MCQs
123. Sensors and Actuators MCQs

124. IoT MCQs: Basics, Components, Protocols, and Applications
125. MCQs on IoT Protocols
126. IoT MCQs
127. INTRODUCTION Block Chain Technologies MCQs
128. Understanding Block chain with Crypto currency MCQs
129. Understanding Block chain for Enterprises MCQs
130. Enterprise application of Block chain MCQs
131. Block chain application development MCQs
132. MCQs on Service Oriented Architecture, Web Services, and Cloud Computing
133. Utility Computing, Elastic Computing, Ajax MCQs
134. Data in the cloud MCQs
135. Cloud Security MCQs
136. Issues in cloud computinG MCQs
137. Introduction to modern processors MCQs
138. Data access optimizations MCQs
139. Parallel Computing MCQs
140. Efficient Open MP Programming MCQs
141. Distributed Memory parallel programming with MPI MCQs
142. Review of Object Oriented Concepts and Principles MCQs.
143. Introduction to RUP MCQs.
144. UML and OO Analysis MCQs
145. Object Oriented Design MCQs
146. Object Oriented Testing MCQs
147. CVIP Basics MCQs
148. Image Representation and Description MCQs
149. Region Analysis MCQs
150. Facet Model Recognition MCQs

151. Knowledge Based Vision MCQs
152. Game Design and Semiotics MCQs
153. Systems and Interactivity Understanding Choices and Dynamics MCQs
154. Game Rules Overview Concepts and Case Studies MCQs
155. IoT Essentials MCQs
156. Sensor and Actuator MCQs
157. IoT Networking & Technologies MCQs
158. MQTT, CoAP, XMPP, AMQP MCQs
159. IoT MCQs: Platforms, Security, and Case Studies
160. MCQs on Innovation and Entrepreneurship
161. Innovation Management MCQs
162. Stage Gate Method & Open Innovation MCQs
163. Innovation in Business: MCQs
164. Automata Theory MCQs
165. Finite Automata MCQs
166. Grammars MCQs
167. Push down Automata MCQs
168. Turing Machine MCQs
169. Database Management System (DBMS) MCQs
170. Relational Data models MCQs
171. Data Base Design MCQs
172. Transaction Processing Concepts MCQs
173. Control Techniques MCQs
174. DBMS Concepts & SQL Essentials MCQs
175. DESCRIPTIVE STATISTICS MCQs
176. INTRODUCTION TO BIG DATA MCQ
177. BIG DATA TECHNOLOGIES MCQs

178. PROCESSING BIG DATA MCQs
179. HADOOP MAPREDUCE MCQs
180. BIG DATA TOOLS AND TECHNIQUES MCQs
181. Pattern Recognition MCQs
182. Classification Algorithms MCQs
183. Pattern Recognition and Clustering MCQs
184. Feature Extraction & Selection Concepts and Algorithms MCQs
185. Pattern Recognition MCQs
186. Understanding Cybercrime Types and Challenges MCQs
187. Cybercrime MCQs
188. Cyber Crime and Criminal justice MCQs
189. Electronic Evidence MCQs
190. Introduction to Information Security MCQ
191. Style sheets MCQs
192. Process Control MCQS
193. Signals and Systems MCQs
194. Understanding AM and FM Transmission Noise and Receiver Characteristics
195. Op-Amp Characteristics MCQs
196. Digital filters Design Techniques Mcqs
197. ERROR CONTROL AND DATA LINK PROTOCOLS mcqs
198. Satellite Communication MCQs
199. ELECTRO – PHYSIOLOGICAL MEASUREMENTS mcqs
200. DC – DC Converters MCQS