# Agile Testing Interview Questions And Answers Guide.

Global Guideline.

# Agile Testing Job Interview Preparation Guide.

**Question # 1**

Explain me the roles in Scrum?

**Answer:-**

There are mainly three roles that a Scrum team have:
* Project Owner - who has the responsibility of managing product backlog. Works with end users and customers and provide proper requirement to the team to build the proper product.
* Scrum Master - who works with scrum team to make sure each sprint gets complete on time. Scrum master ensure proper work flow to the team.
* Scrum Team - Each member in the team should be self-organized, dedicated and responsible for high quality of the work.

**Read More Answers.**

**Question # 2**

Do you know what is Agile Testing?

**Answer:-**

Agile Testing is a practice that a QA follows in a dynamic environment where testing requirements keep changing according to the customer needs. It is done parallel to the development activity where testing team receives frequent small codes from the development team for testing.

**Read More Answers.**

**Question # 3**

What is iterative Development in Agile?

**Answer:-**

Software is developed and delivered to customer and based on the feedback again developed in cycles or release and sprints. Say in Release 1 software is developed in 5 sprints and delivered to customer. Now customer wants some changes, then development team plan for 2nd release which can be completed in some sprints and so on.

**Read More Answers.**

**Question # 4**

Explain what is Test Driven Development (TDD)?

**Answer:-**

It is Test-first development technique in which we add a test first before we write a complete production code. Next we run the test and based on the result refactor the code to fulfill the test requirement.

**Read More Answers.**

**Question # 5**

Tell me what is importance of daily stand up meeting?

**Answer:-**

Daily stand up meeting is essential for any team in which-
* Team discuss about how much work has been completed.
* What are the plans to resolve technical issues.
* What steps need to done to complete the projects etc.

**Read More Answers.**

**Question # 6**

What is Re-factoring in Agile Testing?

**Answer:-**

Re-factoring is modifying existing code to improve its performance, readability, extensibility etc. The code's functionality remains as it is.

**Read More Answers.**

**Question # 7**

Tell me what is a test stub?

**Answer:-**

A small code which mimics a specific component in the system and can replace it. Its output is same as the component it replaces.

Read More Answers.

**Question # 8**

Tell me what are the Tools that can be useful for screenshots while working on Agile projects?

**Answer:-**

While working on Agile projects you can use tools like
* BugDigger
* BugShooting
* qTrace
* Snagit
* Bonfire
* Usersnap

Read More Answers.

**Question # 9**

What is Sprint?

**Answer:-**

Sprint is a predefined interval or the time frame in which the work has to be completed and make it ready for review or ready for production deployment. This time box usually lies between 2 weeks to 1 month. In our day to day life when we say that we follow 1 month Sprint cycle, it simply means that we work for one month on the tasks and make it ready for review by the end of that month.

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**Question # 10**

What is Scrum ban in Agile Testing?

**Answer:-**

Scrum ban is a software development model based on Scrum and Kanban. It is specially designed for project that requires frequent maintenance, having unexpected user stories and programming errors. Using these approach, the team's workflow is guided in a way that allows minimum completion time for each user story or programming error.

Read More Answers.

**Question # 11**

Explain me what are the Disadvantages of Agile model?

**Answer:-**

• In case of some software deliverables, especially the large ones, it is difficult to assess the effort required at the beginning of the software development life cycle.
• There is lack of emphasis on necessary designing and documentation.
• The project can easily get taken off track if the customer representative is not clear what final outcome that they want.
• Only senior programmers are capable of taking the kind of decisions required during the development process. Hence it has no place for newbie programmers, unless combined with experienced resources.

Read More Answers.

**Question # 12**

What is incremental Development in Agile?

**Answer:-**

Software is development in parts or increments. In each increment a portion of the complete requirement is delivered.

Read More Answers.

**Question # 13**

Explain me what is Scrum ban?

**Answer:-**

It is a software development model which is combination of scrum and kanban. Scrumban is considered for maintenance projects in which there are frequent changes or unexpected user stories. It can reduce the minimum completion time for user stories.

Read More Answers.

**Question # 14**

Explain me what is re-factoring?

**Answer:-**

To improve the performance, the existing code is modified; this is re-factoring. During re-factoring the code functionality remains same

Read More Answers.

**Question # 15**

Tell me what testing is done during Agile?

**Answer:-**

The primary testing activities during Agile is automated unit testing and exploratory testing.
Though, depending on project requirements, a tester may execute Functional and Non-functional tests on the Application Under Test (AUT).
**Read More Answers.**

**Question # 16**

Tell me what are the challenges involved in AGILE software development?

**Answer:-**

Challenges involved in Agile Software development includes
* It requires more testing and customers involvement
* It impacts management more than developers
* Each feature needs to be completed before moving on to the next
* All the code has to work fine to ensure application is in working state
* More planning is required

**Read More Answers.**

**Question # 17**

Explain me how is it different to traditional Waterfall or the V model?

**Answer:-**

The big difference is that in agile environment, testing is not a phase, it is an activity parallel to development.
* In agile environment, small features of software are delivered frequently, so testing activity should be parallel to development activity. Testing time is short as we are only testing small features.
* In the waterfall model, there is a testing phase at the end of the development so, testing is a big effort done after the whole application is developed. Testing time is long as we have to test the whole application.

**Read More Answers.**

**Question # 18**

Explain what are the three main roles in Scrum?

**Answer:-**

The Scrum team consists of three main roles:
• Product Owner: Manages the product backlog. PO is the voice of the business and create new features to be developed for the application.
• Scrum Master: Responsible for managing the sprint, remove any impediments and keeps track of the progress of the project.
• Scrum Team itself: Composed of developers, designers and QA. This forms the team which is responsible for delivering high quality software.

**Read More Answers.**

**Question # 19**

Do you know what are the two key factors when working as a QA in an agile team?

**Answer:-**

QA can add a lot of value to an agile team because of the different mindset. Testers can and should think about the different possible scenarios to test a story. However the most important asset that they can bring is:
• To prevent defect:QA should advocate best practices along the way to prevent defects from entering the system in the first place.
•    To provide fast feedback: It is important for developers to know if the new functionality works as expected and if regression tests pass, and they need that feedback quite quickly. QA should provide the results of the tests to developers as soon as possible.

**Read More Answers.**

**Question # 20**

Explain me what is a Test stub?

**Answer:-**

A test stub is a bit of code that replaces an undeveloped or fully developed component within a system being tested. The test stub is built such that it mimics the actual component by generating specific known outputs. The stub can be used as a substitute for the actual (fully developed) component for testing purposes. The stub can also be used during testing to isolate system components and troubleshoot problems. A test stub is also known as a test double.

**Read More Answers.**

**Question # 21**

Explain me how to measure the velocity of the sprint with varying team capacity?

**Answer:-**

When planning a sprint usually, the velocity of the sprint is measured on the basis of professional judgment based on historical data. However, the mathematical formula used to measure the velocity of the sprint are,
• First - completed story points X team capacity: If you measure capacity as a percentage of a 40 hours weeks
• Second - completed story points / team capacity: If you measure capacity in man-hours
For our scenario second method is applicable.

**Read More Answers.**

**Question # 22**

Explain me what are the different Methodologies in agile testing?

**Answer:-**

There are various methods present in agile testing such as,
* Scrum
* Crystal Methodologies
* DSDM(Dynamic Software Development Method)
* Feature driven development(FDD)
* Lean software development
* Extreme Programming(XP)

**Read More Answers.**

## Question # 23

Tell me what does it mean by product roadmap?

**Answer:-**

A product roadmap is referred for the holistic view of product features that create the product vision.

**Read More Answers.**

## Question # 24

Tell us what is the difference between Scrum and Agile?

**Answer:-**

* Scrum: In the scrum, a sprint is a basic unit of development. Each sprint is followed by a planning meeting, where the tasks for the sprint are identified and estimated. During each sprint, the team creates finished portion of a product
* Agile: In Agile, each iteration involves a team working through a full software development cycle, including planning, design, coding, requirement analysis, unit testing, and acceptance testing when a product is demonstrated to stakeholders

**Read More Answers.**

## Question # 25

Explain me in detail what are the role's of Scrum Master?

**Answer:-**

Scrum Master key responsibilities involves
* Understand the requirements and turn them into working software
* Monitoring and Tracking
* Reporting and Communication
* Process Check Master
* Quality Master
* Resolve Impediments
* Resolve Conflicts
* Shield the team and performance feedback
* Lead all the meetings and resolve obstacles

**Read More Answers.**

## Question # 26

What is a test stub in Agile Testing?

**Answer:-**

A test stub is a small code that replaces an undeveloped or fully developed component within a system being tested. Test stub is designed in such a way that it mimics the actual component by generating specifically known outputs and substitute the actual component.

**Read More Answers.**

## Question # 27

Explain spike and Zero sprint in Agile? What is the purpose of it?

**Answer:-**

Sprint Zero: It is introduced to perform some research before initiating the first sprint. Usually this sprint is used during the start of the project for activities like setting development environment, preparing product backlog and so on.
Spikes: Spikes are type of stories that are used for activities like research, exploration, design and even prototyping. In between sprints, you can take spikes for the work related to any technical or design issue. Spikes are of two types Technical Spikes and Functional Spikes.

**Read More Answers.**

## Question # 28

Tell me the difference between Extreme programming and Scrum?

**Answer:-**

Scrum:
* Scrum teams usually have to work in iterations called sprints which usually last up to two weeks to one month long
* Scrum teams do not allow change into their sprints
* In scrum, the product owner prioritizes the product backlog but the team decides the sequence in which they will develop the backlog items
* Scrum does not prescribe any engineering practices
Extreme Programing (XP):
* XP team works in iteration that last for one or two weeks
* XP teams are more flexible and change their iterations
* XP team work in strict priority order, features developed are prioritized by the customer

* XP does prescribe engineering practices

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## Question # 29

Explain what is Agile manifesto?

**Answer:-**

Agile manifesto defines an iterative and people-centric approach to software development. It has basically 4 key values and 12 principals.

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## Question # 30

What is Application Binary Interface?

**Answer:-**

Application Binary Interface or ABI defines an interface for complied application programs or we can say it describes the low level interface between an application and the operating system.

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## Question # 31

Explain what is the difference between burn-up and burn-down chart?

**Answer:-**

Burn-up and burn-down charts are used to keep track the progress of the project.
Burn-up charts represent how much work has been completed in any project whereas Burn-down chart represents the remaining work in a project.

**Read More Answers.**

## Question # 32

Explain me what is difference between Epic, User stories & Tasks?

**Answer:-**

User Stories:User Stories defines the actual business requirement. Generally created by Business owner.
Task: To accomplish the business requirements development team create tasks.
Epic: A group of related user stories is called an Epic.

**Read More Answers.**

## Question # 33

Explain the pros and cons of exploratory testing (used in Agile) and scripted testing?

**Answer:-**

* Exploratory Testing:
* Pros:
It requires less preparation- Easy to modify when requirement changes- Works well when documentation is scarce
* Cons:
Presenting progress and Coverage to project management is difficult
* Scripted Testing:
* Pros:
In case testing against legal or regulatory requirements it is very useful
* Cons:
Test preparation is usually time-consuming- Same steps are tested over and again- When requirement changes it is difficult to modify

**Read More Answers.**

## Question # 34

Explain the difference between the Incremental and Iterative development in Agile Testing?

**Answer:-**

Iterative: Iterative method is a continuous process of software development where the software development cycles are repeated (Sprint & Releases) till the final product is achieved.
Release 1: Sprint 1, 2... n
Release n: Sprint 1, 2....n
Incremental: Incremental development segregates the system functionality into increments or portions. In each increment, each segment of functionality is delivered through cross-discipline work, from the requirements to the deployment.

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## Question # 35

Explain what are the advantages of maintaining consistent iteration length throughout the project?

**Answer:-**

The advantages are
* It helps team to objectively measure progress
* It provides a consistent means of measuring team velocity
* It helps to establish a consistent pattern of delivery

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## Question # 36

Explain what is Agile Testing and how is it different to traditional waterfall or the V model?

**Answer:-**

Agile Testing is testing practice that follows the principles of agile software development. Agile testing involves all members of an agile team with special skills and expertise to ensure business value is delivered at frequent intervals.
The big difference is that in Agile environment, testing is not a phase, it is an activity parallel to development.
In agile environment, small features of software are delivered frequently, so testing activity should be parallel to development activity. Testing time is short as we are only testing small features.
In the waterfall model, there is a testing phase at the end of the development so, testing is a big effort done after the whole application is developed. Testing time is long as we have to test the whole application.

**Read More Answers.**

## Question # 37

Tell me in what way does the Agile Testing /Development Methodology differs from the other testing /development methodologies?

**Answer:-**

Anytime applying agile methodology, the testers /developers ensure that the whole process of testing /development is broke into as small steps as possible and just a small unit of code is tested /developed in each of this steps. The team of testers /developers is communicating consistently the results of their work, and change the short term strategy and even the development plan on the go, based on the results of agile testing. Agile methodology encourages flexible and rapid response to change which should lead to a better end result.

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## Question # 38

Explain me what is Feature Driven Development (FDD)?

**Answer:-**

This method is focused around "designing & building" features. Unlike other agile methods, FDD describes very specific and short phases of work that has to be accomplished separately per feature. It includes domain walkthrough, design inspection, promote to build, code inspection and design.

**Read More Answers.**

## Question # 39

Tell me as a tester what should be your approach when requirements change continuously?

**Answer:-**

When requirement keeps changing, continuously agile tester should take following approach
* Write generic test plans and test cases, which focuses on the intent of the requirement rather than its exact details
* To understand the scope of change, work closely with the product owners or business analyst
* Make sure team understand the risks involved in changing requirements especially at the end of the sprint
* Until the feature is stable, and the requirements are finalized, it is best to wait if you are going to automate the feature
* Changes can be kept to a minimum by negotiating or implement the changes in the next sprint

**Read More Answers.**

## Question # 40

Explain me the pros and cons of exploratory testing (used in Agile) and scripted testing?

**Answer:-**

Exploratory Testing:
Pros:
• It requires less preparation- Easy to modify when requirement changes
• Works well when documentation is scarce
Cons:
• Presenting progress and Coverage to project management is difficult
   Scripted Testing:
Pros:
• In case testing against legal or regulatory requirements it is very useful
Cons:
• Test preparation is usually time-consuming- Same steps are tested over and again
• When requirement changes it is difficult to modify

**Read More Answers.**

## Question # 41

What is Dynamic Software Development Method (DSDM)?

**Answer:-**

DSDM is a Rapid Application Development (RAD) approach to software development and provides an agile project delivery framework. The important aspect of DSDM is that the users are required to be involved actively, and the teams are given the power to make decisions. Frequent delivery of product becomes the active focus with DSDM.

**Read More Answers.**

## Question # 42

Tell me do testers sit within or outside the Scrum team?

**Answer:-**

Again a fundamental interview question. This time, however, there is more to it than meets the eye.

Because, the answer is: It depends.

It depends on how agile a team really is.

The easiest answer is that the testing team sits within the Scrum team, and deliver to sprints. This is true for well-run Agile test initiatives. Having the testing team embedded within the Scrum team helps drive code development to primarily pass test cases.

By nature of how Agile and Scrum work, a Scrum team is expected to possess all the skills necessary to deliver an Agile project - including Testing. And, we all know that anyone in the team can deliver any skill - when the team is truly Agile.

Obviously, there are pros and cons to this approach of a multi-disciplined, multi-skilled team - as opposed to one in which individual are identified and earmarked for particular skills like Business Analysis, Development, Testing etc. We won't get into that today.

When embedded within a Scrum team (and even otherwise), the hallmark of a good Agile tester is that they help reduce the defects count and percentage of defects found per line of code written.

How do they do this? By working with the rest of the team to deliver to requirements. And what better way to do this than by working day-to-day as part of the Scrum team.

On the other hand, the more experienced agile tester knows that at times, traditional test cycles need to be run outside the Scrum.

Read More Answers.

## Question # 43

Explain me what are the two key factors when working as a QA in an Agile team?

**Answer:-**

QA can add a lot of value to an agile team because of the different mindset. Testers can and should think about the different possible scenarios to test a story. However the most important asset that they can bring is:

* To prevent defect. QA should advocate best practices along the way to prevent defects from entering the system in the first place.
* To provide fast feedback. It is important for developers to know if the new functionality works as expected and if regression tests pass, and they need that feedback quite quickly. QA should provide the results of the tests to developers as soon as possible.

Read More Answers.

## Question # 44

Suppose a timebox plan needs to be reprioritized who should re-prioritise it?

**Answer:-**

If a timebox plan needs to be reprioritized it should include whole team, product owner, and developers.

Read More Answers.

## Question # 45

Tell me why Continuous Integration is important for Agile?

**Answer:-**

Continuous Integration is important for Agile for following reasons
* It helps to maintain release schedule on time by detecting bugs or integration errors
* Due to frequent agile code delivery usually every sprint of 2-3 weeks, stable quality of build is a must and continuous integration ensures that
* In helps to maintain the quality and bug free state of code-base
* Continuous integration helps to check the impact of work on branches to the main trunk if development work is going on branches using automatic building and merging function

Read More Answers.

## Question # 46

Tell me how you can measure the velocity of the sprint with varying team capacity?

**Answer:-**

When planning a sprint usually, the velocity of the sprint is measured on the basis of professional judgement based on historical data. However, the mathematical formula used to measure the velocity of the sprint are,

first - completed story points X team capacity: If you measure capacity as a percentage of a 40 hours weeks

Second - completed story points / team capacity: If you measure capacity in man-hours

For our scenario second method is applicable.

Read More Answers.

## Question # 47

Do you know how do you deal when requirements change frequently?

**Answer:-**

This question is to test the analytical capability of the candidate. Answer can be-

Work with PO to understand the exact requirement to update test cases. Also understand the risk in changing the requirement. Apart from this one should be able to write generic test plan and test cases. Don't go for the automation until requirements are finalized.

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## Question # 48

Tell me the difference between traditional Waterfall model and Agile testing?

**Answer:-**

Agile testing is done parallel to the development activity whereas in traditional waterfall model testing is done at the end of the development.

As done in parallel, agile testing is done on small features whereas in waterfall model testing is done on whole application.

Read More Answers.

**Question # 49**

Explain me the key difference between sprint backlog and product backlog?

**Answer:-**

Product backlog: It contains a list of all desired features and is owned by the product owner
Sprint backlog: It is a subset of the product backlog owned by development team and commits to deliver it in a sprint. It is created in Sprint Planning Meeting

**Read More Answers.**

**Question # 50**

Tell me how can you implement scrum in an easy way to your project?

**Answer:-**

These are the tips which can be helpful to implement scrum in your project
* Get your backlog in order
* Get an idea of the size of your product backlog items
* Clarify sprint requirement and duration to complete the sprint backlog
* Calculate the team sprint budget and then break requirements into tasks
* Collaborate workspace- a center of all team discussion, which includes plans, roadmaps, key dates, sketches of functionality, issues, log, status reports, etc.
* Sprint- Make sure you complete one feature at a time before moving on to the next. A sprint should not be abort unless if there is no other option
* Attend a daily stand-up meeting: In meeting you need to mention, what have been achieved since the last meeting, what will they achieve before the next meeting and is anything holding up their progress
* Use burndown chart to track daily progress. From the burndown chart, you can estimate whether you are on track, or you are running behind
* Complete each features well before moving on to the next
* At the end of the sprint- hold a sprint review meeting, mention what is achieved or delivered in the sprint.

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**Question # 51**

What is Crystal Methodology in Agile Testing?

**Answer:-**

Crystal Methodology is based on three concepts,
• Chartering: Various activities involved in this phase are creating a development team, performing a preliminary feasibility analysis, developing an initial plan and fine-tuning the development methodology
• Cyclic delivery: The main development phase consists of two or more delivery cycles, during which the
i.   Team updates and refines the release plan
ii.   Implements a subset of the requirements through one or more program test integrate iterations
iii.   Integrated product is delivered to real users
iv.   Review of the project plan and adopted development methodology
• Wrap Up: The activities performed in this phase are deployment into the user environment, post- deployment reviews and reflections are performed.

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**Question # 52**

Explain me what are some of the key features of Agile Development?

**Answer:-**

Some of the key features of agile development are,
• Collective code ownership and freedom to change.
• Incremental approach (e.g. user stories are incrementally implemented). Automation (e.g. TDD -- Test Driven Development).
• Customer focused (for e.g. internal and external users and business analysts are your immediate customers).
• Design must be simple.
•   Designing is an ongoing activity with constant re-factoring to achieve the rules of code simplicity like no duplication, verified by automated tests, separation of responsibilities, and minimum number of classes, methods, and lines.

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**Question # 53**

Tell me what should a burndown chart should highlight?

**Answer:-**

The burn-down chart shows the remaining work to complete before the timebox (iteration) ends.

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**Question # 54**

Do you know what are the qualities of a good Agile tester should have?

**Answer:-**

A good Agile tester should have following qualities
* It should be able to understand the requirements quickly
* Agile tester should know Agile principals and concepts well
* As requirements keep changing, tester should understand the risk involve in it
* Based on the requirements Agile tester should be able to prioritize the work
* Continue communication between business associates, developers and tester is must

**Read More Answers.**

**Question # 55**

Tell me some Agile quality strategies?

**Answer:-**

Some Agile quality strategies are-
* Re-factoring
* Small feedback cycles
* Dynamic code analysis
* Iteration

Read More Answers.

## Question # 56

Do you know what is Product backlog & Sprint Backlog?

**Answer:-**

Product backlog is maintained by the project owner which contains every feature and requirement of the product.
Sprint backlog can be treated as subset of product backlog which contains features and requirements related to that particular sprint only.

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## Question # 57

Do you know what is a Task board in Agile?

**Answer:-**

Task board is dash board which shows progress of the project. It contains:
* User Story: which has the actual business requirement.
* To Do: Tasks that can be worked on.
* In Progress: Tasks in progress.
* To Verify: Tasks pending for verification or testing
* Done: Completed tasks.

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## Question # 58

Tell me what is story points/efforts/ scales?

**Answer:-**

It is used to discuss the difficulty of the story without assigning actual hours. The most common scale used is a Fibonacci sequence ( 1,2,3,5,8,13,....100) although some teams use linear scale (1,2,3,4....), Powers of 2 (1,2,4,8......) and cloth size (XS, S ,M,L, XL)

Read More Answers.

## Question # 59

Do you know when not to use Agile?

**Answer:-**

Before using Agile methodology, you must ask following questions
* Is functionality split-able
* Is customer available
* Are requirements flexible
* Is it really time constrained
* Is team skilled enough

Read More Answers.

## Question # 60

Do you know what is the Agile Manifesto?

**Answer:-**

The agile software development emphasizes on four core values:
• Individual and team interactions over processes and tools
• Working software over comprehensive documentation
• Customer collaboration over contract negotiation
• Responding to change over following a plan

Read More Answers.

## Question # 61

Explain me what is Lean Software Development?

**Answer:-**

Lean software development method is based on the principle "Just in time production". It aims at increasing speed of software development and decreasing cost.

Read More Answers.

## Question # 62

Explain the key difference between sprint backlog and product backlog?

**Answer:-**

• Product backlog: It contains a list of all desired features and is owned by the product owner

• Sprint backlog: It is a subset of the product backlog owned by development team and commits to deliver it in a sprint. It is created in Sprint Planning Meeting

Read More Answers.

## Question # 63

Explain me what are good characteristics of an Agile Tester / QA?

**Answer:-**

When attending an Agile Testing Interview, questions can be asked to find out what you really understand from an Agile Tester or Agile QA role and how you will fit with the rest of the team.
A: Some good characteristics of an Agile Tester are
* Good communicator - In agile teams, there is increased level of communication with the Devs, QAs and BAs
* Priorities change frequently in agile projects, so the Agile QA should be able to prioritize the tasks accordingly
* Should not be afraid of change
* Ideally Agile Testers should be multi-skilled and technical or at least understand the technical terminology so that they don't feel alienated from the rest of the team when developers talk in technical terms
* Should understand Agile concepts and principles
* Participate in daily sprint planning, stand-ups, retrospectives. Note the word Participate, meaning to actually talk and take part in discussions rather than just attending the meetings

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## Question # 64

Explain me what are the Agile quality strategies?

**Answer:-**

Agile quality strategies are
* Re-factoring
* Non-solo development
* Static and dynamic code analysis
* Reviews and Inspection
* Iteration/sprint demos
* All hands demo
* Light weight milestone reviews
* Short feedback cycles
* Standards and guidelines

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## Question # 65

Tell us prototypes and Wireframes are widely used as part of?

**Answer:-**

Prototypes and Wireframes are prototypes that are widely used as part of Empirical Design

Read More Answers.

## Question # 66

What is Spike in Agile?

**Answer:-**

There may be some technical issues or design problem in the project which needs to be resolved first. To provide the solution of these problem "Spikes" are created. Spikes are of two types- Functional and Technical.

Read More Answers.

## Question # 67

Explain me pair Programming and its benefits?

**Answer:-**

Pair programming is a technique in which two programmer works as team in which one programmer writes code and other one reviews that code. They both can switch their roles.
Benefits:
* Improved code quality: As second partner reviews the code simultaneously, it reduces the chances of mistake.
* Knowledge transfer is easy: One experience partner can teach other partner about the techniques and codes.

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## Question # 68

What is test driven development in Agile Testing?

**Answer:-**

Test driven development or TDD is also known as test-driven design. In this method, developer first writes an automated test case which describes new function or improvement and then creates small codes to pass that test, and later re-factors the new code to meet the acceptable standards.

Read More Answers.

## Question # 69

Tell me what is your approach when requirements change continuously?

**Answer:-**

This question can be asked if you are interviewed for an agile QA position where requirements are likely to change frequently during development. Although a complete change in requirement is possible, most of the time, it is the technical details that are subject to change. e.g. the intent of the requirement or behaviour of the feature is the same but implementation details can change
A: Some possible answers can be:
* Write generic test plans and test cases which focus on the intent of the requirement rather than its exact details
* Work very closely with the product owners or business analysts to understand the scope of change so testing can be updated
* Make sure the team understands the risks involved in changing requirements especially towards the end of sprint
* If you're going to automate this feature, it is best to wait until the feature is stable and requirements are finalized
* Negotiate to see if the changes can be kept to a minimum and/or implement the changes in next sprint

**Read More Answers.**

**Question # 70**

Tell me what is Spike and Zero sprint in Agile? What is the purpose of it?

**Answer:-**

•   Sprint Zero: It is introduced to perform some research before initiating the first sprint. Usually this sprint is used during the start of the project for activities like setting development environment, preparing product backlog and so on.

•   Spikes: Spikes are type of stories that are used for activities like research, exploration, design and even prototyping. In between sprints, you can take spikes for the work related to any technical or design issue. Spikes are of two types Technical Spikes and Functional Spikes.

**Read More Answers.**

**Question # 71**

What is Extreme Programming (XP) in Agile Testing?

**Answer:-**

Extreme Programming technique is very helpful when there is constantly changing demands or requirements from the customers or when they are not sure about the functionality of the system. It advocates frequent "releases" of the product in short development cycles, which inherently improves the productivity of the system and also introduces a checkpoint where any customer requirements can be easily implemented. The XP develops software keeping customer in the target.

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**Question # 72**

Do you know what is Zero sprint in Agile?

**Answer:-**

It can be defined as pre step to the first sprint. Activities like setting development environment, preparing backlog etc needs to be done before starting of the first sprint and can be treated as Sprint zero.

**Read More Answers.**

**Question # 73**

Tell me what qualities should a good Agile tester have?

**Answer:-**

* Agile tester should be able to understand the requirements quickly.
* Agile tester should know Agile concepts and principals.
* As requirements keep changing, he should understand the risk involve in it.
* Agile tester should be able to prioritize the work based on the requirements.
* Communication is must for a Agile tester as it requires a lot of communication with developers and business associates.

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**Question # 74**

How the velocity of sprint is measured in Agile Testing?

**Answer:-**

If capacity is measured as a percentage of a 40 hours weeks then completed story points * team capacity
If capacity is measured in man hours then Completed story points / team capacity

**Read More Answers.**

**Question # 75**

Explain me what is Test Driven Development?

**Answer:-**

Test driven development or TDD is also known as test-driven design. In this method, developer first writes an automated test case which describes new function or improvement and then creates small codes to pass that test, and later re-factors the new code to meet the acceptable standards.

**Read More Answers.**

**Question # 76**

Do you know what are the three main roles in Scrum?

**Answer:-**

The Scrum team consists of three main roles:
* Product Owner: Manages the product backlog. PO is the voice of the business and create new features to be developed for the application.

* Scrum Master: Responsible for managing the sprint, remove any impediments and keeps track of the progress of the project.
* Scrum Team itself: Composed of developers, designers and QA. This forms the team which is responsible for delivering high quality software.

Read More Answers.

## Question # 77

Tell me in Agile, burn-up and burn-down chart?

**Answer:-**

To track the project progress burn up and burn down charts are used,
• Burn up Chart: It shows the progress of stories done over time
• Burn down Chart: It shows how much work was left to do overtime

Read More Answers.

## Question # 78

Do you know what is Scrum ban?

**Answer:-**

Scrum ban is a software development model based on Scrum and Kanban. It is specially designed for project that requires frequent maintenance, having unexpected user stories and programming errors. Using these approach, the team's workflow is guided in a way that allows minimum completion time for each user story or programming error.

Read More Answers.

## Question # 79

Tell me how QA can add a value to an agile team?

**Answer:-**

QA can provide a value addition by thinking differently about the various scenarios to test a story. They can provide quick feedback to the developers whether new functionality is working fine or not.

Read More Answers.

## Question # 80

Explain the benefits of Agile Software development?

**Answer:-**

Agile methods grew out of the real-life project experiences of leading software professionals who had experienced the challenges and limitations of traditional waterfall development on project after project.  The approach promoted by agile development is in direct response to the issue associated with traditional software development - both in terms of overall philosophy as well as specific processes.

Read More Answers.

## Question # 81

What is the velocity in Agile?

**Answer:-**

Velocity is a metric that is calculated by addition of all efforts estimates associated with user stories completed in a iteration. It predicts how much work Agile can complete in a sprint and how much time will require to complete a project.

Read More Answers.

## Question # 82

Do you know what is Application Binary Interface?

**Answer:-**

Across different system platforms and environments a specification defining requirements for portability of applications in binary form is known as Application Binary Interface

Read More Answers.

## Question # 83

Explain what is re-factoring?

**Answer:-**

Modification of the code without changing its functionality to improve the performance is called re-factoring.

Read More Answers.

## Question # 84

Tell me who are all involved in the Agile team?

**Answer:-**

In agile the two main leads are
* Scrum Masters: It coordinates most of the inputs and outputs required for an agile program
* Development Managers: They hire right people and develop them with the team

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**Question # 85**

What is tracer bullet in Agile?

**Answer:-**

It can be defined as spike with the current architecture or the current set of best practices.
The purpose of a tracer bullet is to examine how an end-to-end process will work and examine feasibility.

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# Testing Model Most Popular Interview Topics.

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