Formation Scrum Master

**1- Which of the following is NOT required by Scrum?**

a. Sprint Retrospectives

b. Definition of Done

c. Having timeboxed events

d. Burn-down charts

**2- Adding new developers to the team may cause a short-term decrease in productivity.**

a. FALSE

b. TRUE

**3- The Development Team is ready to start the first Sprint, but the Product Backlog is not ready yet. What should the Product Owner do?**

a. Let the team start the first Sprint, and continue refining the Product Backlog.

b. Ask the developers to help you refine the Product Backlog instead of starting the first Sprint.

c. Let the Sprint begin, but only with the goal of completing the Product Backlog.

**4- The Development Team has realized that one of the planned works in the Sprint Backlog is not needed anymore. What should they do?**

a. Keep it, but inform the Product Owner.

b. Inform the Product Owner, so that he/she can cancel the Sprint.

c. Ask the Product Owner to remove it.

d. Remove it if it's OK with the Product Owner.

**5- Scrum doesn't have a role called Project Manager.**

a. TRUE

b. FALSE

**6- It's allowed to have Team Leaders when many developers are working on a complex project.**

a. TRUE

b. FALSE

**7- Which three statements show the result of changing Scrum terminology while implementing it in the organization?**

a. They will get better results adopting Scrum this way.

b. The change might not be obvious to everyone, and therefore very little change actually happens.

c. It's necessary to tailor Scrum to suit the project.

d. The change might not be obvious to everyone, and some benefits may be lost.

e. Management may feel less enthusiastic about the change.

**8- The whole Sprint Backlog is defined in the Sprint Planning meeting.**

a. TRUE

b. FALSE

**9- What's the timeboxed duration of Sprint Planning?**

a. 4 hours

b. Maximum 8 hours

c. 4 hours in a one-month Sprint

d. 3 hours in a one-month Sprint

**10- Daily Scrums are held at the same time and same place every day.**

a. TRUE

b. FALSE

**11- Who is responsible for explaining the Product Backlog items?**

a. Product Owner

b. Customer

c. Business Analyst

d. Scrum Master

e. The Development Team is self-organized and has to talk to anyone necessary, and find out the meanings of items.

**12- Who can attend the Daily Scrum meeting?**

a. The Development Team

b. Anyone

c. The Development Team and the Product Owner

d. The whole Scrum Team

**13- Which of the following best describes the Sprint Review meeting?**

a. A formal meeting to receive approval of the customer for the Increment

b. An inspection of the Increment to collect feedback and see what to do in the next Sprint

c. It's a controlling mechanism for evaluating the work of developers.

d. A demo at the end of the Sprint for everyone in the organization to see the Increment.

**14- Which statement is correct about the Sprint Backlog?**

a. It has no detail.

b. It has all the details.

c. It has just enough detail.

**15- Which of the following may change during the Sprint?**

a. Product Backlog

b. Sprint Goal

c. Composition of the team

d. Minimum level of quality

**16- Which of the following describes the relationship between the Product Backlog and changes in the project environment?**

a. The Product Backlog should be kept high-level enough to tolerate such changes.

b. The old baselined Product Backlog would be saved, and a new one would be created for the rest of the project.

c. There's no effect on the Product Backlog.

d. It evolves to reflect the changes

**17- Which two statements are correct about Daily Scrums?**

a. It's 15 minutes only if the Sprint is one month long.

b. The Product Owner should attend the meeting.

c. It's always a 15-minute timeboxed event, no matter how many developers there are, or how long the Sprint is.

d. It's held at the same time and place every day.

e. It's facilitated by the Scrum Master.

**18- What's the main reason for the Product Owner to be at the Daily Scrum?**

a. To participate as a Scrum Team member

b. It's not necessary for them to be in the meeting.

c. To assign tasks to developers.

d. To track changes to the Sprint Backlog.

**19- Which element is NOT an attribute of Product Backlog items?**

a. Owner

b. Value

c. Estimate

d. Description

**20- Which two statements are correct about the number of Product Owners when there are three products being developed using Scrum?**

a. Each product should have a separate Product Owner.

b. There should be only one Product Owner.

c. There can be a single Product Owner for all products.

d. There can be a different Product Owner for each product.

**21- What does it mean for a Development Team to be cross-functional?**

a. The team should collaborate with all functional units.

b. Each Development Team member has all the expertise required for creating potentially releasable Increments.

c. The developers work closely with business analysts, architects, and testers external to them.

d. They have all the expertise required for the product, in such a way that they do not need any help from the outside.

**22- Which of the following actions may a Scrum Master take in starting up a project?**

a. Ask the team to work together and prepare a complete Product Backlog.

b. Ensure that team members have clear roles and responsibilities.

c. Ask the development managers to introduce their departments and capabilities.

d. Ask the Development Team members to introduce themselves to each other and tell about their skills and background.

**23- Which three of the following are NOT acceptable in Scrum?**

a. Release Sprints

b. Refactoring

c. Using Story Points

d. Release Planning

e. Sprint Zero

f. Integration Sprints

**24- The Product Owner can also be a member of the Development Team**

a. FALSE

b. TRUE

**25- The Definition of Done can change during the project.**

a. TRUE

b. FALSE

**26- Who decides about the number of items selected for the Sprint Backlog?**

a. The Scrum Master

b. The Product Owner

c. The Solution Architect

d. The Team Leader

e. The Development Team

f. The Business Analyst

**27- A real self-organizing team doesn't need a Scrum Master**

a. TRUE

b. FALSE

**28- Which three of the following may be done in the Sprint Retrospective meeting?**

a. Calculate Velocity

b. Refining the Product Backlog

c. Discuss the Product Backlog items for the next Sprint

d. Discuss the way Increments are demonstrated to the customer

e. Discuss techniques used to facilitate the Sprint Retrospective meeting

f. Discuss tools used to communicate with remote team members

**29- Which three Scrum values are demonstrated by focusing on the most valuable items first?**

a. Self-organization

b. Focus

c. Courage

d. Inspection

e. Respect

**30- The purpose of each Sprint is to release a piece of working software.**

a. FALSE

b. TRUE

**31- When should we release the product?**

a. When the Increment is free of defects

b. When the Increment is releasable

c. When it makes sense

d. At the end of each Sprint

**32- Each item in the Sprint Backlog is owned by one or a pair of developers.**

a. TRUE

b. FALSE

**33- Who owns the Product Backlog?**

a. The Development Team

b. The Product Owner

c. The whole Scrum Team

d. The Scrum Master

**34- The developers forecast that 5 out of 12 items they have in the Sprint Backlog won't be done by the end of the Sprint. What should they do?**

a. Extend the duration of the Sprint, to be able to deliver everything.

b. Cancel the Sprint.

c. Review the work with the Product Owner to see if any adjustments are required, and keep working.

d. The remaining items will be moved to the next Sprint Backlog.

**35- Scrum Teams should normalize their estimations, so that management can measure and compare their performance.**

a. FALSE

b. TRUE

**36- The Product Backlog is baselined before the first Sprint**

a. FALSE

b. TRUE

**37- Which two of the following may change during the Sprint?**

a. Minimum level of quality

b. Product Backlog

c. Sprint Backlog

d. Composition of the team

**38- When the team becomes mature enough in using Scrum, they won't need a Scrum Master anymore.**

a. FALSE

b. TRUE

**39- What's the role of a Product Owner during Sprint Retrospectives?**

a. Answering questions of developers

b. They should not participate in this meeting

c. Participating as a Scrum Team member

d. Summarizing and report the results of the meeting to stakeholders

**40- The Product Owner should determine how many items should be selected for the Sprint Backlog.**

a. FALSE

b. TRUE

**41- When does the next Sprint begin?**

a. When the Product Owner authorizes

b. Immediately after the previous Sprint

c. When the Product Backlog is refined and items at the top are "ready"

d. When the customer approves the previous Increment

**42- How is budgeting done in Scrum?**

a. Budgeting is done based on the initial Product Backlog.

b. Ideally revised each Sprint to ensure value is being delivered.

c. Scrum doesn't need a budgeting system.

d. Usually every day

**43- What are the three classical questions of Daily Scrums, if you decide to go through them?**

a. Are we able to deliver all Sprint Backlog items by the end of the Sprint?

b. How many hours did I spend on the project yesterday?

c. What impediments are in my way or in the way of the team?

d. What work am I going to do today to help the team achieve its goal?

e. What work did I do yesterday to help the team achieve its goal?

f. What is the progress of the Sprint?

**44- The Scrum Master shouldn't allow the developers to start working without having the tasks identified and assigned.**

a. TRUE

b. FALSE

**45- What happens if we forecast that some of the work defined in the Sprint Backlog won't be done by the end of the Sprint?**

a. Outsource part of the work to other teams or parts of the organization.

b. Review the work with the Product Owner to see if any adjustments are required, and keep working.

c. Extend the duration of the Sprint, to be able to deliver everything.

d. The remaining items will be moved to the next Sprint Backlog.

**46- Which of the following can be considered a real output of a Sprint?**

a. A few Done features that are added to the previous version of the software

b. A set of tests designed to be used in the next Sprint

c. UML diagrams

d. A document that describes the architecture of the software and can be used by the developers in the rest of the project

**47- When is the Sprint over?**

a. When the timeboxed duration is over

b. When the Sprint Backlog tasks are done

c. When the Product Owner announces the end of the Sprint

d. When all Sprint Backlog items are done

**48- What should the developers do when they have trouble delivering an item because they don't understand it?**

a. Defer the item to the next Sprint.

b. Ask the Scrum Master to remove this impediment.

c. Move the item back to the Product Backlog.

d. Collaborate with the Product Owner to see what's possible and desirable.

**49- It's generally better to have shorter Sprints when the project is riskier.**

a. TRUE

b. FALSE

**50- When multiple teams are working on a project, they should select work from the same Product Backlog.**

a. TRUE

b. FALSE

**51- What does a burn-down chart measure?**

a. The amount of business value delivered to the customer

b. Work that is done based on the Definition of Done

c. Work remaining across time

d. Cost of the project across time

**52- Which statement does NOT explain when an item is considered complete?**

a. When the Sprint is over

b. When it's potentially usable for the end users, if it becomes part of the Increment

c. When it can be part of a potentially releasable Increment

d. When everything is done based on the Definition of Done

**53- A company that is mature in using Scrum, and it also has a PMO. What is the role of the PMO?**

a. Manages portfolios and programs and facilitates the application of techniques that complement Scrum.

b. There's no place for a PMO in such an organization.

c. The PMO will be responsible for making higher level decision in the project.

d. The PMO should manage and help Scrum Masters.

**54- Which of the following best describes Sprint Planning?**

a. What can be done and how to do it

b. What was the feedback and how should we adapt the Product Backlog?

c. What to do and who will do it

d. Who will be in the team this Sprint?

**55- Which three of the following are pillars of Scrum?**

a. Adaptation

b. Inspection

c. Collaboration

d. Transparency

e. Creativity

f. Value optimization

**56- Sprint Review is an informal meeting.**

a. FALSE

b. TRUE

**57- Which of the following is a benefit of self-organization?**

a. Increased creativity

b. Increased respect

c. Increased predictability

d. Increased cross-functionality

**58- Which of the following is NOT correct about the Product Owner role?**

a. Is the only person who can add items to the Product Backlog

b. Owns the Product Backlog

c. Explains the Product Backlog items

d. Is responsible for maximizing the value of the product

**59- Which of the following is a valid service from a Scrum Master to a Product Owner?**

a. Help the Product Owner order the Product Backlog items in order to maximize value.

b. Help the Product Owner find techniques for managing the Product Backlog.

c. Act as the middleman between the Product Owner and the Development Team, as requested or required.

d. Act as a proxy when the Product Owner is not available to the team.

**60- Which of the following is correct about the Development Team role?**

a. Helps the organization implement Scrum

b. Has the authority to cancel the Sprint

c. Is responsible for maximizing the value of the product

d. Prioritizes tasks in the Sprint Backlog

**61- Who's responsible for quality?**

a. All developers

b. Team leaders

c. Testers

**62- Which of the following is NOT mandatory in Scrum?**

a. Sprint Backlog

b. Timeboxing the events

c. Sprint Planning

d. User Stories

**63- Who is responsible for engaging stakeholders?**

a. The Scrum Master

b. The Development Team

c. The Project Manager

d. The Product Owner

**64- What type of test should be done during the Sprint?**

a. Every type of test

b. All tests, except for integration tests

c. All tests, except for user acceptance tests

d. Unit tests

**65- Which of the following is the LEAST productive way for the Scrum Master to improve the Development Team's communications with the Product Owner?**

a. Monitor their communication performance.

b. Suggest effective communication tools and techniques to the Product Owner.

c. Act as a go-between for them.

d. Teach them how to effectively communicate.

**66- A 2x increase in the number of developers will double productivity.**

a. TRUE

b. FALSE

**67- The customer goes to the Development Team in the middle of a Sprint and asks them to add an important item to the Sprint Backlog. What should they do?**

a. Add the item to the next Sprint Backlog.

b. Reject the request.

c. Refer the customer to the Product Owner.

d. Add the item to the current Sprint Backlog.

**68- When is it time to integrate the code?**

a. At the end of the project

b. At the end of each Sprint

c. Before each release

d. Frequently, during the Sprint

**69- Having the team members and a complete Product Backlog are the only things needed to start the project.**

a. TRUE

b. FALSE

**70- When does a Scrum Master cancel a Sprint?**

a. When not enough resources are available for the project

b. When there's an unsolved technical dependency

c. When the forecast shows that we can't finish many of the items in the Sprint Backlog

d. The Scrum Master doesn't have the authority to cancel the Sprint.

**71- It's required to use User Stories in Scrum.**

a. TRUE

b. FALSE

**72- Some items in Sprint Backlogs are not directly about the features and functions of the product.**

a. FALSE

b. TRUE

**73- How many hours per day should a Development Team member work?**

a. Normally, 40 hours a week

b. As much as needed for realizing the Sprint Backlog items by the end of the Sprint

c. At a constant pace

d. At least 6 ideal man-hours

**74- Which two statements are correct about non-functional requirements?**

a. They will be considered in the Hardening Sprints.

b. They can be added to a separate backlog to be used during all Sprints.

c. They will be reflected in the Sprint Goal.

d. Some of them can be added to the Product Backlog.

e. Some of them can be added to the Definition of Done.

**75- The Sprint Backlog makes visible all the work that the \_\_\_\_\_ identifies as necessary to meet the Sprint Goal.**

a. Product Owner

b. Scrum Master

c. Development Team

d. Scrum Team

**76- Scrum is a technique for developing complex products.**

a. FALSE

b. TRUE

**77- Which two of the following are correct about the Development Team role?**

a. Explains the Product Backlog items

b. Can make changes to the Sprint Backlog

c. Has the authority to cancel the Sprint

d. Makes changes to the Definition of Done

e. Decides when to release the product

**78- Which statement is NOT correct about Daily Scrums?**

a. Only the developers participate in the meeting.

b. It's held at the same time and place every day.

c. It's facilitated by the Scrum Master.

d. It's always a 15-minute timeboxed event, no matter how many developers there are, or how long the Sprint is.

**79- Which two of the following can be considered real outputs of a Sprint?**

a. A few Done features that are added to the previous version of the software

b. A document that describes the architecture of the software and can be used by the developers in the rest of the project

c. A potentially releasable piece of software

d. An Increment of software with minor known bugs in it

**80- Which of the following is LEAST likely to be used by a Scrum team?**

a. Digital camera, task board

b. Large screen, Planning Poker cards

c. WBS, Gantt Chart

d. Wiki, online forum