**Why is it important to trust the team?**

* High trust teams do not have to be accountable to each other
* High trust teams do not require a user representative
* The Project Manager does not then have to keep a project schedule
* The presence of trust is positively correlated with the team performance

**Explanation**

When trust is placed on the scrum team and a conducive environment is created around it, the team takes accountability for its commitments and delivers them as expected by the Product Owner and the business.

**Which of the following is the most characteristic of a ScrumMaster?**

* Task focused
* Process oriented
* Supportive
* Disengaged

**Explanation**

A Scrum Master is a coach, facilitator and helps the scrum team in removing the impediments so that the team can achieve the sprint goals.

**A good approach to documentation in Scrum is:**

* Do no documentation because it is a waste of time
* Do the necessary documentation to support the development and use of the product
* Do sufficient documentation to prove you have done a good job
* Do more documentation than usual, because Agile is risky

**Explanation**

Agile values working software over comprehensive documentation.

**One of the development stages you would expect to see a team go through is:**

* Storming
* Warming
* Cloning
* Yawning

**Explanation**

Scrum is based on teamwork. There are no individual contributions. Also, the Scrum Master can't dictate tasks to the team.

**What is most important in all Scrum Team? A) Self-management B) Clear hierarchies C) Communication D) Continuous improvement**

* A, B, C, D
* A, C, D
* A, D
* A, B

**Explanation**

When trust is placed on the scrum team and a conducive environment is created around it, the team takes accountability for its commitments and delivers them as expected by the Product Owner and the business.

**Who ultimately decides when the team has enough work for the sprint in planning?**

* The ScrumMaster
* The product owner
* The team Developers
* The product owner, ScrumMaster and team vote to determine when the sprint backlog is full

**Explanation**

The Developers decide how much of work they can commit to in a sprint. They consider multiple factors like historical velocity, available capacity, etc.

**Which of the following responsibilities is NOT attributed to the Scrum Master?**

* Removing impediments
* Facilitating meetings
* Supporting the Developers on the framework
* Assigning tasks to team members

**Explanation**

The Scrum Master should encourage team members to self-manage while picking up the tasks. He/She should not assign them.

**Which of these statements best describes the Agile approach to teamwork?**

* The team should plan to work overtime regularly throughout the project
* The team should expect to work longer hours towards the end of the project, in order to deliver all that was committed to
* The team should strive for a sustainable pace that they can maintain potentially for a long time
* The team will regularly need to work many hours overtime but can compensate for this during periods of less intensity

**Explanation**

**What is the main artifacts of a sprint planning meeting, and what is the related commitment?**

* A sprint backlog and sprint goal
* A requirements documents and a Gantt chart
* A requirements documents and a test plan
* A test plan and a Gantt chart

**Explanation**

At the end of sprint planning meeting a scrum team will have the sprint backlog (set of user stories committed) and an agreed sprint goal for that sprint.

**In a Scrum Team, we “learn as we go” because**

* There are a lot of unknown which cannot be determined upfront.
* Requirements evolve over time
* The Developers can discover better ways to collaborate over time
* All of the above

**Explanation**

Scrum is based on empiricism

**What should the developers do if the product owner is repeatedly too busy to be available?**

* Continue the work, record the assumptions and ask the customer later for input
* Send the customer a written warning that the end product will be completed on time, but may not meet their needs
* Allow the Business Analyst to take on the role of Proxy Product Owner
* Draw the problem to the attention of the Scrum Master

**Explanation**

Product Owner repeatedly not available to the scrum team’ is an impediment which needs to be brought to the attention of the Scrum Master. The Scrum Master should in turn work with the Product Owner to address the issue

**During a sprint the developers should be:**

* In contact with the product owner twice daily
* Allowed to work without interruptions from the product owner
* Able to contact the product owner to clarify aspects of the work
* Able to work without needing to disturb the product owner

**Explanation**

Developers who are part of a scrum team should be able to reach out to the Product Owner anytime during the day/sprint if certain things (user stories, acceptance criteria, etc.) need to be clarified. Thus sprint goals can be achieved by scrum teams without any delay.

**Which one of the following is NOT traditionally an activity of the Scrum framework?**

* Sprint planning
* Sprint review
* Sprint retrospective
* Weekly inspection

**Explanation**

Weekly inspection is not a recommended activity in Scrum. Daily feedback loop is enabled in the form of a Daily Scrum meeting, and the. Sprint review meeting provides the feedback for the just completed sprint.

**A good approach to documentation in Scrum is:**

* Do no documentation because it is a waste of time
* Do the necessary documentation to support the development and use of the product
* Do sufficient documentation to prove you have done a good job
* Do more documentation than usual, because Agile is risky

**Explanation**

Agile values working software over comprehensive documentation

**Which of the following best describes the approach for determining the Sprint length?**

* Sprint should always be 30 days
* The team determines Sprint length by dividing the total number of story points by the average velocity of the team
* Sprint should always be two weeks
* The Scrum Team should agree on the duration of the Sprint

**Explanation**

Ideally the iteration (timebox) duration should be determined by the whole team- Product Owner, Scrum Master and Developers. Factors that can be considered are change frequency, feedback frequency, technology used, etc.

**Which statement of the following is the best description for sprint?**

* A sprint is a condensed amount of time where a developer works as many hours as they need to in order to finish the work assigned to them.
* A sprint is a pre-specified amount of time in which the developers team works at a sustained pace to complete a chosen set of items from the Product Backlog.
* A sprint is a fixed amount of time set aside for team to run tests and fix any outstanding bugs right before the product ships
* A sprint is a pre-specified period of time during which team members choose individual items from the product backlog to work on. As each item is completed a new item is brought into the sprint.

**Explanation**

A sprint is a time-boxed duration during which the team commits to a sprint goal based on their velocity. The team must achieve their sprint goal by maintaining a sustainable pace.

**Which of the following choices is a key reason to adopt an agile framework like Scrum?**

* To be up to date on the latest process
* To shake things up in the organization
* To hold programmers and testers accountable for their work
* To be better able to respond to change

**Explanation**

In a fast-changing business environment (technologies, consumer expectations, etc.) responding quickly and faster time to market are key to success.

**Which of the following are roles in the Scrum framework?**

* Product Owner
* Project Manager
* Lead Developer
* Business Analyst

**Explanation**

There are three roles in Scrum - Product Owner, Scrum Master and the Developers

**When handling team dynamics, what should the Scrum Master do?**

* Empower the team members, within appropriate limits
* Encourage an environment of competition and personal advantage
* Give clear directives to the team about what they should do and how
* Expect team members to be proactive and work on their own priorities and objectives

**Explanation**

Scrum is based on teamwork. There are no individual contributions. Also, the Scrum Master cannot dictate tasks to the team.

**What kind of software development projects can be executed by implementing the Scrum Framework?**

* Complete software packages
* Customer projects
* All kinds of software development projects
* Sub-systems, components or parts of bigger systems

**Explanation**

All kinds of software development projects can be executing using Scrum framework.