What kind of software development projects can be executed by Scrum Project Management Framework?
Omplete software packages
Oustomer projects
O Sub-systems, components or parts of bigger systems
All kinds of software development projects
O None of the given answers
QUESTION 2
What does NOT belong to cornerstones of the agile manifesto?
Individuals and interactions over processes and tools
Working software over comprehensive documentation
Processes over people
Customer collaboration over contract negotiation
Responding to change over following a plan
QUESTION 3
What is defined by the Scrum Framework?
A) Rules & Roles B) Document guidelines
C) Artifacts and events
O A
O B
0 C
O A, B, C
• A, C
QUESTION 4
Where are the customer requirements stored?
In the Product Backlog
O In the Sprint Backlog
O In a database
O In a Scrum Product Requirement Specification
Nowhere. The Scrum Product Owner knows them
QUESTION 5
Which ones of the following main roles are defined by Scrum Framework?
A) Scrum Tester
B) The Scrum Team C) Scrum Manager
D) Scrum Master
E) Scrum Product Owner
O A, B, C, D, E
O B, C, D, E
● B, D, E
O A, B, D, E
O A, B, C, D

QUESTION 6
Which ones of the following main events are defined by Scrum Framework?  A) Sprint Planning Meeting  B) Sprint Retrospective Meeting  C) Sprint Review Meeting  D) Mid-Sprint Status Review Meeting  E) Daily Scrum Meeting
○ A, B, C, D, E
○ A, B, C, D
○ A, C, D, E
● A, B, C, E
○ A, C, E
QUESTION 7
Which concept is NOT defined in the Scrum Framework?
○ Scrum Master
Project Manager
○ Scrum Product Owner
O Daily Scrum
O Scrum Product Burndown
QUESTION 8
What is important in all Scrum projects?  A) Self-organization  B) Clear hierarchies in the company  C) Communication  D) Continuous improvement  A, B, C, D  A, C, D  A, D  A  A, B
What is important in all Scrum projects?  A) Self-organization  B) Clear hierarchies in the company  C) Communication  D) Continuous improvement  A, B, C, D  A, C, D  A, D  A  A, B
What is important in all Scrum projects?  A) Self-organization  B) Clear hierarchies in the company  C) Communication  D) Continuous improvement  A, B, C, D  A, C, D  A, D  A  A, B  QUESTION 9  In software engineering what are the disadvantages of the classical waterfall model?  A) End-Product has to be fully anticipated beforehand.  B) Some requirements are implemented as defined in the beginning of the project, and yet they are not really needed by the
What is important in all Scrum projects?  A) Self-organization  B) Clear hierarchies in the company  C) Communication  D) Continuous improvement  A, B, C, D  A, C, D  A, D  A  A, B
What is important in all Scrum projects?  A) Self-organization  B) Clear hierarchies in the company  C) Communication  D) Continuous improvement  A, B, C, D  A, C, D  A, D  A   A, B   QUESTION 9  In software engineering what are the disadvantages of the classical waterfall model?  A) End-Product has to be fully anticipated beforehand.  B) Some requirements are implemented as defined in the beginning of the project, and yet they are not really needed by the customer.  C) Each phase is strictly separated.  A  B  C
What is important in all Scrum projects?  A) Self-organization  B) Clear hierarchies in the company  C) Communication  D) Continuous improvement  A, B, C, D  A, C, D  A, D  A  A, B  QUESTION 9  In software engineering what are the disadvantages of the classical waterfall model?  A) End-Product has to be fully anticipated beforehand.  B) Some requirements are implemented as defined in the beginning of the project, and yet they are not really needed by the customer.  C) Each phase is strictly separated.  A  B

QUESTION 10
What are the advantages of the Scrum Framework?
Fine-grained requirements are only defined when they are really needed.
All activities to design, build and test a certain functionality are kept together in one phase.
O Changes are expected and welcomed by Scrum team.
All of the given answers
O None of the given answers
QUESTION 11
Who is responsible for maximizing the return on investment (ROI)?
○ Scrum Master
Scrum Product Owner
○ The Scrum Team
O Project Manager
O Tester
QUESTION 12
How many people should be in a Scrum Team?
<ul><li>7+/-2</li></ul>
O 5+/-1
O 4+/-5
O less than 10
O more than 9
ÁOE21TOM T2
Which one of the following meetings are part of a Sprint Planning Meeting?
WHAT-Meeting
O HOW-Meeting
O HOW MUCH-Meeting
WHAT-Meeting and HOW-Meeting
○ WHAT-Meeting and HOW MUCH-Meeting
OUTSTAND 44
QUESTION 14 What is the goal of the WHAT-Meeting?
To define a realistic Sprint Backlog containing all items that could be fully implemented until the end of the Sprint.
To clarify all open questions regarding a given feature.
To discuss requirements with the customer.
To present development results to the management.
To inform the team about what they need to implement next.
5
QUESTION 15
What is necessary for a successful WHAT-Meeting?
A) A Sprint Goal
B) The relevant entries in the Scrum Backlog are presented
C) The team knows their capacity
O A
O B
• A, B, C
O A, B

QUESTION 17  What is the goal of the Sprint Retrospective Meeting?  A) Reflect on negative issues during the last Sprint.  B) Define actionable suggestions to improve performance.  C) Reflect on positive issues during the last Sprint.  A  B  C
A, B, C     A, B
O A, B
QUESTION 18
What is the goal of the Sprint Review Meeting?
Present and demonstrate the completed Sprint Backlog items.
Reflect on positive and negative issues during the last sprint.
Review of customer requirements.
Review of development documentation.
Report status to management.
QUESTION 19 What is the goal of the Daily Sprint Meeting?
Report status to management.
Each member of the team gives a short info about what he did yesterday, what he plans to do next and if there are any impediments.
Discuss the requirements with the team.
QUESTION 20
What is NOT part of the Scrum Product Backlog?
A) Detailed tasks
B) Recurring meetings like Daily Scrum
C) User stories
D) Tasks for exploration of features
E) Administrative tasks
O None of these should be in the Product Backlog.
O A, B, E
<b>● C</b>
O B, C, D
○ A, B, D, E
QUESTION 21
Who is responsible for maintaining the Scrum Product Backlog?
O The Scrum Team
O Upper Management
O Customer
Scrum Product Owner
Scrum Master

QUESTION 22
What is the Scrum Backlog?
List of things which the Scrum Team might do in the future.
O List of items that are behind schedule.
A list of high level requirements and user stories that need to be done within the project.
○ List of project milestones.
O Action items to be sorted out in a given sprint.
QUESTION 23
What is NOT true for the entries in the Scrum Backlog?
O All Product backlog entries add value to the product and customer.
Level of detail is high for all Product backlog entries.
In general Product backlog entries are prioritized and ordered.
In general there are high level estimates for Product backlog entries.
Product backlog entries are not action items.
QUESTION 24
Which of the following is a user story?
🍅 As an authenticated user, I want to see all my action items.
O Login must be possible.
○ List of action items for Login User Operation.
O Login.
O What happens if I login?
QUESTION 25
What are properties of the Scrum Product Backlog?
A) Entries always add value for the customer.
B) Entries are prioritized and ordered accordingly.
C) The level of detail depends on the position of the entry.
D) Entries are estimated.
E) It is a living document.
F) No action-items and no low-level tasks are yet defined.
O A, B, C, D, E, F
O A, C, D, E, F
O B, C, D, E, F
● A, B, C, D, E
O A, B, C
QUESTION 26
How much time should the Scrum Team allocate to maintain the Scrum Product Backlog (discussions, estimations etc.)?
O Nothing. The Scrum Product Owner is responsible for this.
O Less than 2% of overall project.
About 10% of overall project.
O About 20% of overall project.
O More than 20% of overall project.

QUESTION 27	
What is the correct order of steps during planning poker?	
A) Each member of the Scrum Team privately chooses the card representing the estimation.	
B) The Scrum Product Owner presents the story.	
C) The Scrum Team asks questions. D) People with high and low estimates are allowed to explain their estimate.	
E) All selections are revealed.	
F) Repeat until a consensus is found among all team members.	
○ A, B, C, D, E, F	
<ul><li>B, C, A, E, D, F</li></ul>	
○ F, D, B, E, C, A	
O D, C, E, F, B, A	
○ E, A, B, D, F, C	
QUESTION 28	
What metric is used to estimate with Planning Poker?	
Numeric sizing (1 through 10)	
T-shirt sizes (XS, S, M, L, XL, XXXL)	
• The Fibonacci sequence (1, 2, 3, 5, 8, 13, 21, 34, etc.)	
O Person Hours	
O Person Months	
QUESTION 29	
Why can Fibonacci sequence (1, 2, 3, 5, 8, 13, 21, 34, etc.) be used to estimate the backlog items?	
O It looks cool.	
○ To make the estimation results transparent to the management.	
It fairly reflects the correlation between increasing complexity and increasing estimates.	
To compare estimations with the estimations of other teams.	
None of the given answers.	
QUESTION 30	
Vhat is a Release Plan?	
A) A very high-level plan for multiple Sprints.	
s) A guideline that reflects expectations about which features will be implemented and when they are shipped to customer :) The list of milestones defined by management.	•
○ A, B, C	
● A, C	
○ B, C	
○ A, B	
○ <b>c</b>	
NUESTION 24	
QUESTION 31  n agile software engineering projects what is the first step to ensure a proper software architecture?	
Hire the most expensive Architects from the industry.	
Find out all of the architectural requirements from the beginning of the project.	
Create an architectural vision.	
<ul> <li>Ensure commercial tools to sketch necessary architecture diagrams are in place.</li> <li>Ensure architects have the required power and authority to dominate the team with their decisions.</li> </ul>	
Ensure architects have the required power and authority to dominate the team with their decisions.	

QUESTION 32	
Which is NOT one o	of the Agile Design Principles?
Open Closed Pr	rinciple
<ul> <li>Single Respons</li> </ul>	
O Dependency In	version Principle
Interface Segre	gation Principle
<ul><li>Early Sign-off of</li></ul>	of High Level Solution Design Principle
QUESTION 33	
Which is one of the	typical tasks for a Scrum Team Member?
O Maintain a proje	ect plan.
<ul> <li>Participate daily</li> </ul>	y Scrum meetings.
<ul><li>Work continuou</li></ul>	usly with the customer to better understand the project challenges.
O Pre-sales of the	e products under development.
Management re	porting.
QUESTION 34	
-	of the skills that need to be mandatorily possessed by a Scrum team?
<ul><li>Marketing</li></ul>	
Oesign	
<ul> <li>Development</li> </ul>	
OBuild	
○ Test	
QUESTION 35	
Which is NOT one of t	he events that a Scrum team member needs to mandatorily participate?
O Daily Scrum Meeti	ing
O Sprint Retrospective	ve Meeting
O Sprint Planning Me	eeting
<ul><li>Customer Demons</li></ul>	strations
O Estimation Poker	
QUESTION 36	
_	Team Member do, after he completes a certain task?
	ster to find out his next task.
~	duct Owner to find out his next task.
_	started activity from Scrum Task Board.
	e critically important activities which may influence the success of the next Sprints.
	somebody asks him to work on another task.
Sit and wait until s	somebody asks mill to work on another task.
QUESTION 37	
•	nning Meeting, Scrum Team Members notice that a particular task that they ought to work on the Sprint ek. What should the Scrum Team do?
O Nothing. The task	will take as long as it should take.
Discuss with the S	Scrum Master if this is OK.
O Discuss with the S	Scrum Product Owner if this is OK.
O Ignore and forget	about this task, as Scrum is not qualified to take care with such long-running activities.
O Divide the task int	to multiple tasks, each takes between 4 and 16 hours.

QUESTION 40	
Which is NOT one of the Scrum Testing Practices?	
O All code must have unit tests.	
Testing is done in some dedicated testing sprints towards the end of the overall project.	
All code must pass all unit tests before it can be released.	
O When a bug is found, associated tests to ensure the resolution of this bug are created.	
Acceptance tests are run often and the score is published.	
Acceptance tests are run orien and the score is published.	
QUESTION 41	
What is the main responsibility of a Scrum Team?	
OCoding	
O Project Management	
O Project Planagement	
-	
Facilitate and organize Scrum events	
Delivering the product	
QUESTION 42	
Which term identifies the durational restriction of a certain Scrum event?	
○ Timeboxing	
O Timelimiting	
Timesetting	
O Timefollowing	
O Timewatching	
Timewatering	
QUESTION 43	
Which role in Scrum Framework represents the voice of Customer?	
All individuals including Scrum Team Members, Scrum Master and Scrum Product Owner.	
Scrum Product Owner	
○ Scrum Master	
O Product Manager	
O Project Manager	
QUESTION 44	-
Which is NOT one of the attributes of Scrum Framework?	
It challenges the conventional ideas about management.	
In Scrum feedback loops constitute the core element of product development.	
O It does not fit to the complex projects that should be implemented by distributed teams.	
O It represents a radically new approach for planning and managing software projects.	
It brings decision-making authority to the level of operational facts and certainties rather than traditional command-and-control oriented management.	
QUESTION 45	
QUESTION 45 What should a Scrum Team ideally deliver at the end of each Sprint?	
What should a Scrum Team ideally deliver at the end of each Sprint?	
What should a Scrum Team ideally deliver at the end of each Sprint?  O Detailed break-down of completed activities.	
What should a Scrum Team ideally deliver at the end of each Sprint?  O Detailed break-down of completed activities.  Potentially shippable Product Increment.	

QUESTION 46
Which term identifies anything that prevents a Scrum Team Member from performing work as efficiently as possible?
○ Show-stopper
○ Incident
○ Issue
Impediment
O Defect
QUESTION 47
Which is NOT one of the questions that need to be answered during the Scrum of Scrum meetings?
Are you about to put something in another team?s way?      To put this a playing your toppe down on a thing in their your?
Is anything slowing your team down or getting in their way?
What will your team do before we meet again?
What has your team done since we last met?
O How are the process improvement measures decided during the last Sprint Retrospective meeting functioning?
QUESTION 48
Which is NOT one of the task statuses that used on a Scrum Task Board?
O Product Backlog Item
O Started Tasks
○ Tasks
○ Canceled
<ul><li>Done</li></ul>
QUESTION 49
Which is NOT one of the Scrum Planning Practices?
O Scrum Product Owner is responsible for the overall Project Planning.
Release planning creates the release schedule.
○ Make frequent small releases.
The project is divided into iterations.
Iteration planning starts each iteration.
QUESTION 50
Which is NOT one of the Scrum Designing Practices?
○ Simplicity.
O Design Patterns.
No functionality is added earlier than it is needed.
Refactor whenever and wherever it is possible.
Create inexpensive prototypes to reduce risk.