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### **Scrum Open**

Percentage: 56.7%

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### Feedback

Thank you for taking the Open assessment of Scrum. Please review The <u>Scrum Guide</u> on Scrum.org and take this assessment again to improve your score.

Ken Schwaber

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all questions

17 correct

13 incorrect

# Question 1 of 30 When might a Sprint be abnormally cancelled? (choose the best answer) A. When the Sprint Goal becomes obsolete. B. When it becomes clear that not everything will be finished by the end of the Sprint. C. When the sales department has an important new opportunity. D. When the Developers feel that the work is too hard. Feedback A Sprint could be cancelled if the Sprint Goal becomes obsolete. Only the Product Owner has the authority to cancel the Sprint.

# An organization has decided to adopt Scrum, but management wants to change the terminology to fit with terminology already used. What will likely happen if this is done? (choose the best answer) A. Without a new vocabulary as a reminder of the change, very little change may actually happen. B. The organization may not understand what has changed with Scrum and the benefits of Scrum may be lost. C. Management may feel less anxious.

### Question 3 of 30

Who should know the most about the progress toward a business objective or a release, and be able to explain the alternatives most clearly?

### (choose the best answer)

A. The Scrum Master	×

B. The Product Owner	igvee

C.	The	Project	Manager
		,	9

D.	The	Deve	lopers
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### Feedback

The Product Owner is the sole person responsible for ordering the Product Backlog. Their responsibilities include making the Product Backlog visible, transparent, and clear to all.

Question 4 of 30	
The length of a Sprint should be:  (choose the best answer)	
<ul> <li>A. Short enough to keep the business risk acceptable to the Product Owner.</li> <li>B. Short enough to be able to synchronize the development work with other business events.</li> </ul>	
<ul><li>C. One month or less.</li><li>D. All of the above.</li></ul>	<b>&amp;</b>
Feedback All of these choices are appropriate considerations in determining the length of a	a Sprint.

## Question 5 of 30 The timebox for the Sprint Review is: (choose the best answer) A. 1 day. **B.** 4 hours and longer as needed. C. As long as needed. **D.** 4 hours for a monthly Sprint. For shorter Sprints it is usually shorter. E. 2 hours. **Feedback** Sprint Review is a maximum four-hour timeboxed event for one-month Sprints. For shorter Sprints, the event is usually shorter.

# Question 6 of 30 True or False: When multiple Scrum Teams work together on the same product, each team should maintain a separate Product Backlog. True False Feedback Products have one Product Backlog, regardless of how many Scrum Teams are used. Any other setup makes it difficult for the Developers to determine what they should work on.

Question 7 of 30
Which statement best describes Scrum?
(choose the best answer)
A. A defined and predictive process that conforms to the principles of Scientific Management.
B. A cookbook that defines best practices for software development.
C. A framework for creating complex products in complex environments.
<b>D.</b> A complete methodology that defines how to develop software.
Feedback

Scrum is a lightweight framework that helps people, teams and organizations generate value through adaptive solutions for complex problems.

Question 8 of 30
Who creates the Definition of Done?
(choose the best answer)
<ul> <li>A. The Product Owner since they are responsible for the product's success.</li> </ul>
B. If it is not an organizational standard, the Scrum Team must create a     Definition of Done appropriate for the product.
C. The Scrum Master since they are responsible for the productivity of the Developers.
D. The Scrum Team, in a collaborative effort where the result is the common denominator of all members' definitions.
Feedback  If the Definition of Done for an Increment is part of the standards of the organization, all  Scrum Teams must follow it as a minimum. If it is not an organizational standard, the

Scrum Team must create a Definition of Done appropriate for the product.

Question 9 of 30
The Product Backlog is ordered by:
(choose the best answer)
A. Risk, where safer items are at the top, and riskier items are at the bottom.
B. Whatever is deemed most appropriate by the Product Owner.
C. Size, where small items are at the top and large items are at the bottom.
<b>D.</b> Least valuable items at the top to most valuable at the bottom.
E. Items are randomly arranged.
Feedback The Product Owner is accountable for effective Product Backlog management. The Product Backlog is an emergent, ordered list of what is needed to improve the product. It is the single source of work undertaken by the Scrum Team.

Question 10 of 30	
Which Scrum events are timeboxed?	
(choose the best three answers)	
A. Refinement.	
B. Sprint Review.	
C. Sprint Retrospective.	)
D. Sprint Testing.	
E. Sprint Planning.	
F. Release Retrospective.	)
G. Release Testing.	
You did not select all available correct options.	
Feedback The Scrum Guide states that the Sprint Planning, Sprint Retrospectives, and Sprint Reviews are timeboxed events. Sprints are fixed length events of one month or less to create consistency, and the Daily Scrum is a 15-minute event.	

Question 11 of 30
The timebox for a Daily Scrum is?
(choose the best answer)  A. The same time of day every day.
■ B. 15 minutes.
C. Two minutes per person.
<b>D.</b> 15 minutes for a 4-week sprint. For shorter Sprints it is usually shorter.
E. 4 hours.
Feedback The Daily Scrum is a 15-minute event for the Developers of the Scrum Team. The Scrum Master serves the Scrum Team by ensuring that all Scrum events take place and are positive, productive, and kept within the timebox.

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## Prue or False: The Scrum Team must choose at least one high priority process improvement item, identified during the Sprint Retrospective, and place it in the Sprint Backlog. True False Feedback An earlier version of the Scrum Guide prescribed the practice of placing one improvement in the Sprint Backlog. This was removed in the 2020 update to the Scrum Guide because it was felt to be too prescriptive. However, if this practice provides value to you then you should adopt it. It is simply not prescribed anymore, but can still be

valuable.

### Question 14 of 30

During a Sprint, a Developer determines that the Scrum Team will not be able to complete the items in their forecast. Who should be present to review and adjust the Product Backlog items selected?

### (choose the best answer)

	۵.	The	Scrum	Master,	the	project	manager,	and the	Devel	opers
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)	C.	The	Product	Owner	and	the	Developer
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**D.** The Product Owner and all stakeholders.

### Feedback

During the Sprint, scope may be clarified and re-negotiated between the Product Owner and the Developers as more is learned. It is important to be transparent when challenges arise since ultimately the entire Scrum Team is accountable for creating a valuable, useful Increment.

Question 15 of 30
Upon what type of process control is Scrum based?  (choose the best answer)
A. Hybrid  B. Complex
C. Defined
■ D. Empirical
Feedback Scrum is founded on empirical process control theory, or empiricism. Empiricism asserts that knowledge comes from experience and making decisions based on what is observed.

Question 16 of 30	
A Scrum Team consists of the following:	
(choose the best three answers)	
A. Scrum Master	
B. Customers	
C. Developers	$\bigcirc$
D. Product Owner	$\bigcirc$
E. Users	
You did not select all available correct options.	
Feedback The Scrum Team consists of one Scrum Master, one Product Owner, and Develo	ppers.

Question 17 of 30
Who is responsible for managing the progress of work during a Sprint?  (choose the best answer)
<ul><li>A. The Product Owner.</li><li>B. The Developers.</li></ul>
<ul><li>C. The most junior member of the team.</li><li>D. The Scrum Master.</li></ul>
Feedback The Developers use the Daily Scrum to inspect progress toward the Sprint Goal and to inspect how progress is trending toward completing the work in the Sprint Backlog.

Question 18 of 30
Which two things should the Scrum Team do during the first Sprint?
(choose the best two answers)
A. Develop a plan for the rest of the release.
B. Create the complete Product Backlog to be developed in subsequent Sprints.
C. Determine the complete architecture and infrastructure for the product.
D. Develop and deliver at least one piece of functionality.
E. Deliver an Increment of useful and valuable product.
Feedback The heart of Scrum is a Sprint, which is one month or less during which a done, usable, valuable product Increment is created. This applies to every Sprint.

### Question 19 of 30

What is the function or purpose of Management in Scrum?

### (choose the best answer)

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- **B.** Identify and remove people that are not working hard enough.
- C. Monitor the progress of the Developers on the Scrum Team.
- **D.** Support the Product Owner with insights and information into high value product and system capabilities. Support the Scrum Master to encourage organizational change that fosters empiricism, self-management, bottom-up intelligence, and intelligent product delivery.



### **Feedback**

Management has no official role or accountability on a Scrum Team. However, management external to the Scrum Team is relevant in setting the vision and strategy to guide the overall direction of the organization.

### Question 20 of 30

When does a Developer become the sole owner of an item on the Sprint Backlog?

(choose the best answer)

Δ	Δt	the	Sprint	Planning	event
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- **B.** During the Daily Scrum.
- C. Never. All Sprint Backlog items are "owned" by the Developers on the Scrum Team.
- **D.** Whenever a team member can accommodate more work.

### **Feedback**

The entire Scrum Team is accountable for creating a valuable, useful Increment every Sprint, and the set of Product Backlog items selected for the Sprint are collectively owned by the Developers. No individual Developer can claim ownership over an item as this would block communication and collaboration. The Sprint Backlog is updated by the Developers throughout the Sprint as more is learned.

Question 21 of 30
The three pillars of empiricism are:
(choose the best answer)
A. Planning, Inspection, Adaptation.
B. Respect For People, Kaizen, Eliminating Waste.
C. Inspection, Transparency, Adaptation.
D. Transparency, Eliminating Waste, Kaizen.
E. Planning, Demonstration, Retrospective.
Feedback Scrum is founded on empirical process control theory, or empiricism. Empiricism asserts that knowledge comes from experience and making decisions based on what is known. Three pillars uphold every implementation of empirical process control: transparency, inspection, and adaptation.

Question 22 of 30
When should the Developers on a Scrum Team be replaced?  (choose the best answer)
A. As needed, with no special allowance for changes in productivity.
■ B. As needed, while taking into account a short-term reduction in productivity.
C. Never, it reduces productivity.
D. Every Sprint to promote shared learning.

### **Feedback**

Scrum Teams typically go through some steps before achieving a state of increased performance. Changing membership typically reduces cohesion, affecting performance and productivity in the short term.

Question 23 of 30
The timebox for the Sprint Planning event is?  (choose the best answer)
A. Monthly.
B. 4 hours.
C. Whenever it is done.
<ul><li>D. 8 hours for a monthly Sprint. For shorter Sprints it is usually shorter.</li></ul>
Feedback Sprint Planning is timeboxed to a maximum of eight hours for a one-month Sprint. For shorter Sprints, the event is usually shorter.

Question 24 of 30
Who has the final say on the order of the Product Backlog?  (choose the best answer)
A. The Stakeholders.
B. The Product Owner.
C. The Developers.
D. The CEO.
E. The Scrum Master.
Feedback The Product Owner is the sole person responsible for ordering the Product Backlog.

### Question 25 of 30

How much work must the Developers complete for each Product Backlog item they select for a Sprint?

### (choose the best answer)

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B. Enough so that each Product Backlog item they select meets the Def	inition
of Done	



	) C.	As	much	as	it	can	fit	into	the	Sprint	t.
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)	D.	Analysis,	design,	programming,	testing	and	documentation
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### **Feedback**

The purpose of each Sprint is to deliver useful and valuable Increments that adhere to the Scrum Team's current Definition of Done.

### Question 26 of 30

True or False: Scrum has a role called "project manager."







### Foodback

A Scrum Team has a Scrum Master, a Product Owner and Developers. As a whole they have all controls needed.

## Question 27 of 30 Who is on the Scrum Team? (choose the best three answers) A. Project Manager. B. The Scrum Master. C. Developers. **D.** The Product Owner. You did not select all available correct options. **Feedback** The Scrum Team consists of the Scrum Master, the Product Owner and Developers. The Scrum Team is a cohesive unit of professionals focused on one objective at a time, the Product Goal.

Question 28 of 30	
What is the typical size for a Scrum Team?	
(choose the best answer)	
A. 10 or fewer.	$\bigcirc$
<b>B.</b> 9.	8
C. 7 plus or minus 2.	
<b>D.</b> Minimum of 7.	
Feedback A Scrum Team is small enough to remain nimble and large enough to complete significant work within a Sprint, typically 10 or fewer people. Generally smaller tea communicate better and are more productive	ms

### Question 29 of 30

When many Scrum Teams are working on a single product, what best describes the Definition of Done?

### (choose the best answer)

A. All Scrum Teams must have a Definition of Done that makes their combined Increment valuable and useful.



- B. It depends.
  - **C.** Each Scrum Team uses its own, but must make their definition clear to all other teams so the differences are known.

### **Feedback**

The Increment must be valuable and useful. This means that when many Scrum Teams are working on a single product, they are expected to adhere to a single Definition of Done for the Increment.

### Question 30 of 30

**True or False:** It is mandatory that the product Increment be released to production at the end of each Sprint.



True



False



### Feedback

The product Increment should be usable and releasable at the end of every Sprint, but it does not have to be released.