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Results

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Total Questions	80

Answered Questions	30

Correctly Answered	19

☐ ☐   Correct Answers   ☐   Wrong Answers

1. When can Developers cancel a Sprint?

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○ When the selected Product Backlog items for the Sprint become unachievable.

2. How should a Developer deal with non-functional requirements?

● Ensure every Increment meets them.

○ Make sure the release department understands these requirements, but it is not the Developers responsibility.

○ Handle them during the Integration Sprint preceding the Release Sprint.

○ Assign them to the lead developers on the team.

3. Scrum has a role called "Project Manager".

○ True

● False

4. In the Sprint Planning meeting, the Product Owner and the Developers were unable to reach a clear understanding about the highest order Product Backlog items. Because of this, the Developers couldn't figure out how many Product Backlog items they could forecast for the upcoming Sprint. They were able to agree on a Sprint Goal, however. Which of the following two actions should the Scrum Master support? (Choose two.)

☐ Cancel the Sprint. Send the entire team to an advanced Scrum training and then start a new Sprint.

■ Forecast the most likely Product Backlog items to meet the goa.   create a Sprint Backlog based on a likely initial design and plan. Once the time-box for

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Developers to make a complete forecast. Then start

☑ Discuss in the upcoming Sprint Retrospective why this happened and what changes will make it less likely to recur.

☐ Ask everyone to take as much time as needed to analyze the Product Backlog first, and then reconvene another Sprint Planning meeting.

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5. Which answer best describes the topics covered in Sprint Planning?

○ What to do and who will do it.

○ How conditions have changed and how the Product Backlog should evolve.

● Why is the Sprint Valuable, What can be done and how will it be done.

○ What went wrong in the last Sprint and what to do differently this Sprint.

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6. Which of the following is required by Scrum? (Choose all that apply.)

● Sprint Retrospective.

○ Developers must be stand up at the Daily Scrum.

○ Sprint Burndown Chart.

○ Release planning.

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7. Who determines when it is appropriate to update the Sprint Backlog during a Sprint?

○ The Project Manager.

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8. When do Developers take ownership of a Sprint Backlog item?

○ At the Sprint planning meeting.

○ During the Daily Scrum.

● Never. All Sprint Backlog Items are "owned" by all, even though each one may be done by an individual Developer.

○ Whenever a team member can accommodate more work.

9. The purpose of a Sprint is to produce a done Increment of product.

● True

○ False

10. Who creates the definition of "Done"?

○ The Scrum Master as he/she is responsible for the Developers productivity.

○ The Scrum Team, in a collaborative effort where the result is the common denominator of all members' definition.

● The Product Owner as he/she is responsible for the product's success.

○ The development organization (or Scrum Team if none is available from the development organization).

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○ Teach the Product Owner to work with the lead developers on ordering Product Backlog in a way to avoid too much technical and development overlap during a Sprint.

○ Teach them that it is their responsibility to work with the other teams to create an integrated Increment.

● Collect the Sprint tasks from the teams at the end of their Sprint Planning and merge that into a consolidated plan for the entire Sprint.

○ Visit the five teams each day to inspect that their Sprint Backlogs are aligned.

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12. Which two things should the Developers do during the first Sprint? (Choose two.)

☒ Make up a plan for the rest of the project.

☒ Analyze, describe, and document the requirements for the subsequent Sprints.

☐ Develop at least one piece of functionality.

☐ Create an increment of potentially releasable software.

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13. What are three ways Scrum promotes self-organization? (Choose three.)

☐ By not allowing documentation.

☑ By the Developers deciding what work to do in a Sprint.

☑ By removing titles for Developers.

☑ By being a lightweight framework.

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○ The event must happen by a given time.

○ The event must take at least a minimum amount of time.

● The event can take no more than a maximum amount of time.

15. A properly functioning Scrum Team will have at least one Release Sprint and may well have several.

● True

○ False

16. Scrum is a methodology that tells in detail how to build software incrementally.

○ True

● False

17. For which is the Scrum Master responsible?

○ Managing the performance of the Scrum Team.

○ The meetings and the objectives that a Scrum Team sets for itself.

● The Scrum framework being adopted and used properly.

○ Keeping track of resource allocation.

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○ Remind the Product Owner that his primary concern is the flow of value reflected in the ordering of the Product Backlog.

● Tell the Product Owner to re-order the Product Backlog so the work involving the external component can be planned in a separate sprint.

○ Tell the Product Owner that the Product Backlog should be ordered to maximize utilization of the Developers.

19. As the Sprint Planning meeting progresses, the Developers see that the workload is greater than they can handle. Which two are valid actions? (Choose two.)

☐ Recruit additional Developers before the work can begin.

☑ The Developers ensure that the Product Owner is aware, starts the Sprint, and monitors progress.

☐ Cancel the Sprint.

☑ Remove or change selected Product Backlog items.

20. Currently, your Developers are organized to address a single layer only (for example, front end, middle tier, back end, and interfaces). What are three things to consider when deciding to move away from such component teams toward feature teams? (Choose three.)

☐ You cannot do Scrum without feature teams.

☑ Productivity may suffer when making this kind of move.

☑ Getting support from the business side first helps.

☐ Feature teams have less communication overhead.

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- 🟢 As needed, while taking into account a short term reduction in productivity.
- ⚪ Never, because it reduces productivity.
- ⚪ As needed, with no special allowance for changes in productivity.
- ⚪ Every Sprint to promote shared learning.

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22. Who should make sure everyone on the Developers does his or her tasks for the Sprint?

- ⚪ The Project Manager.
- 🔴 The Product Owner.
- ⚪ The Scrum Master.
- 🟢 The Developers.

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23. The Daily Scrum is an event that happens every day. What would be three key concerns if the frequency were to be lowered to every two or three days? (Choose three.)

- ☑ Opportunities to inspect and adapt the Sprint Backlog are lost.
- ☑ Impediments are raised and resolved more slowly.
- 🟥 The Product Owner cannot accurately report progress to the stakeholders.
- ☐ Too much work is spent updating the Scrum board before the meeting.
- ☐ The Scrum Master loses the ability to update the Gantt chart properly.
- ☑ The Sprint plan may become inaccurate.

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○ Prior to starting a new Sprint.

⦿ During the Sprint Retrospective.

○ Prior to starting a new project.

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25. Which statement best describes Scrum?

○ A defined and predictive process that confirms to the principles of Scientific Management.

○ A complete methodology that defines how to develop software.

○ A cookbook that defines best practices for software development.

⦿ A framework within which complex products in complex environments are developed.

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26. Which Scrum Values are exhibited by not building Product Backlog items that have low business value? (Choose three.)

☐ Economic Value Added.

☑ Respect.

☑ Focus.

☑ Courage.

☐ Earned Value.

27. Who starts the Daily Scrum?

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The person who has the token.

The Scrum Master. This ensures that the Developers has the meeting and stays within the time-box.

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28. Developers select a set of Product Backlog items for a Sprint Backlog with the intent to get the selected items "Done" by the end of the Sprint. Which three phrases best describe the purpose of a definition of "Done"? (Choose three.)

☐ It provides a template for elements that need to be included in the technical documentation.

☑ It creates transparency over the work inspected at the Sprint Review.

☐ It tracks the percent completeness of a Product Backlog item.

☑ It defines what it takes for an Increment to be ready for release.

☐ It guides the Developers creating a forecast at the Sprint Planning.

🔴 It controls whether the developers have performed their tasks.

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29. Select two ways in which technical debt impacts transparency. (Choose two.)

☐ When calculated and estimated, the total amount of technical debt shows exactly how long until the Product Owner can release the Increment.

☑ It leads to false assumptions about the current state of the system, specifically of an Increment being releasable at the end of a Sprint.

☑ As development progresses and code is added, the system becomes more difficult to stabilize, which results in future work being slowed down in unpredictable ways.

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30. Which of these may a Developers deliver at the end of a Sprint?

○ Failing unit tests, to identify acceptance tests for the next Sprint.

○ An increment of software with minor known bugs in it.

● An increment of working software that is "done".

○ A single document, if that is what the Scrum Master asked for.

31. How much of the Sprint Backlog must be defined during the Sprint Planning event?

○ Just enough tasks for the Scrum Master to be confident in the Developers understanding of the Sprint.

○ The entire Sprint Backlog must be identified and estimated by the end of the Sprint Planning meeting.

○ Enough so the Developers can create its best forecast of what they can do, and to start the first several days of the Sprint.

○ Just enough to understand design and architectural implications.

32. Developers are required to deliver a done Increment by the end of a Sprint. Select two statements that explain what "Done" means. (Choose two.)

☐ All work the Developers is willing to do.

☐ Ready for integration.

☐ No work left from the definition of "Done".

☐ All work to create software that is ready to be released to end users.

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☐ The organization has mandated similar length sprints.

☑ The level of uncertainty over the technology to be use.

☐ The frequency at which team formation can be change.

☑ The risk of being disconnected from the stakeholders.

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34. Which of the following are true about the length of the Sprint? (Choose two.)

☐ The length of the Sprint should be proportional to the work that is done in between Sprints.

☑ It is best to have Sprints of consistent length throughout a development effort.

☐ Sprint length is determined during Sprint Planning, and should hold the time it will take to code the planned features in the upcoming Sprint, but does not include time for any testing.

☑ All Sprints must be 1 month or less.

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35. The CEO asks the Developers to add a "very important" item to a Sprint that is in progress. What should the Developers do?

○ Add the item to the current Sprint and drop an item of equal size.

○ Add the item to the current Sprint without any adjustments.

◉ Inform the other members of Scrum Team so that they can work with the CEO.

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[Daily Scrum question - partially cut off]

- ○ Two minutes per person.
- ○ 15 minutes.
- ○ 15 minutes for a 4 week sprint. For shorter Sprints it is usually shorter.
- ○ 4 hours.

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37. Which phrase best describes a Product Owner?

- ○ Go-between Developers and customers.
- ○ Value optimizer.
- ○ Requirements engineer.
- ○ Team manager.

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38. During a Sprint Retrospective, for what is the Product Owner responsible?

- ○ Participating as a Scrum Team member.
- ○ Summarizing and reporting the discussions to the stakeholders that he/she represents in the Scrum Team.
- ○ Capturing requirements for the Product Backlog.
- ○ The Product Owner should not take part in Sprint Retrospectives.

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39. For the purpose of transparency, when does Scrum say a new increment of wo...   software must be available?:

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○ At the end of every Sprint.

40. Who must attend the Daily Scrum?

○ The Scrum Master and Product Owner.

◉ The Developers

○ The Developers and Product Owner.

○ The Scrum Team

○ The Developers and Scrum Master.

41. Which two ways of creating Scrum Teams are consistent with Scrum's values? (Choose two.)

☑ Existing teams propose how they would like to go about organizing into the new structure.

☐ Managers personally re-assign current subordinates to new teams.

☐ Managers collaborate to assign individuals to specific teams.

☑ Bring all the Developers together and let them self-organize into Scrum Teams.

☐ The Chief Product Owner determines the new team structures and assignments.

42. A Scrum Master is essentially the same thing as a traditional PM (Project Mana

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43. A Product Owner wants advice from the Scrum Master about estimating work in Scrum. Which of these is the guideline that a Scrum Master should give?

○ Product Backlog items must be estimated in story points.

◉ Estimates are made by the Developers.

○ Estimates must be in relative units.

○ Scrum forbids estimating.

○ Estimates are made by the Product Owner, but are best checked with the Developers.

44. Which Scrum Value is affected by a lack of trust in the Scrum Team?

○ Focus

○ Respect

○ Openness

○ Courage

○ Commitment.

◉ All of the above.

45. A product Increment must be released to production at the end of each Sprint.

○ True

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The Scrum Master speaks on their behalf.

○ The Developers self-manages and is the only management required at the Daily Scrum.

Management gives an update at the start of each Daily Scrum.

The Product Owner represents their opinions.

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47. What is the time-box for the Sprint Review?

As long as needed.

2 hours for a monthly Sprint.

○ 4 hours for a monthly Sprint.

4 hours and longer as needed.

1 day.

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48. Who is responsible for tracking the remaining work of the Sprint?

○ The Developers.

The Scrum Master.

The Project Manager.

The Developers in consultation with the Product Owner.

The Product Owner.

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Backlog lists.

○ Additional features in a usable state that complement those delivered in previous iterations.

○ A new user interface design for functionality delivered in previous iterations.

○ An automated test suite to verify functionality delivered in previous iterations.

○ UML diagrams that describe how to deliver functionality in future iterations.

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50. The Product Owner determines how many Product Backlog items the Developers select for a Sprint.

○ False.

○ True, accordingly to what was committed to the stakeholders.

○ True, but only after confirmation by the resource manager that the Team has enough capacity.

○ True.

○ False, the Scrum Master does that.

○ False. capacity and commitment are the Project manager's responsibility.

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51. Which three of the following are feedback loops in Scrum? (Choose three.)

☐ Sprint Review.

☐ Release Planning.

☐ Sprint Retrospective.

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52. Which of the following services are appropriate for a Scrum Master in regard to the Daily Scrum?

○ Lead the discussions of the Developers.

○ Make sure that all 3 questions have been answered by each member of the team.

○ Keep track of whether each team member has a chance to speak.

○ Teach the Developers to keep the Daily Scrum within the 15 minute time-box.

○ All of the above.

53. Which of the following might the Scrum Team discuss during a Sprint Retrospective?

○ Methods of communication.

○ The way the Scrum Team does Sprint Planning.

○ Skills needed to improve the Developers ability to deliver.

○ Its Definition of "Done".

○ All of the above.

54. You are the Scrum Master of a new, to be developed product. Development is going to require 45 people. What is a good first question for you to suggest the group thinks about when forming into teams?

○ How will we make sure all teams have the right amount of expertise?

○ What is the right mixture of senior and junior people on each team.

55. Which two activities will a Product Owner engage in during a Sprint? (Choose two)

- [ ] Run the Daily Scrum.

- [ ] Prioritize the Developers work on the Sprint Backlog.

- [ ] Update the Sprint burndown chart.

- [x] Answer questions from the Developers about items in the current Sprint.

- [x] Work with the stakeholders.

56. Which three questions might be answered by Developers at the Daily Scrum? (Choose three.)

- [ ] How is the Sprint proceeding?

- [x] What did I do yesterday that helped the Scrum Team meet the Sprint Goal?

- [ ] Why were you late?

- [x] What will I do today to help the Scrum Team meet the Sprint Goal?

- [ ] How many hours did I spend on the project yesterday?

- [x] Do I see any impediment that prevents me or the Scrum Team from meeting the Sprint Goal?

57. Cross-functional teams are optimized to work on one technical layer of a system only (e.g. GUI, database, middle tier, interfaces).

- ( ) True

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A Scrum Master is working with Developers who are in different physical locations. The Developers meet in a variety of meeting rooms and have much to do logistically (for example, set up conference calls) before the Daily Scrum. What action should the Scrum Master take?

○ Allow the Developers to self-manage and determine for itself what to do.

○ Set up the meeting and tell the Developers that is how it will be done.

○ Ask the Developers to alternate who is responsible for the meeting setup.

○ Inform management and ask them to solve it.

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59. What are two good ways for a Scrum Team to ensure security concerns are satisfied? (Choose two.)

☐ Postpone the work until a specialist can perform a security audit and create a list of security-related Product Backlog items.

☑ Add security concerns to the definition of "Done".

☐ Add a Sprint to specifically resolve all security concerns.

☐ Delegate the work to the concerned department.

☑ Have the Scrum Team create Product Backlog items for each concern.

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60. At the Sprint Planning the Product Owner and Developers are unable to decide on the size of the Product Backlog Items and hence unable to forecast the amount of work they can pick up in the Sprint. Although, they are able to come up with the Sprint Goal. In this case what would you suggest as a Scrum Master? Choose two

☑ At next Retrospective discuss what might have led to this situation and what will help to avoid it in future.

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☐ Continue planning for as long as it takes even beyond the timebox; fill in the Sprint Backlog with all work that each Developer has to for the entire sprint and then start the sprint.

☑ Forecast just enough Product Backlog items that are most likely going to help achieve the Sprint Goal.

61. What is an Increment? Choose best

○ A plan for overall release

○ Wireframes and design of the entire UI

○ User Experience diagrams

○ A rolling wave plan for releases

◉ A valuable and useful set of product functions

○ All of the above.

62. What is true about Daily Scrum? Choose two

☑ Time and location need to be consistent.

☐ Should be hold as first thing in morning.

☐ It is a status update meeting for Scrum Master.

☐ Entire Scrum team participates.

☑ Inspect Progress towards Sprint Goal and Adapt Sprint Backlog.

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- [ ] Cancel the Sprint.

- [ ] Get more Developers to get all planned work done.

- [x] Developers create Transparency within Scrum Team and monitor the progress throughout the Sprint.

- [ ] Developers can work overtime to get all planned work complete.

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64. How to determine if the Scrum Team is self-managing? Choose best three.

- [ ] No need of Scrum Master

- [x] Developers collaborate to select their work and define the Sprint Backlog.

- [ ] Developers can do the work of Product Owner.

- [x] Scrum Team has all skills create an Increment.

- [ ] Daily Scrum is attended by the stakeholders along with Developers.

- [x] Developers create a Sprint Backlog which reflects their Definition of Done.

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65. What is expected from the Scrum Master at Sprint Retrospective? Best answer

- ( ) Take the accountability of capturing minutes of meeting.

- ( ) Summarize and report to management of team issues.

- (•) Participate as Scrum team member and facilitate as required or needed.

- ( ) Define the actionable improvements.

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☐ Finding and logging defects

☐ Define metrics like defect trends and do RC

☑ Quality is owned by the Developers.

☐ Validate the work of developers.

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67. A DONE increment is the only measure of progress. What determines DONE? Choose two

☐ All work that can be done by Developers upto testing.

☑ No work remaining to meet the Definition of Done.

☐ Quality as defined by Scrum Master.

☐ Ready for Integration.

☑ All work that makes the Increment "Releasable".

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68. A cross functional Scrum Team means choose best:

○ Team includes BA, tester, coder, devops, ui , analysts and architects.

○ Developers on Scrum Team interact with Developers outside of Scrum Team.

● It is a group of professionals who have all the skills needed to create a DONE increment of value each sprint.

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69. How can a Scrum team create valuable increments? Choose best

○ Each coder does coding assigned to them.

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70. When does a Sprint gets concludes?

○ When coders complete coding and testers take over.

○ When Product Owner decides

○ When Scrum Master closes the Sprint on Jira board

◉ When the Sprint Retrospective is over.

71. Scrum Master determines how much work the Developers should take up in the Sprint.

○ True

◉ False

72. Every Scrum Team must have the Product Owner and Scrum Master

○ True. 100% available Scrum Master and Product Owner is mandated by Scrum.

○ False. A scrum master is not mandatory.

○ False. A Product owner is not needed, a business analyst is already on the team.

◉ True. The availability of Scrum Master and Product owner may impact the value delivered.

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○ Ask the Project Manager to assign people based on skills

○ Based on the components in the Product divide people using skills and their experience.

⦿ Ask the people to divide themselves in to teams.

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74. What are two effective ways to deal with Architecture and Design concerns are met? Choose two

☐ Ensure that the architecture and design team complete their work before starting the sprint.

☐ Hire a specialist on the team to address architecture and design issues.

☑ Address architecture and design concerns to the Do

☐ Run a specific sprint for architecture and design

☑ Address the concerns through Product Backlog Items

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75. Scrum is a ...

○ Methodology

○ Process

○ A book of knowledge defining the best practices to create software products.

⦿ A lightweight framework to address complex problems.

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○ Report progress to the management.

○ Facilitate Daily Scrum

○ Prioritize work of Developers

○ All of the above

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77. Who should know most about the progress towards the Product Goal? Choose best answer

○ The stakeholders

○ The Scrum Master

◉ The Product Owner

○ The Product Manager

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78. When can the Scrum Team adapt their Definition of Done? Choose best.

○ At the Daily Scrum

○ At Sprint Planning

○ At Sprint Review

◉ At Sprint Retrospective

○ All of the above

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79. How to determine the length of the Sprint. Choose best.

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○ The need for the team to learn by doing the work and measuring results.

○ How quickly can we release an individual from a project.

80. Developers must never meet with stakeholders as this creates a confusion with stakeholders.

○ True

○ False

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