

## PSM 1 đề thử 2

1/ True or false? The Scrum Master can also be a Developer.

- ☐ A . FALSE
- ☒ B. TRUE

2/ What's the main responsibility of a tester in Scrum?

- ☐ A . Writing the test scripts as soon as the programmers start working on the code
- ☐ B . Verifying the work of programmers
- ☐ C. Tracking quality metrics
- ☒ D. There are no testers in Scrum

3/ True or false? Adding new Developers to the team may cause a short-term decrease in productivity.

- ☐ A . FALSE
- ☒ B. TRUE

4/ Which of the following best describes transparency?

- ☐ A . The emergent process must be visible to those receiving the work.
- ☐ B . The emergent process and work must be visible to those performing the work.
- ☒ C. The emergent process and work must be visible to those performing the work as well as those receiving the work.
- ☐ D . The emergent process must be visible to those performing the work as well as those receiving the work.

5/ Which THREE statements are correct about non-functional requirements?

- ☐ A . Some of them can be controlled by the QA department of the organization.
- ☒ B. They should be incorporated into every increment.
- ☒ C. ~~They will be in the Sprint Backlog, but not the Product Backlog.~~
- ☒ D. Some of them can be added to the Definition of Done.
- ☒ E. Some of them can be added to the Product Backlog.
- ☐ F . They will be considered in the Hardening Sprints.
- ☐ G . They will be considered in Integration Sprints.

6/ Who is responsible for engaging stakeholders?

- ☒ A. The Product Owner
- ☐ B . The Project Manager
- ☐ C . The Developers
- ☐ D . The Scrum Master

7/ Which TWO statements best describe the Product Backlog?

- ☐ A . Contains only small and clear items.
- ☒ B . It may change anytime, and it is never complete.
- ☒ C . It changes as we learn more about the project.
- ☐ D . ~~Contains all tasks identified by the Developers.~~

8/ Which of the following is the **LEAST productive way** for the Scrum Master to improve the Developers' 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 communicate effectively.

9/ Why are Daily Scrums held at the same time and place?

- ☒ A . To reduce complexity and wasted time
- ☐ B . To make sure everyone will be there
- ☐ C . So that everyone will know where and when to find the developers
- ☐ D . To be able to book rooms upfront

10/ What does a trend line through a release burn-down chart indicate?

- ☐ A . The budgeted cost of the project
- ☐ B . When the project will likely finish if the team develops at a speed equal to the last Sprint
- ☒ C . When the remaining work will likely be completed if nothing changes in the Product Backlog and the Scrum Team
- ☐ D . ~~When the remaining work is supposed to be finished~~

11/ Which **THREE** of the following are feedback loops in Scrum?

- ☒ A . Sprint Planning
- ☒ B . Sprint Retrospective
- ☐ C . Burn-down chart
- ☐ D . Release Planning
- ☒ E . Daily Scrum

12/ Which **two** of the following may be done when the team becomes **mature enough** during the project?

- ☒ A . They may improve their Definition of Done.
- ☐ B . They can release every Sprint.

- ☐ C . They may not need a Scrum Master anymore.
- ☐ D . They will need longer Sprint Retrospectives.
- ☒ E. Their velocity may increase.

13/ What happens between two Sprints?

- ☐ A . Getting customer approval for the previous Increment
- ☒ B. Nothing!
- ☐ C . Refactoring the previous Increment
- ☐ D. ~~Product Backlog refinement~~

14/ True or false? Each Increment must be released.

- ☒ A. FALSE
- ☐ B . TRUE

15/ The customer goes to the Developers 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. Refer the customer to the Product Owner.
- ☐ C . Reject the request.
- ☐ D . Replace one of the existing items in the Sprint Backlog with the new one.

16/ How do changes in the project environment impact the Product Backlog?

- ☒ A. It evolves to reflect the 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 . The Product Backlog should be kept high-level enough to tolerate such changes.

17/ True or false? Besides the normal items that are about the features of the product, each Sprint Backlog may contain an item about improving the way we work.

- ☒ A. TRUE
- ☐ B . FALSE

18/ Who can attend the Daily Scrum meeting?

- ☐ A. The Developers and the Scrum Master
- ☐ B. ~~The whole Scrum Team~~
- ☐ C . The Developers and the Product Owner
- ☒ D. Anyone

19/ Which **TWO** statements are **correct** about an item that is **in-progress at the end** of the Sprint?

- ☐ A . Consider the complete part of the item in velocity calculation and then create a new item in the Product Backlog for the remaining work.
- ☐ B . It can be added to the Increment if the customer accepts it.
- ☒ C . **Move it back to the Product Backlog.**
- ☒ D . **Do not include it in the Increment.**
- ☐ E . Put it in the next Sprint Backlog.

20/ True or false? Items at the top of the Product Backlog are, on average, **larger than** those at the bottom.

- ☒ A. **FALSE**
- ☐ B . TRUE

21/ Who **owns** the Product Backlog?

- ☐ A . The whole Scrum Team
- ☐ B . The Scrum Master
- ☒ C. **The Product Owner**
- ☐ D . The Developers

22/ Which of the following is a benefit of self-management?

- ☒ A. **Increased creativity**
- ☐ B . Increased predictability
- ☐ C . Increased respect
- ☐ D . Increased cross-functionality

23/ True or false? The Developers should have a Team Leader to improve communications and collaboration.

- ☒ A. **FALSE**
- ☐ B . TRUE

24/ What's the role of a **Scrum Master** during **Sprint Retrospectives**?

- ☐ A. ~~Capturing process improvement ideas for the next Sprint Backlog~~
- ☒ B. **Participating as a Scrum Team member**
- ☐ C . Answering the questions of Developers
- ☐ D . Summarizing and reporting the results of the meeting to stakeholders

25/ True or false? The first Sprint can start as soon as the Product Backlog is complete.

- ☐ A . TRUE
- ☒ B. **FALSE**

26/ What's the **timeboxed duration** of **Daily Scrums**?

- ☐ A . As much as needed to answer the three standard questions
- ☐ B . 2 minutes per developer
- ☐ C . 2 minutes per developer + 2 minutes
- ☒ D. **15 minutes**

27/ When do **Developers** **cancel** a Sprint?

- ☐ A . When not enough information is available for the items in the Sprint Backlog
- ☒ B. ~~When the Sprint Goal becomes obsolete~~
- ☐ C . When there's an unsolved technical dependency
- ☐ D. **The Developers don't have the authority** to cancel the Sprint.

28/ 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 always a 15-minute timeboxed event, no matter how many developers there are, or how long the Sprint is.
- ☒ D. **It's timeboxed for 2 minutes per developer.**

29/ Which **TWO** of the following can be reasons for the **Scrum Master** to attend **the Daily Scrum**?

- ☐ A . To assign tasks to Developers
- ☐ B. ~~To participate as a Scrum Team member~~
- ☒ C. **The Developers have asked the Scrum Master** to facilitate their Daily Scrum.
- ☒ D. **It's not necessary for them to be in the meeting.**
- ☐ E . To tell Developers what to do

30/ Which statement is correct about the Product Backlog?

- ☐ A . It has all the details.
- ☐ B . It has no detail.
- ☒ C. **It has just enough detail.**

31/ Who is **required** to attend **the Daily Scrum**?

- ☒ A. **The Developers**
- ☐ B . The Developers and the Product Owner
- ☐ C . The whole Scrum Team
- ☐ D . The Developers and the Scrum Master

32/ True or false? Every Developer **should be** cross-functional.

- ☐ A. TRUE
- ☒ B. **FALSE**

33/ True or false? **All teams** should be cross-functional in scaled Scrum.

- ☐ A . FALSE
- ☒ B. **TRUE**

34/ A Developer **does not** **work properly** and is blocking the team activity. Who should decide on removing that person?

- ☐ A . The Product Owner
- ☒ B. **The Developers**
- ☐ C . The Stakeholders
- ☐ D . The Solution Architect
- ☐ E . The Team Leader
- ☐ F . The Resource Manager

35/ True or false? The Sprint Backlog is **frozen** after Sprint Planning.

- ☐ A . TRUE
- ☒ B. **FALSE**

36/ Which **TWO** statements are **correct** about **non-functional requirements**?

- ☐ A . Scrum is all about functional requirements.
- ☒ B. Some of them can be **added to the Definition of Done**.
- ☐ C. Some of them can be controlled by the QA department of the organization.
- ☐ D. ~~They will be considered in the Hardening Sprints.~~
- ☒ E. Some of them can be **added to the Product Backlog**.

37/ Which of the following is **correct** about Product Owners?

- ☐ A . They calculate velocity.
- ☐ B . They ensure that Product Backlog items are well-formed user stories.
- ☐ C. ~~All items on the Product Backlog are created by them.~~
- ☒ D. **They measure the progress of the project.**

38/ Which **TWO** statements explain the **benefits** of having tests in the Definition of Done?

- ☒ A. **Increments would be closer** to being potentially releasable.
- ☒ B. **Increases transparency of the Increments.**

- ☐ C . It makes it easier for the Scrum Master to measure performance and report progress.
- ☐ D . It defines when the Increment should be released.

39/ Who is responsible for explaining the Product Backlog items?

- ☐ A . Business Analyst
- ☐ B . Customer
- ☐ C . The Developers self-manage and talk to anyone necessary to find out what the items mean.
- ☐ D . Scrum Master
- ☒ E . Product Owner

40/ Who does all the work required for Product Backlog items, to make sure they are usable?

- ☐ A . ~~The Product Owner~~
- ☒ B . The Developers
- ☐ C . The Team Leader
- ☐ D . The whole Scrum Team
- ☐ E . The Business Analyst
- ☐ F . The Scrum Master

41/ True or false? The Definition of Done is composed by the Product Owner, to ensure that the Increments will be usable by the end-users.

- ☒ A . FALSE
- ☐ B . TRUE

42/ Which **THREE** of the following are **correct** about Product Owners?

- ☐ A . They estimate the Product Backlog items.
- ☐ B . They help the organization implement Scrum.
- ☒ C . They participate in the Sprint Retrospective meetings.
- ☐ D . They run the Daily Scrums.
- ☒ E . They are accountable for ordering the Product Backlog items.
- ☒ F . They decide **when** to release the Increments.

43/ How does the Product Owner determine the number of items for the Sprint Backlog?

- ☐ A . Based on velocity
- ☒ B . They don't do it!
- ☐ C . Based on the feedback received from the customer in the previous Sprint Review
- ☐ D . In a way that maximizes the value of the Increment

44/ Which **TWO** of the following actions may a **Scrum Master** take in **starting up a project**?

- ☐ A . Ask the development managers to introduce their departments and capabilities.
- ☐ B . Ensure that a bonus system is in place for the top performance of individuals.
- ☒ C. **Ask the Developers to discuss and identify the way** they are going to develop the product.
- ☒ D. **Ask the Product Owner to explain the project**, its business need, history, goals, and context.
- ☐ E . Ensure that there's a clear understanding of the whole scope of the project.

45/ True or false? The Scrum Team should compose a Definition of Ready **at the beginning** of the project, and improve it as it learns more about the work.

- ☒ A. **FALSE**
- ☐ B . TRUE

46/ Which **TWO** of the following are timeboxed?

- ☐ A . Product Backlog refinement
- ☐ B . Sprint testing
- ☒ C. **Sprint Planning**
- ☒ D. **Daily Scrum**
- ☐ E . Sprint Zero

47/ Which **Scrum value** is demonstrated when we continuously show **the correct performance** on a burn-down chart that everyone can see?

- ☐ A . Earned Value
- ☐ B . Cross-functionality
- ☒ C. **Openness**
- ☐ D . Inspection

48/ When is a **Product Backlog item** **ready**?

- ☐ A . When it's small enough to fit on a sticky note
- ☐ B . When it's smaller than 10 Story Points
- ☐ C . When all tasks required for its completion are identified
- ☒ D. **When it can be Done within one Sprint**

49/ Which **THREE** of the following are **outputs** of the **Sprint Planning meeting**?

- ☐ A . Resource assignment
- ☒ B. **Tasks**
- ☒ C. **Items selected from the Product Backlog**
- ☐ D . Order of items in the Product Backlog



- ☒ E. The Sprint Goal
- ☐ F . Estimates for the sizes of items

50/ True or false? Items in the Sprint Backlog are, on average, smaller than those in the Product Backlog.

- ☒ A. TRUE
- ☐ B . FALSE

51/ Which TWO of the following are required by Scrum?

- ☒ A. Having timeboxed events
- ☒ B. Sprint Retrospectives
- ☐ C . Story Points
- ☐ D . Burn-down charts
- ☐ E . Pair-Programming

52/ Which of the following is mandatory in Scrum?

- ☒ A. Definition of Done
- ☐ B . Value Points
- ☐ C . Burn-down charts
- ☐ D . Face-to-face communications
- ☐ E . Story Points

53/ What is the benefit of having tests in the Definition of Done?

- ☐ A . It makes reporting easier for the Project Manager.
- ☐ B . It makes it easier for the Scrum Master to measure performance and report progress.
- ☒ C. Increments would be closer to being potentially releasable.
- ☐ D. ~~It defines when the Increment should be released.~~

54/ What's the recommended number of Scrum Team members?

- ☐ A . 4 to 12
- ☒ B. 10 or less
- ☐ C . 3 to 11
- ☐ D . 3 to 12
- ☐ E . 3 to 9

55/ Who decides when to release the product?

- ☒ A. The Product Owner

- ☐ B. The Developers
- ☐ C . The Customer
- ☐ D . The Scrum Master

56/ Which **THREE** of the following are timeboxed?

- ☐ A . Release Planning
- ☒ B. **Sprint Review**
- ☒ C. **Sprint**
- ☐ D . Sprint testing
- ☒ E. **Sprint Planning**
- ☐ F . Sprint Zero

57/ True or false? It's up to the self-managing team to decide which Scrum artifacts are needed in the project.

- ☐ A . TRUE
- ☒ B. **FALSE**

58/ Which **TWO** of the following can be considered **real outputs** of a Sprint?

- ☒ A. **An Increment of working software**
- ☐ B . A user interface layout that is designed for the whole solution
- ☐ C . An Increment of software with minor known bugs in it
- ☒ D. **A piece of software that is usable by the end users**

59/ Which of the following is correct about **Product Backlog refinement**?

- ☒ A. **It can be done any time** during the Sprint.
- ☐ B . Normally, it doesn't take more than 10% of the Product Owner's time.
- ☐ C . Normally, it shouldn't take more than 10% of the Scrum Team's time.
- ☐ D . It should be done immediately before Sprint Planning.
- ☐ E . The Scrum Master should facilitate it.

60/ Who creates **the Sprint Goal**?

- ☐ A . The Product Owner
- ☐ B . The Scrum Master
- ☐ C . The Developers
- ☐ D . The customer
- ☒ E. **The whole Scrum Team**

61/ Which **TWO** of the following **may change** during the Sprint?

- ☐ A . Minimum level of quality
- ☒ B. **Product Backlog**
- ☒ C. **Sprint Backlog**
- ☐ D . Product Goal

62/ True or false? Scrum is a **methodology** for developing complex products.

- ☒ A. **FALSE**
- ☐ B . TRUE

63/ Who **owns** the Sprint Backlog?

- ☐ A . The Scrum Master
- ☐ B . The Product Owner
- ☒ C. **The Developers**
- ☐ D . The whole Scrum Team

64/ Which **TWO** of the following are **pillars of Scrum**?

- ☐ A . Value optimization
- ☐ B . Collaboration
- ☐ C . Creativity
- ☒ D. **Transparency**
- ☒ E. **Inspection**

65/ The performance of the project should be measured **at least**.

- ☐ A . Once a day
- ☒ B. **Once per Sprint**
- ☐ C . Once a week
- ☐ D . Before or after each release

66/ Which **THREE** statements are **correct** when **four teams** are working **on a product**?

- ☒ A. **There can be multiple Scrum Masters.**
- ☐ B . There can be multiple Product Owners.
- ☐ C. ~~There is only one Sprint Backlog in each Sprint.~~
- ☒ D. There is **only one Product Backlog.**
- ☒ E. There are **multiple Sprint Backlogs in each Sprint.**
- ☐ F . There is only one Scrum Master.

67/ True or false? Cross-functional teams are optimized in a technical layer of a system.

- ☐ A . TRUE
- ☒ B. FALSE

68/ When is the Sprint over?

- ☐ A. ~~When the Scrum Master announces the end of the Sprint~~
- ☒ B. When the timeboxed duration is over
- ☐ C . When the Sprint Backlog tasks are done
- ☒ D. When the **Product Owner** cancels the Sprint
- ☐ E. ~~When all Sprint Backlog items are done~~

69/ 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 . Continue to the next Sprint without a Sprint Review meeting and finish those items in the next Sprint.
- ☐ B . Extend the duration of the Sprint, to be able to deliver everything.
- ☒ C. Review the work with the Product Owner to see if any adjustments are required, and keep working.
- ☐ D . Cancel the Sprint.

70/ Which TWO of the following may be done in the Sprint Retrospective meeting?

- ☒ A. Discuss the Definition of Done.
- ☐ B . Calculate Velocity.
- ☐ C. ~~Refine the Product Backlog.~~
- ☐ D. Discuss the relationship with the customer and the way user acceptance testing is done.
- ☐ E. ~~Discuss the Product Backlog items for the next Sprint.~~

71/ The Product Owner is not collaborating with the Developers during the Sprint. Which TWO of the following actions would you choose as the Scrum Master?

- ☐ A . Cancel the Sprint and start training the Product Owner.
- ☐ B . Nominate someone else as the proxy Product Owner.
- ☒ C. Bring up the issue in the next Sprint Retrospective.
- ☒ D. Coach the Product Owner to understand why collaboration is important in Scrum and how it can affect the value of the product.
- ☐ E . Talk to the functional manager of the Product Owner.

72/ How many hours per day should a Developer work?

- ☐ A . Normally, they work about 40 hours a week.
- ☐ B . They should work at least 6 ideal man-hours.

- ☒ C. They should work at a constant pace.
- ☐ D . They should work as much as needed for realizing the Sprint Backlog items by the end of the Sprint.

73/ Which **two** of the following should be **considered** in setting the timeboxed duration of Sprints?

- ☐ A . It shouldn't be longer than 6 weeks.
- ☒ B. It's better to have shorter Sprints when the project is riskier.
- ☐ C . It should be longer in bigger projects.
- ☐ D . It should be shorter when there are more developers.
- ☒ E. It shouldn't be longer than one month.

74/ What's the timeboxed duration of **Sprint Planning**?

- ☐ A . 3 hours
- ☐ B . 4 hours
- ☒ C. 8 hours in a one-month Sprint
- ☐ D . 3 hours in a one-month Sprint

75/ The Developers cannot forecast how much work they can do in the upcoming Sprint, because of uncertainties in the Product Backlog that the Product Owner is not able to overcome. Which **TWO** actions should the Scrum Master recommend?

- ☐ A . Cancel the Sprint Planning meeting, give them some time to prepare, and then hold another Sprint Planning.
- ☐ B . Extend the duration of Sprint Planning and ask them to discuss the items more and reach agreement.
- ☐ C . Cancel the Sprint and start the next one when the items are clear.
- ☒ D. Invite everyone to discuss this problem in the next Sprint Retrospective and try to find a solution.
- ☒ E. Ask the Developers to come up with their best guess and don't worry too much about their capacity.

76/ True or false? The Product Owner is the main person responsible for engaging the stakeholders.

- ☐ A . FALSE
- ☒ B. TRUE

77/ Which of the following is **NOT correct** about Product Owners?

- ☐ A. They manage the Product Backlog.
- ☐ B . They measure the progress of the project.
- ☐ C . They are accountable for engaging stakeholders.
- ☒ D. They measure progress toward the Sprint Goal.

78/ Which **TWO** statements explain when a Product Backlog item is **considered complete**?

- ☒ A. When there's nothing more we need to do before it can be used by the end users

- ☒ B. When everything is done based on the Definition of Done
- ☐ C. ~~When the customer approves its completeness~~
- ☐ D . When user acceptance tests are passed

79/ Which **TWO** of the following are **NOT allowed** in Scrum?

- ☐ A . Using User Stories
- ☒ B. Release Sprints
- ☐ C . Release Planning
- ☒ D. Integration Sprints
- ☐ E . Using Planning Poker

80/ True or false? It's **wrong** to have a Project Manager in Scrum.

- ☐ A . FALSE
- ☒ B. TRUE