

Scrum

Exam Questions PSM-I

Professional Scrum Master I



NEW QUESTION 1

When does the second Sprint start?

- A. Once the architectural changes for the second Sprint have been approved by the senior architect.
- B. After the Product Backlog for the second Sprint has been selected.
- C. Immediately after the first Sprint.
- D. After the customer completes acceptance testing of the first Sprint.

Answer: C

Explanation:

The correct answer is C, because the second Sprint starts immediately after the first Sprint. The Scrum Guide states that “Sprints have consistent durations throughout a development effort. A new Sprint starts immediately after the conclusion of the previous Sprint.”

NEW QUESTION 2

What may be included in the Sprint Backlog? (choose the best answer)

- A. User Stories
- B. Tasks
- C. Use Cases
- D. Tests
- E. Any of the above (or others) which are a decomposition of the selected Product Backlog items

Answer: E

Explanation:

According to the Scrum Guide, the Sprint Backlog may include any items that are a decomposition of the selected Product Backlog items, such as user stories, tasks, use cases, tests, or others. The Sprint Backlog is the Developers’ plan for the Sprint, and it contains all the work that they forecast they can do to achieve the Sprint Goal and create a “Done” Increment. The other options are not valid, as they are either too specific (such as user stories or tasks) or too vague (such as tests).

NEW QUESTION 3

What is the function or purpose of management in Scrum? (choose the best answer)

- A. To identify and remove people that are not working hard enough.
- B. To monitor the productivity of the Developers.
- C. To present the Scrum Teams with insights and resources that help them improve.
- D. To continually monitor staffing levels of the Scrum Team.

Answer: C

Explanation:

The best answer is C. The function or purpose of management in Scrum is to present the Scrum Teams with insights and resources that help them improve. According to the article What is the Function or Purpose of Management in Scrum?, management is still critical to providing vision, securing resources, hiring talent, training teams, removing roadblocks, and continuously improving. Management also encourages collaboration and establishes Scrum Team autonomy, which are essential for Scrum’s values and principles. A, B and D are not good answers because they imply a command-and-control approach that contradicts Scrum’s values of respect, openness, and self-organization. Management in Scrum is not supposed to micromanage, judge, or interfere with the work of the Developers, but rather support them and enable them to deliver value.

NEW QUESTION 4

When should a Sprint Goal be created?

- A. It should have been created in the previous Sprint during Product Backlog refinement.
- B. It must be established before Sprint Planning in order to begin planning.
- C. A Sprint Goal is not mandatory in Scrum.
- D. At any time during the Sprint.
- E. During Sprint Planning.

Answer: E

Explanation:

According to the Scrum Guide¹, one aspect of Scrum Teams inspecting how they work toward their Product Goal is that they create a Sprint Goal every Sprint. The Sprint Goal is an objective set for the Sprint that can be met through the implementation of Product Backlog. It provides guidance to the Developers on why it is building the Increment. It also provides a basis for inspecting and adapting during the Sprint Review and Sprint Retrospective. The Sprint Goal is created during the Sprint Planning event.
References: Scrum Guide

NEW QUESTION 5

Who is responsible for collaboration with stakeholders? (choose the best answer)

- A. The Business Analyst.
- B. The Scrum Team.
- C. The Team Manager.
- D. The Project Manager.
- E. The Developers.

Answer: B

NEW QUESTION 6

The Product Owner must release each Increment to production.

- A. When it makes sense.
- B. To make sure the Development Team is done every Sprint.
- C. Whenever the product is free of defects.
- D. Without exception.

Answer: A

Explanation:

According to the Scrum Guide¹, an Increment is a concrete stepping stone toward the Product Goal. Each Increment is additive to all prior Increments and thoroughly verified, ensuring that all Increments work together. In order to provide value, the Increment must be usable. Multiple Increments may be created within a Sprint. The sum of the Increments is presented at the Sprint Review thus supporting empiricism. However, an Increment may be delivered to stakeholders prior to the end of the Sprint. The Sprint Review should never be considered a gate to releasing value.

References: Scrum Guide

NEW QUESTION 7

Which technique is the best way the Scrum Master can ensure that the Development Team communicates effectively with the Product Owner?

- A. Monitor communications between them and facilitate direct collaboration.
- B. Teach the Development Team to talk in terms of business needs and objectives.
- C. Teach the Product Owner about the technologies employed during the Sprints.
- D. Act as a go-between for them.

Answer: A

Explanation:

The correct answer is A, because the best way the Scrum Master can ensure that the Development Team communicates effectively with the Product Owner is to monitor communications between them and facilitate direct collaboration. The Scrum Guide states that “the Scrum Master serves the Product Owner in several ways, including ... facilitating Scrum events as requested or needed.” Therefore, the Scrum Master should help the Development Team and the Product Owner interact regularly and productively during the Sprint Planning, Daily Scrum, Sprint Review, and Sprint Retrospective events.

NEW QUESTION 8

Several Sprints into a project, the Product Owner tells the Scrum Master that a key stakeholder just started using the product. The stakeholder is unhappy with the quality of the product. What are two good options for the Scrum Master? (Choose the best two answers.)

- A. Wait to bring this up until the Sprint Retrospective.
- B. Encourage the Product Owner to put quality specifications on the Product Backlog and express the stakeholder's concern to the Developers.
- C. Bring the concern to the testers to improve how the Product is verified.
- D. Explain to the Product Owner that it is up to the Developers to decide on acceptable quality standards.
- E. Coach the Product Owner on how to talk with the Developers about this concern.

Answer: BE

NEW QUESTION 9

When does a Sprint conclude? (choose the best answer)

- A. When the Product Owner decides enough has been delivered to meet the Sprint Goal.
- B. When the Sprint Retrospective is complete.
- C. When all the tasks are completed by the Developers.
- D. When all Product Backlog items meet their Definition of Done.

Answer: B

Explanation:

According to the Scrum Guide, a Sprint concludes when the Sprint Retrospective is complete. This is the last event of the Sprint cycle, where the Scrum Team inspects itself and creates a plan for improvements. The other options are not valid indicators of the conclusion of a Sprint, as they are either irrelevant (such as the Product Owner deciding enough has been delivered) or incomplete (such as all tasks or Product Backlog items being done).

NEW QUESTION 10

What are two good ways for the Development Team to make non-functional requirements visible? (Choose two.)

- A. Put them on a separate list on the Scrum board, available for all to see.
- B. Add them to the Product Backlog and keep the Product Owner posted on the expected effort.
- C. Run the integration and regression tests before the end of the Sprint, and capture the open work for the Sprint Backlog of the next Sprint.
- D. Add them to the definition of “Done” so the work is taken care of every Sprint.

Answer: BD

Explanation:

The correct answers are B and D, because adding non-functional requirements to the Product Backlog and keeping the Product Owner posted on the expected effort helps prioritize and plan them in alignment with the product vision and goals. Additionally, adding non-functional requirements to the definition of ‘Done’ ensures that they are met every Sprint and do not accumulate technical debt.

References: Suggested Reading for Professional Scrum Master™ I

NEW QUESTION 10

Every Development Team should have:

- A. At least one representative from each major software engineering discipline (like QA, Dev, UX).
- B. The competencies and skills needed to deliver a Done Increment in a Sprint.
- C. One Lead Developer and no more than 8 other members.

Answer: B

Explanation:

According to the Scrum Guide¹, the Development Team consists of professionals who do the work of delivering a potentially releasable Increment of “Done” product at the end of each Sprint. Development Teams are structured and empowered by the organization to organize and manage their own work. The resulting synergy optimizes the Development Team’s overall efficiency and effectiveness. Cross-functional teams have all competencies needed to accomplish the work without depending on others not part of the team. The team model in Scrum is designed to optimize flexibility, creativity, and productivity.

References: Scrum Guide

NEW QUESTION 13

When must a scrum Team release each increment? (choose the best answer)

- A. when the Scrum Team finishes their work
- B. After every Sprin
- C. without exception
- D. Whenever the product s tree of detects
- E. When it makes sense to release It.

Answer: D

Explanation:

According to the Scrum Guide, a Scrum Team must release each Increment when it makes sense to do so, based on the value and feedback obtained from stakeholders. The decision to release an Increment is made by the Product Owner, who is responsible for maximizing the value of the product and the work of the Development Team. The other options are not valid, as they imply that releasing an Increment is either mandatory (such as after every Sprint), conditional (such as when the product is free of defects), or irrelevant (such as when the Scrum Team finishes their work).

NEW QUESTION 17

What techniques could the Scrum Master use when the Scrum Team gets caught in an internal disagreement about which agile practices to apply? (Choose the best two answers.)

- A. Involve the complete Scrum Team in making a decision.
- B. Use coaching techniques; such as open QUESTION NO:s and active listening.
- C. Ask an external agile coach what they recommend.
- D. Ask team members to take the issue up with to the company’s Human Resources department.

Answer: AB

Explanation:

Two techniques that the Scrum Master could use when the Scrum Team gets caught in an internal disagreement about which agile practices to apply are to involve the complete Scrum Team in making a decision, and to use coaching techniques such as open questions and active listening, as stated in [3]: “The Scrum Master should facilitate a constructive dialogue among the team members and help them reach a consensus on which agile practices to use. The Scrum Master should also use coaching techniques such as open questions and active listening to understand the underlying needs and motivations of each team member and to help them find common ground.”

NEW QUESTION 22

A member of the Development Team takes the Scrum Master aside to express his concerns about data security issues. What should the Scrum Master do?

- A. Add security to the definition of “Done”.
- B. Tell the Product Owner to stop further development of features until the issues are fixed.
- C. Create a Product Backlog item for security.
- D. Go check with the testers.
- E. Ask the person to share the issue with the team as soon as possible.

Answer: E

Explanation:

The Scrum Master should ask the person to share the issue with the team as soon as possible, as stated in [5]: “The Scrum Master should encourage transparency and collaboration within the team and with other stakeholders. If there is a concern about data security issues, it should be brought up to the team and discussed openly. The team can then decide how to handle it, whether by creating a Product Backlog item, updating the definition of “Done”, or taking some other action.”

NEW QUESTION 25

Who starts the Daily Scrum?

- A. The person coming in las
- B. This encourages people to be on time and helps to stay within the time-box.
- C. Whoever the Development Team decides should start.
- D. The person who has the token.
- E. The Scrum Maste
- F. This ensures that the Development Team has the meeting and stays within the time-box.
- G. The person who last broke the build.

Answer: B

Explanation:

According to the Scrum Guide¹, during each Daily Scrum, each Developer answers three questions:

- What did I do yesterday that helped meet our Sprint Goal?
- What will I do today to help meet our Sprint Goal?
- Do I see any impediment that prevents me or our Development Team from meeting our Sprint Goal? The Developers can select whatever structure and techniques they want, as long as their Daily Scrum focuses on progress toward achieving their Sprint Goal and producing a usable Increment. The Developers can start with any one person and proceed in any order.

References: Scrum Guide

NEW QUESTION 28

When a Development Team is having trouble delivering a working Increment because they don't understand a functional requirement, what should they do?

- A. Add a specialist to the Development Team.
- B. Partially complete the functionality, and discuss the remaining work at the Sprint Review.
- C. Collaborate with the Product Owner to determine what is possible and acceptable.
- D. Defer the work to a more appropriate Sprint.

Answer: C

Explanation:

The correct answer is C, because when a Development Team is having trouble delivering a working Increment because they don't understand a functional requirement, they should collaborate with the Product Owner to determine what is possible and acceptable. The Scrum Guide states that "the Product Owner is responsible for maximizing the value of the product resulting from work of the Development Team. How this is done may vary widely across organizations, Scrum Teams, and individuals." Therefore, the Product Owner should clarify the functional requirement and negotiate the scope of work with the Development Team.

NEW QUESTION 31

True or False: Multiple scrum Teams working on the same product must have the same Sprint start date.

- A. True
- B. False

Answer: B

Explanation:

According to the Scrum Guide, multiple Scrum Teams working on the same product do not have to have the same Sprint start date. They may start their Sprints at different times, as long as they synchronize their work and integrate their Increments at least by the end of each Sprint. The other option is not valid, as it implies that having the same Sprint start date is mandatory for multiple Scrum Teams.

NEW QUESTION 33

During a Sprint Retrospective, for what is the Scrum Master responsible?

- A. Prioritizing the resulting action items.
- B. Participating as a Scrum team member and facilitating as requested or needed.
- C. Acting as a scribe to capture the Development Team's answers.
- D. Summarizing and reporting the discussions to management.

Answer: B

Explanation:

According to the Scrum Guide¹, the purpose of the Sprint Retrospective is to plan ways to increase quality and effectiveness. The Scrum Team inspects how the last Sprint went with regards to individuals, interactions, processes, tools, and their Definition of Done. Inspected elements often vary with domain, practices, and people involved. The Scrum Team identifies the most helpful changes to improve its effectiveness. The most impactful improvements are addressed as soon as possible. They may even be added to the Sprint Backlog for the next Sprint. The Sprint Retrospective is an opportunity for the Scrum Team to inspect itself and create a plan for improvements to be enacted during the next Sprint. The Scrum Master is part of the Scrum Team and should participate as a Scrum team member and facilitate as requested or needed.

References: Scrum Guide

NEW QUESTION 38

Which two ways of creating Scrum Teams are consistent with Scrum's values? (choose the best two answers)

- A. Bring all the people together and let them organize into Scrum Teams
- B. Managers personally re-assign current subordinates to new teams.
- C. Existing teams propose how they would like to go about organizing into the new structure.
- D. Managers collaborate to assign individuals to specific teams.
- E. The Chief Product Owner determines the new team structures and assignments.

Answer: AC

Explanation:

The best two answers are A and C. These two ways of creating Scrum Teams are consistent with Scrum's values because they respect the self-organization and empowerment of the people who will be working in the teams. They also foster openness and courage by allowing the people to express their preferences and opinions about the new structure.

B, D and E are not consistent with Scrum's values because they impose a top-down approach that does not involve the people who will be affected by the change. They also undermine the commitment and focus of the teams by assigning them to work on something they may not be interested in or passionate about.

NEW QUESTION 43

Which of the following are true about the Product Owner role? (Choose two.)

- A. The Product Owner is one person.
- B. The Product Owner is accountable for ordering the Product Backlog.
- C. Multiple people can share the Product Owner role on a Scrum Team.
- D. The Product Owner role can be played by a committee or a team of people.

Answer: AB

Explanation:

The correct answers are A and B, because these are true about the Product Owner role. The Product Owner is one person, not a committee or a team, who is accountable for ordering the Product Backlog and maximizing the value of the product. The Scrum Guide states that “the Product Owner is responsible for maximizing the value of the product resulting from work of the Development Team. How this is done may vary widely across organizations, Scrum Teams, and individuals. ... For the Product Owner to succeed, the entire organization must respect his or her decisions.”

NEW QUESTION 46

Currently, your Development Teams 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.)

- A. You cannot do Scrum without feature teams.
- B. Productivity may suffer when making this kind of move.
- C. Getting support from the business side first helps.
- D. Feature teams have less communication overhead.
- E. With feature teams, it is easier to calculate the productivity per team.

Answer: BCD

Explanation:

The correct answers are B, C, and D, because moving away from component teams toward feature teams may involve some challenges and trade-offs. Productivity may suffer when making this kind of move, as teams need to learn new skills, coordinate with other teams, and deal with legacy code. Getting support from the business side first helps, as they can provide the vision, value, and feedback for the features. Feature teams have less communication overhead, as they can deliver end-to-end functionality without depending on other teams.
References: [Suggested Reading for Professional Scrum Master™ I]

NEW QUESTION 50

What factor should be considered when establishing the Sprint length? (choose the best answer)

- A. The organization has mandated similar length sprints.
- B. The need for the team to learn based on doing work and measuring results.
- C. The frequency at which team formation can be changed.
- D. The organization's release schedule.

Answer: B

Explanation:

The best answer is B. The need for the team to learn based on doing work and measuring results.
The Sprint length should be chosen based on the complexity and volatility of the product and the environment, as well as the team's capability and Definition of Done. The Sprint length should enable the team to deliver a usable Increment of value that meets the feedback needs of the stakeholders and the business. The Sprint length should also allow the team to inspect and adapt their work processes and practices based on the outcomes of the Sprint.
The other options are not valid reasons for choosing the Sprint length. The organization's mandate, team formation, and release schedule should not dictate the Sprint length, but rather be aligned with it. The Scrum Team should have the autonomy to choose the Sprint length that best suits their product and context.
You can learn more about how to choose the right Sprint length from these sources: How Long A Sprint Should Be?, How to Choose the Right Sprint Length in Scrum, What is a Sprint?, Determining the Sprint Length, and Sprint Length: What's the Right Length?.

NEW QUESTION 53

A new developer is having continuing conflicts with existing Development Team members and creating the hostile environment. If necessary, who is responsible for removing the team member?

- A. The hiring manager is responsible, because he/she hired the developer.
- B. The Scrum Manager is responsible, because he/she removes Impediments.
- C. The Development Team is responsible, and may need help from the Scrum Master.
- D. The Product Owner is responsible, because he/she controls the return on investment (ROI).

Answer: C

Explanation:

The correct answer is C, because if necessary, the Development Team is responsible for removing a team member who is creating a hostile environment. The Scrum Guide states that “development Teams are self-organizing. No one (not even the Scrum Master) tells the Development Team how to turn Product Backlog into Increments of potentially releasable functionality.” Therefore, the Development Team should manage its own composition and dynamics, and may need help from the Scrum Master to facilitate this process.

NEW QUESTION 57

A Scrum Team has been working on a product for nine Sprints. A new Product Owner comes in, understanding he is accountable for the Product Backlog. However, he is unsure about his responsibilities. Which two activities are part of the Product Owner role according to Scrum? (Choose two.)

- A. Ensuring that the most valuable functionality is produced first, at all times.
- B. Interacting with stakeholders.
- C. Providing the Development Team with detailed specifications.

- D. Describing features as Use Cases.
- E. Creating detailed functional test cases.

Answer: AB

Explanation:

The Product Owner is responsible for ensuring that the most valuable functionality is produced first, at all times, by ordering and prioritizing the Product Backlog. The Product Owner also interacts with stakeholders to understand their needs and expectations, and to communicate the vision and progress of the product. The other options are not part of the Product Owner role according to Scrum, as they are either too prescriptive or too technical.

NEW QUESTION 58

Scrum has a role called “Project Manager”.

- A. True
- B. False

Answer: B

Explanation:

The correct answer is B, because there is no role called “Project Manager” in Scrum. The Scrum Guide states that “Scrum recognizes no titles for Development Team members other than Developer, regardless of the work being performed by the person; there are no exceptions to this rule.” Therefore, Scrum has only three roles: Product Owner, Scrum Master, and Developer.

NEW QUESTION 61

When multiple Scrum Teams are working on a single product, what best describes the Definition of Done?
(choose the best answer)

- A. Each Scrum Team uses its own, but must make their definition clear to all other teams so the differences are known.
- B. The Scrum Masters from each Scrum Team define a common Definition of Done.
- C. When multiple Scrum Teams are working together on a product, they must mutually define and comply with the same Definition of Done.
- D. Each Scrum Team defines and uses its own
- E. The differences are discussed and reconciled during a hardening Sprint.

Answer: C

Explanation:

The best answer is C. When multiple Scrum Teams are working on a single product, they must mutually define and comply with the same Definition of Done¹. This ensures that the product has a consistent level of quality and that the Increments delivered by different teams can be integrated seamlessly. Having different Definitions of Done for each team can lead to confusion, rework, and technical debt. The Scrum Guide says that the Definition of Done is a formal description of the state of the Increment when it meets the quality measures required for the product². Therefore, it is not something that can be decided by the Scrum Masters alone (B) or left to each team's discretion (A and D).

NEW QUESTION 66

The Sprint Goal is a result of Sprint Planning, as is the Sprint Backlog.

- A. True
- B. False

Answer: A

Explanation:

According to the Scrum Guide¹, the Sprint Goal is an objective set for the Sprint that can be met through the implementation of Product Backlog. It provides guidance to the Developers on why it is building the Increment. It also provides a basis for inspecting and adapting during the Sprint Review and Sprint Retrospective. The Sprint Goal is a result of Sprint Planning, as is the Sprint Backlog.
References: Scrum Guide

NEW QUESTION 71

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

- A. Just enough tasks for the Scrum Master to be confident in the Development Team's understanding of the Sprint.
- B. The entire Sprint Backlog must be identified and estimated by the end of the Sprint Planning meeting.
- C. Enough so the Development Team can create its best forecast of what it can do, and to start the first several days of the Sprint.
- D. Just enough to understand design and architectural implications.

Answer: C

Explanation:

The correct answer is C, because the Scrum Guide states that “the Development Team usually starts by designing the system and the work needed to convert the Product Backlog into a working product Increment. Work planned for the first days of the Sprint by the Development Team is decomposed by the end of this meeting, often to units of one day or less. The Development Team self-organizes to undertake the work in the Sprint Backlog, both during Sprint Planning and as needed throughout the Sprint.” Therefore, enough work should be defined during the Sprint Planning event so that the Development Team can create its best forecast of what it can do, and to start the first several days of the Sprint.

NEW QUESTION 75

Who creates the Definition of Done? (choose the best answer)

- A. The Scrum Master

- B. The Product Owner
- C. The scrum Team
- D. The Developers

Answer: C

Explanation:

The correct answer is C. The Scrum Team creates the Definition of Done. According to the Scrum Guide¹, “The Developers are required to conform to the Definition of Done, which is defined and evolves with the Scrum Team.” The Definition of Done is a commitment by the Developers for the Increment, but it is also a shared understanding within the whole Scrum Team, including the Product Owner and the Scrum Master². The Scrum Team collaborates to create and update the Definition of Done as needed, based on the product and organizational standards³. The Definition of Done is not imposed by any external authority or individual.

NEW QUESTION 76

Marian is the Product Owner envisioning a project for a new release of her product. She made a projection of a release date based upon a sustained velocity of 17 completed units of work per Sprint. Over the first 3 Sprints, the average velocity was 13 for work that the Development Team estimated as 90% done. The Development Teams, feeling the need to meet the plan, figured that a velocity of 17 was within their reach. A good way to continue is:

- A. The Development Team makes sure that all of the selected scope per Sprint is as “Done” as possible. The undone work is estimated and added to the Sprint Backlog of the next Sprint, so it doesn’t mess up the Product Backlog.
- B. Add enough people to the Development Team for the deadline to be made.
- C. The opportunity to inspect and adapt is lost
- D. Opaqueness has replaced transparency
- E. Predictability has dropped below zero
- F. The produced software is not usable
- G. As the rules of Scrum have not been respected, it is the Scrum Master’s duty to assess whether repair is possible, or a restart with a more reliable team
- H. If not, the Scrum Master should cancel the project.
- I. The Development Team should remind Marian to find funding for enough Release Sprints in which the remaining work can be done.

Answer: A

Explanation:

According to the Scrum Guide¹, each Increment is additive to all prior Increments and thoroughly verified, ensuring that all Increments work together. In order to provide value, the Increment must be usable. Multiple Increments may be created within a Sprint. The sum of the Increments is presented at the Sprint Review thus supporting empiricism. However, an Increment may be delivered to stakeholders prior to the end of the Sprint. The Sprint Review should never be considered a gate to releasing value. Therefore, a good way to continue is for the Development Team to make sure that all of the selected scope per Sprint is as “Done” as possible. The undone work is estimated and added to the Sprint Backlog of the next Sprint, so it doesn’t mess up the Product Backlog.

References: Scrum Guide

NEW QUESTION 79

When does the next Sprint begin?

- A. When the Product Owner is ready.
- B. Immediately after the conclusion of the previous Sprint.
- C. The Monday following the Sprint Review.
- D. Immediately following the next Sprint Planning.

Answer: B

Explanation:

The next Sprint begins immediately after the conclusion of the previous Sprint, as stated in the Scrum Guide: “Sprints have consistent durations throughout a development effort. A new Sprint starts immediately after the conclusion of the previous Sprint.”

NEW QUESTION 83

The Product Owner determines how many Product Backlog items the Development Team selects for a Sprint.

- A. False.
- B. True, accordingly to what was committed to the stakeholders.
- C. True, but only after confirmation by the resource manager that the Team has enough capacity.
- D. True.
- E. False, the Scrum Master does that.
- F. False, capacity and commitment are the Project manager’s responsibility.

Answer: A

Explanation:

The correct answer is A, because the Product Owner does not determine how many Product Backlog items the Development Team selects for a Sprint. The Scrum Guide states that “the number of items selected from the Product Backlog for the Sprint is solely up to the Development Team. Only the Development Team can assess what it can accomplish over the upcoming Sprint.” Therefore, the Development Team is responsible for choosing the scope of work for a Sprint.

NEW QUESTION 87

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

- A. By not allowing documentation.
- B. By the Development Team deciding what work to do in a Sprint.
- C. By preventing stakeholders from entering the development room.
- D. By removing titles for Development Team members.

E. By being a lightweight framework.

Answer: BDE

Explanation:

According to the Scrum Guide¹, Scrum promotes self-organization by giving autonomy and empowerment to the Developers who decide how to do their work within a Sprint. The Developers have no titles other than Developer, regardless of their specialization or skills. Scrum is a lightweight framework that minimizes prescription and maximizes flexibility and adaptability.

References: Scrum Guide

NEW QUESTION 88

What are two ways that architecture and infrastructure are handled in Scrum? (Choose two.)

- A. They are discussed, determined, and documented before the actual feature development Sprints.
- B. They are implemented along with functional development of the product.
- C. They are added to the Product Backlog and addressed in early Sprints, while always requiring at least some business functionality, no matter how small.
- D. They are built by a separate team through the creation of an architectural runway.

Answer: BC

Explanation:

Architecture and infrastructure are handled in Scrum by implementing them along with functional development of the product, and by adding them to the Product Backlog and addressing them in early Sprints, while always requiring at least some business functionality, no matter how small, as stated in [2]: “Scrum does not distinguish between developing functionality or architecture. They are developed together, as they are both important and support each other. Architecture is not a separate phase; it is part of the product development. Architecture is added to the Product Backlog as any other feature or functionality.”

NEW QUESTION 92

Which statement best describes the Sprint Review?

- A. It is used to congratulate the Development Team if it did what it forecast, or to punish the Development Team if it failed to meet its forecast.
- B. It is a demo at the end of the Sprint for everyone in the organization to check on the work done.
- C. It is a mechanism to control the Development Team’s activities during a Sprint.
- D. It is when the Scrum Team and stakeholders inspect the outcome of a Sprint and figure out what to do next.

Answer: D

Explanation:

The correct answer is D, because this statement best describes the Sprint Review. The Scrum Guide states that “a Sprint Review is held at the end of the Sprint to inspect the Increment and adapt the Product Backlog if needed. During the Sprint Review, the Scrum Team and stakeholders collaborate about what was done in the Sprint.” Therefore, the Sprint Review is when the Scrum Team and stakeholders inspect the outcome of a Sprint and figure out what to do next.

NEW QUESTION 96

Which answer best describes the topics covered in Sprint Planning? (Choose the best answer.)

- A. What to do and who will do it.
- B. How conditions have changed and how the Product Backlog should evolve.
- C. What can be done and how to do it, and why to do it.
- D. What went wrong in the last Sprint and what to do differently this Sprint.
- E. Who is on the team and what team member roles will be.

Answer: C

NEW QUESTION 100

A Scrum Master is working with a Development Team that has members in different physical locations. The Development Team meets in a variety of meeting rooms and has much to do logistically (for example, set up conference calls) before the Daily Scrum. What action should the Scrum Master take?

- A. Allow the Development Team to self-manage and determine for itself what to do.
- B. Set up the meeting and tell the Development Team that is how it will be done.
- C. Ask the Development Team members to alternate who is responsible for meeting setup.
- D. Inform management and ask them to solve it.

Answer: A

Explanation:

According to the Scrum Guide¹, only people who are actively working on items in the Sprint Backlog participate in updating it during a Sprint; this includes tracking progress made on those items. This is typically done by Developers updating their remaining work every day after their Daily Scrum. The Development Team tracks this total work remaining at least for every Daily Scrum to project the likelihood of achieving their Sprint Goal. The Developers are self-organizing and decide how to turn Product Backlog items into an Increment of value. Therefore, the Scrum Master should allow the Development Team to self-manage and determine for itself what to do regarding the logistical challenges of meeting in different locations.

References: Scrum Guide

NEW QUESTION 104

Sprint burndown charts are an efficient tracking tool, because they show:

- A. An estimate of the total work remaining for the Sprint.
- B. How much effort has gone into a Sprint.
- C. How many hours have been worked by each Development Team member.

D. How many Product Backlog items remain.

Answer: A

Explanation:

A Sprint burndown chart shows an estimate of the total work remaining for the Sprint, as stated in 3: “A sprint burndown chart tracks work remaining in a sprint. It shows how much work remains at any given point during a sprint. It helps teams monitor whether they will finish all planned tasks by the end of a sprint.”

NEW QUESTION 107

What are the two primary ways a Scrum Master keeps a Development Team working at its highest level of productivity? (Choose two.)

- A. By ensuring the meetings start and end at the proper time.
- B. By removing impediments that hinder the Development Team.
- C. By facilitating Development Team decisions.
- D. By keeping high value features high in the Product Backlog.

Answer: BC

Explanation:

The correct answers are B and C, because these are the two primary ways a Scrum Master keeps a Development Team working at its highest level of productivity. The Scrum Guide states that “the Scrum Master serves the Development Team in several ways, including ... removing impediments to the Development Team’s progress; facilitating Scrum events as requested or needed; and coaching the Development Team in self-organization and cross-functionality.” Therefore, by removing impediments and facilitating decisions, the Scrum Master helps the Development Team focus on their work and deliver value.

NEW QUESTION 112

Developers are self-managing, which of the following do they manage? (choose the best answer)

- A. When to release, based on this progress.
- B. Stakeholders for the Sprint Review
- C. Sprint Backlog.
- D. Sprint length
- E. Product Backlog ordering

Answer: C

Explanation:

According to the Scrum Guide, Developers are self-managing, which means that they manage their own Sprint Backlog. They decide how to organize their work and collaborate effectively to deliver a valuable Increment that meets the Definition of Done and the Sprint Goal. The other options are not valid, as they imply that Developers manage things that are either determined by the Scrum framework (such as Sprint length), by collaboration with other roles (such as when to release or stakeholders for the Sprint Review), or by the Product Owner (such as Product Backlog ordering).

NEW QUESTION 116

How is management external to the Scrum Team involved in the Daily Scrum? (Choose the best answer.)

- A. The Scrum Master speaks on their behalf.
- B. Managers are not required at the Daily Scrum.
- C. Management gives an update at the start of each Daily Scrum.
- D. The Product Owner represents their opinions.

Answer: B

Explanation:

According to the Scrum Guide, management external to the Scrum Team is not involved in the Daily Scrum at all. The Daily Scrum is an internal event for the Development Team to inspect their progress toward the Sprint Goal and plan their work for the next 24 hours. The other options are not valid ways for management to be involved in the Daily Scrum, as they are either intrusive (such as giving an update or speaking on behalf of others) or unnecessary (such as being represented by the Product Owner or the Scrum Master).

NEW QUESTION 121

As the Development Team starts work during the Sprint, it realizes it has selected too much work to finish in the Sprint. What should it do?

- A. Inform the Product Owner at the Sprint Review, but prior to the demonstration.
- B. Find another Scrum Team to give the excess work to.
- C. As soon as possible in the Sprint, work with the Product Owner to remove some work or Product Backlog items.
- D. Reduce the definition of “Done” and get all of the Product Backlog items “Done” by the new definition.

Answer: C

Explanation:

The correct answer is C, because as soon as possible in the Sprint, the Development Team should work with the Product Owner to remove some work or Product Backlog items if they realize they have selected too much work to finish in the Sprint. The Scrum Guide states that “the Development Team may renegotiate the selected Product Backlog items with the Product Owner. If the Development Team realizes it has too much or too little work, it may renegotiate the selected Product Backlog items with the Product Owner. The Development Team may also invite other people to attend to provide technical or domain advice.”

NEW QUESTION 123

True or False A high-performance scrum Team ensures that each increment is complete by running a Release Sprint.

- A. True

B. False

Answer: B

Explanation:

According to the Scrum Guide, a high-performance Scrum Team does not run a Release Sprint, as this is not a Scrum event. A Release Sprint is a term used to describe a Sprint that is dedicated to finalizing the product for release, such as fixing bugs, polishing features, or integrating components. This is contrary to the Scrum principle of delivering a potentially releasable Increment at the end of each Sprint, regardless of whether it is actually released or not. Therefore, the answer is false.

NEW QUESTION 128

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

- A. True
- B. False

Answer: A

Explanation:

According to the Scrum Guide¹, the heart of Scrum is a Sprint, a time-box of one month or less during which a “Done”, useable, and potentially releasable product Increment is created. The Increment is a concrete stepping stone toward the Product Goal. Each Increment is additive to all prior Increments and thoroughly verified, ensuring that all Increments work together.

References: Scrum Guide

NEW QUESTION 131

What does n mean for a scrum Team to be cross-function at? (choose the best answer)

- A. The Scrum Team includes skilled individuals who together have all the skins necessary to create value each sprint
- B. Developers on the Scrum Team work closely with business analysis architects developers, and testers who are not on the team
- C. The Scrum Team includes not only developers but also business analysts, architects, and testers
- D. The Scrum Team is a virtual team drawing from separate teams of business analysts, architects, developers, and testers

Answer: A

Explanation:

According to the Scrum Guide, a Scrum Team is cross-functional if it includes skilled individuals who together have all the skills necessary to create value each Sprint. This means that the Developers can work on any aspect of the product without depending on others outside the team. The other options are not valid descriptions of cross-functionality, as they either imply that the Developers work in silos or rely on external people (such as business analysts, architects, testers, or separate teams).

NEW QUESTION 136

When is a Product Backlog item considered complete? (choose the best answer)

- A. When the item passes ail acceptance criteria
- B. When the item has gamed product sponsor approval
- C. At the end of the Sprint
- D. When the item meets the Definition of Done

Answer: D

Explanation:

A Product Backlog item is considered complete when it meets the Definition of Done, as stated in [5]: “When a Product Backlog item or an Increment is described as “Done”, everyone must understand what “Done” means. Although this varies significantly per Scrum Team, members must have a shared understanding of what it means for work to be complete, to ensure transparency. This is the definition of “Done” for the Scrum Team and is used to assess when work is complete on the product Increment.”

NEW QUESTION 138

What does it mean for a Scrum Team to be cross-functional? (choose the best answer)

- A. The Scrum Team includes not only developers but also business analysts, architects, and testers.
- B. The Scrum Team includes skilled individuals who together have all the skills necessary to create value each Sprint.
- C. Developers on the Scrum Team work closely with business analysts, architects, developers, and testers who are not on the team.
- D. The Scrum Team is a virtual team drawing from separate teams of business analysts, architects, developers, and testers.

Answer: B

Explanation:

The correct answer is B. The Scrum Team includes skilled individuals who together have all the skills necessary to create value each Sprint. According to the Scrum Guide¹, “Scrum Teams are cross-functional, meaning the members have all the skills necessary to create value in each Sprint.” This does not mean that every individual has all the skills, but rather that the team as a whole does. Cross-functionality enables the Scrum Team to deliver a potentially releasable Increment of “Done” product at the end of each Sprint, without depending on others outside the team.

NEW QUESTION 142

In the Sprint Planning meeting, the Product Owner and the Development Team were unable to reach a clear understanding about the highest order Product Backlog items. Because of this, the Development Team couldn’t figure out how many Product Backlog items it 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.)

- A. Cancel the Sprint
- B. Send the entire team to an advanced Scrum training and then start a new Sprint.
- C. Forecast the most likely Product Backlog items to meet the goal and create a Sprint Backlog based on a likely initial design and plan
- D. Once the time-box for the Sprint Planning meeting is over, start the Sprint and continue to analyze, decompose, and create additional functionality during the Sprint.
- E. Continue the Sprint Planning meeting past its time-box until an adequate number of Product Backlog items are well enough understood for the Development Team to make a complete forecast
- F. Then start the Sprint.
- G. Discuss in the upcoming Sprint Retrospective why this happened and what changes will make it less likely to recur.
- H. Ask everyone to take as much time as needed to analyze the Product Backlog first, and then reconvene another Sprint Planning meeting.

Answer: BD

Explanation:

According to the Scrum Guide¹, the Sprint Planning meeting has a time-box of eight hours or less for a one-month Sprint. The Scrum Master ensures that the meeting is time-boxed and keeps the Scrum Team focused on the objective. If the Development Team cannot forecast how many Product Backlog items it can complete, it should still start the Sprint and work on the most likely items to meet the Sprint Goal. The Sprint Backlog can be updated throughout the Sprint as more is learned. The Scrum Master should also support the team to discuss the reasons for the lack of clarity in the Product Backlog items and how to prevent it from happening again in the next Sprint Retrospective.
References: Scrum Guide

NEW QUESTION 145

How often should Development Team membership change?

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

Answer: A

Explanation:

The correct answer is A, because Development Team membership should change as needed, while taking into account a short term reduction in productivity. The Scrum Guide states that “development Teams are cross-functional, with all of the skills as a team necessary to create a product Increment; development Teams are self-organizing. No one (not even the Scrum Master) tells the Development Team how to turn Product Backlog into Increments of potentially releasable functionality.” Therefore, changing Development Team membership may affect their cross-functionality and self-organization in the short term.

NEW QUESTION 148

To get started in terms of what to build, Scrum requires no more than a Product Owner with enough ideas for a first Sprint, a Development Team to implement those ideas and a Scrum Master to help guide the process.

- A. True
- B. False

Answer: A

Explanation:

According to the Scrum Guide¹, Scrum does not require or provide any specific techniques or methods for product definition. Rather, Scrum provides a framework with roles, rules, and events within which complex products can be developed. To get started in terms of what to build, Scrum requires no more than a Product Owner with enough ideas for a first Sprint, a Development Team to implement those ideas and a Scrum Master to help guide the process.
References: Scrum Guide

NEW QUESTION 150

Which phrase best describes a Product Owner?

- A. Go-between development team and customers.
- B. Value optimizer.
- C. Requirements engineer.
- D. Team manager.

Answer: B

Explanation:

The correct answer is B, because a Product Owner is best described as a value optimizer. The Scrum Guide states that “the Product Owner is responsible for maximizing the value of the product resulting from work of the Development Team.” Therefore, a Product Owner should focus on delivering value to the customers and stakeholders through the product.

NEW QUESTION 153

True or False: An increment must be released to customers or users at the end of each sprint.

- A. True
- B. False

Answer: B

Explanation:

According to the Scrum Guide, an Increment does not have to be released to customers or users at the end of each Sprint. However, it must be in a usable

condition and meet the Definition of Done. The decision to release an Increment is made by the Product Owner, based on the value and feedback obtained from stakeholders. The other option is not valid, as it implies that releasing an Increment is mandatory at the end of each Sprint.

NEW QUESTION 156

During the Sprint. Me Scrum Master's role is to do which two of the following: (choose the best two answers)

- A. Facilitate inspection and adaptation opportunities as requested or needed
- B. Coaching the team members in self-management
- C. Ensure the Product Owner attends all scrum events.
- D. Escalate team conflicts to functional line managers
- E. Monitor the progress of the Developers
- F. Assign tasks with the Scrum team.

Answer: AB

Explanation:

During the Sprint, the Scrum Master's role is to facilitate inspection and adaptation opportunities as requested or needed, and to coach the team members in self-management, as stated in 3: "The Scrum Master is accountable for establishing Scrum as defined in the Scrum Guide. They do this by helping everyone understand Scrum theory and practice, both within the Scrum Team and the organization. The Scrum Master is accountable for the Scrum Team's effectiveness. They do this by enabling the Scrum Team to improve its practices, within the Scrum framework."

NEW QUESTION 158

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?

- A. How will we make sure all teams have the right amount or expertise?
- B. What is the right mixture of senior and junior people on each team?
- C. Who are going to be the team leads?
- D. Who are the subject matter experts on each team?

Answer: A

Explanation:

The correct answer is A, because a good first question for you to suggest the group thinks about when forming into teams is how will we make sure all teams have the right amount of expertise. This question helps the group consider the cross-functionality and self-organization of the Development Teams, which are essential for delivering a potentially releasable Increment every Sprint.

References: [Suggested Reading for Professional Scrum Master™ I]

NEW QUESTION 160

Which of the following is a Developer accountable for? (Choose the best two answers.)

- A. Selecting the Product Owner.
- B. Reporting productivity.
- C. Creating a plan for the Sprint, the Sprint Backlog.
- D. Organizing the work required to meet the Sprint Goal.

Answer: CD

Explanation:

A Developer is accountable for creating a plan for the Sprint, the Sprint Backlog, and organizing the work required to meet the Sprint Goal, as stated in the Scrum Guide: "Developers are the people in the Scrum Team that are committed to creating any aspect of a usable Increment each Sprint. The specific skills needed by the Developers are often broad and will vary with the domain of work. However, the Developers are always accountable for:

- Creating a plan for the Sprint, the Sprint Backlog;
- Instilling quality by adhering to a Definition of Done;
- Adapting their plan each day toward the Sprint Goal; and,
- Holding each other accountable as professionals."

NEW QUESTION 161

What is the typical size for a Scrum Team? (choose the best answer)

- A. 7 plus or minus 3.
- B. At least 7.
- C. 9
- D. 10 or fewer.

Answer: D

Explanation:

The correct answer is D. 10 or fewer. According to the Scrum Guide 20201, "The Scrum Team is small enough to remain nimble and large enough to complete significant work within a Sprint, typically 10 or fewer people." The other options are outdated or incorrect. Option A was based on the previous version of the Scrum Guide, which suggested a range of 3 to 9 developers2. Option B is too vague and does not account for the upper limit of team size. Option C is too specific and does not allow for flexibility.

NEW QUESTION 163

What it the main reason for the Scrum Master to be at the Daily Scrum?

- A. To gather status and progress information to report to management.
- B. To write down any changes to the Sprint Backlog, including adding new items, and tracking progress on the burn-down.
- C. He or she does not have to be there; he or she only has to ensure the Development Team has a Daily Scrum.
- D. To make sure every team member answers the three questions.

Answer: C

Explanation:

The correct answer is C, because the Scrum Guide states that “the Scrum Master ensures that the Development Team has the meeting, but the Development Team is responsible for conducting the Daily Scrum. The Scrum Master teaches the Development Team to keep the Daily Scrum within the 15-minute time-box.” Therefore, the main reason for the Scrum Master to be at the Daily Scrum is to ensure that it happens, but he or she does not have to be there.

NEW QUESTION 166

Which three of the following are time-boxed events in Scrum? (Choose three.)

- A. Release Testing.
- B. Release Retrospective.
- C. Sprint Retrospective.
- D. Sprint Planning.
- E. Sprint Testing.
- F. Sprint 0.
- G. Daily Scrum.

Answer: CDG

Explanation:

According to the Scrum Guide¹, each event in Scrum is a formal opportunity to inspect and adapt something. These events are specifically designed to enable critical transparency and inspection. Failure to include any of these events results in reduced transparency and is a lost opportunity to inspect and adapt. All events are time-boxed events, such that every event has a maximum duration. Once a Sprint begins, its duration is fixed and cannot be shortened or lengthened. The remaining events may end whenever the purpose of the event is achieved, ensuring an appropriate amount of time is spent without allowing waste in the process. The time-boxed events in Scrum are:

- Sprint Planning (eight hours or less for a one-month Sprint)
- Daily Scrum (15 minutes or less for a one-month Sprint)
- Sprint Review (four hours or less for a one-month Sprint)
- Sprint Retrospective (three hours or less for a one-month Sprint) The other options are not time-boxed events in Scrum.

References: Scrum Guide

NEW QUESTION 169

Which of the following best describes an increment of working software?

- A. A decomposition of all Product Backlog items into tasks for future Sprint Backlog lists.
- B. Additional features in a usable state that complement those delivered in previous iterations.
- C. A new user interface design for functionality delivered in previous iterations.
- D. An automated test suite to verify functionality delivered in previous iterations.
- E. UML diagrams that describe how to deliver functionality in future iterations.

Answer: B

Explanation:

According to the Scrum Guide¹, an Increment is a concrete stepping stone toward the Product Goal. Each Increment is additive to all prior Increments and thoroughly verified, ensuring that all Increments work together. In order to provide value, an Increment must be usable. Multiple Increments may be created within a Sprint. The sum of the Increments is presented at the Sprint Review thus supporting empiricism. However, an Increment may be delivered to stakeholders prior to the end of the Sprint. The Sprint Review should never be considered a gate to releasing value. Therefore, the best description of an increment of working software is additional features in a usable state that complement those delivered in previous iterations.

References: Scrum Guide

NEW QUESTION 172

Which three of the following are true about Scrum? (Choose the best three answers.)

- A. Scrum implements self-management by replacing Project Managers with Scrum Masters.
- B. Each component of Scrum serves a specific purpose and is essential to Scrum’s success and your usage of Scrum to develop complex products.
- C. Scrum is a methodology where you can pick and choose which parts of Scrum you think will work for your environment.
- D. Scrum is a framework for developing and sustaining complex products.
- E. Scrum is based on empiricism and lean thinking.

Answer: BDE

Explanation:

Three statements that are true about Scrum are:

- Each component of Scrum serves a specific purpose and is essential to Scrum’s success and your usage of Scrum to develop complex products.
- Scrum is a framework for developing and sustaining complex products.
- Scrum is based on empiricism and lean thinking.

These statements are supported by [6]: “Scrum is not a process, technique, or definitive method. Rather, it is a framework within which you can employ various processes and techniques. ... Each component within the framework serves a specific purpose and is essential to Scrum’s success and usage. ... The rules of Scrum bind together events, roles, artifacts, and rules governing their relationships. ... The three pillars uphold every implementation of empirical process control: transparency, inspection, and adaptation.”

NEW QUESTION 177

If burndown charts are used to visualize progress, what do they track?

- A. Accumulated cost.
- B. Individual worker productivity.
- C. Work remaining across time.
- D. Accumulated business value delivered to the customer.

Answer: C

Explanation:

The correct answer is C, because if burndown charts are used to visualize progress, they track work remaining across time. A burndown chart is a graphical representation of the amount of work left to do versus the time available. It helps the Scrum Team monitor and forecast the progress toward the Sprint Goal.

NEW QUESTION 179

Who is accountable for tracking the remaining work toward the Sprint Goal? (Choose the best answer.)

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

Answer: A

Explanation:

According to the Scrum Guide, the Developers are accountable for tracking the remaining work toward the Sprint Goal, as they are responsible for creating a valuable Increment that meets the Definition of Done and the Sprint Goal. The other options are not valid, as they imply that someone else outside the Development Team (such as the Scrum Master, the Product Owner, or the Project Manager) is accountable for tracking the remaining work, which is not consistent with Scrum values and principles.

NEW QUESTION 183

Which statement best describes Scrum?

- A. A defined and predictive process that confirms to the principles of Scientific Management.
- B. A complete methodology that defines how to develop software.
- C. A cookbook that defines best practices for software development.
- D. A framework within which complex products in complex environments are developed.

Answer: D

Explanation:

Scrum is not a process, technique, or definitive method. Rather, it is a framework within which you can employ various processes and techniques. Scrum makes clear the relative efficacy of your product management and work techniques so that you can continuously improve the product, the team, and the working environment.

NEW QUESTION 187

Which of the following are roles on a Scrum Team? (Choose all that apply.)

- A. Users
- B. Scrum Master
- C. Product Owner
- D. Development Team
- E. Customers

Answer: BCD

Explanation:

According to the Scrum Guide, the Scrum Team consists of three roles: the Scrum Master, who coaches and facilitates the team; the Product Owner, who manages and prioritizes the Product Backlog; and the Development Team, who delivers a potentially releasable Increment at the end of each Sprint. Users and customers are not roles on the Scrum Team, but they are stakeholders who may provide feedback and input to the product.

NEW QUESTION 189

Who must attend the Daily Scrum?

- A. The Scrum Master and Product Owner.
- B. The Development Team.
- C. The Development Team and Product Owner.
- D. The Scrum Team.
- E. The Development Team and Scrum Master.

Answer: D

Explanation:

According to the Scrum Guide¹, the Daily Scrum is an event for the Developers of the Scrum Team. The purpose of the Daily Scrum is to inspect progress toward the Sprint Goal and adapt the Sprint Backlog as necessary, adjusting the upcoming planned work. The Scrum Master and Product Owner may attend as observers, but only if it is useful for the Developers.

References: Scrum Guide

NEW QUESTION 192

When might a Sprint be abnormally cancelled?

- A. When the Development Team feels that the work is too hard.
- B. When the Sprint Goal becomes obsolete.
- C. When the sales department has an important new opportunity.
- D. When it becomes clear that not everything will be finished by the end of the Sprint.

Answer: B

Explanation:

According to the Scrum Guide¹, a Sprint can be cancelled before the Sprint time-box is over. Only the Product Owner has the authority to cancel the Sprint, although he or she may do so under influence from the stakeholders, the Developers, or the Scrum Master. A Sprint would be cancelled if the Sprint Goal becomes obsolete. This might occur if the company changes direction or if market or technology conditions change. In general, a Sprint should be cancelled if it no longer makes sense given the circumstances. But, due to the short duration of Sprints, cancellation rarely makes sense.

References: Scrum Guide

NEW QUESTION 197

How much time is required after a Sprint to prepare for the next Sprint?

- A. The break between Sprints is time-boxed to 1 week for 30 day Sprints, and usually less for shorter sprints.
- B. Enough time for the requirements for the next Sprint to be determined and documented.
- C. Enough time for the Development team to finish the testing from the last Sprint.
- D. Non
- E. A new Sprint starts immediately following the end of the previous Sprint.
- F. All of the above are allowed depending on the situation.

Answer: D

Explanation:

The correct answer is D, because there is no gap between Sprints in Scrum. The Scrum Guide states that “a new Sprint starts immediately after the conclusion of the previous Sprint.” Therefore, there is no time required after a Sprint to prepare for the next Sprint.

NEW QUESTION 202

The Product Owner is not collaborating with the Development Team during the Sprint. What are two valuable actions for a Scrum Master to take? (Choose two.)

- A. Inform the Product Owner's functional manager.
- B. Stop the Sprint, send the Product Owner to a course and restart.
- C. Bring up the problem in the Sprint Retrospective.
- D. Coach the Product Owner in the values of Scrum and incremental delivery.
- E. Nominate a proxy Product Owner.

Answer: CD

Explanation:

According to the Scrum Guide¹, collaboration between the Product Owner and Developers is essential for creating valuable products. The Product Owner is accountable for maximizing value resulting from work by Developers. Developers are accountable for creating a plan for the Sprint, which includes selecting items from Product Backlog that they can complete within a Sprint. The Scrum Master is accountable for establishing Scrum as defined in the Scrum Guide. They do this by helping everyone understand Scrum theory and practice, both within the Scrum Team and the organization. Therefore, two valuable actions for a Scrum Master to take if the Product Owner is not collaborating with the Development Team during the Sprint are:

- Bring up the problem in the Sprint Retrospective, where the Scrum Team can inspect how they worked together and create a plan for improvements.
- Coach the Product Owner in the values of Scrum and incremental delivery, and help them understand their role and responsibilities in collaborating with Developers.

The other options are not valuable actions, as they may undermine trust, respect, and self-organization within the Scrum Team.

References: Scrum Guide

NEW QUESTION 203

Which statement best describes the Sprint Backlog as outcome of the Sprint Planning?

- A. It is a complete list of all work to be done in a Sprint.
- B. Every item has a designated owner.
- C. Each task is estimated in hours.
- D. It is the Development Team's plan for the Sprint.
- E. It is ordered by the Product Owner.

Answer: D

Explanation:

The Sprint Backlog is the Development Team's plan for the Sprint, as stated in the Scrum Guide¹: “The Sprint Backlog is a plan with enough detail that changes in progress can be understood in the Daily Scrum. The Development Team modifies the Sprint Backlog throughout the Sprint, and the Sprint Backlog emerges during the Sprint.”

NEW QUESTION 205

For the purpose of transparency, when does Scrum say a new increment of working software must be available?

- A. After the acceptance testing phase.
- B. Before the release Sprint.
- C. Every 3 Sprints.

- D. At the end of every Sprint.
- E. When the Product Owner asks to create one.

Answer: D

Explanation:

According to the Scrum Guide¹, an Increment is a concrete stepping stone toward the Product Goal. Each Increment is additive to all prior Increments and thoroughly verified, ensuring that all Increments work together. In order to provide value, an Increment must be usable. Multiple Increments may be created within a Sprint. The sum of the Increments is presented at the Sprint Review thus supporting empiricism. However, an Increment may be delivered to stakeholders prior to the end of the Sprint. The Sprint Review should never be considered a gate to releasing value. For the purpose of transparency, when does Scrum say a new increment of working software must be available? At the end of every Sprint.

References: Scrum Guide

NEW QUESTION 208

You are the Scrum Master for four Scrum Teams working from the same Product Backlog. Several of the developers come to you complaining that work identified for the upcoming two Sprints will require full-time commitment from a technical specialist who is external to the teams. What are two key concerns for the Scrum Master to take into account in this situation? (Choose two.)

- A. The desire to maintain a stable velocity.
- B. The benefit of Development Teams figuring out a solution for themselves.
- C. The need to have enough work to keep all Development Team members busy.
- D. The ability of the Development Teams to produce integrated Increments.

Answer: BD

Explanation:

The Scrum Master should be concerned about the ability of the Development Teams to produce integrated Increments, as this is one of the goals of Scrum. The Scrum Master should also encourage the Development Teams to figure out a solution for themselves, as this fosters self-management and collaboration. The other options are not relevant or important for the Scrum Master in this situation.

NEW QUESTION 213

Choose two responsibilities of a self-organizing Development Team. (Choose two.)

- A. Reorder the Product Backlog.
- B. Pull Product Backlog items for the Sprint.
- C. Do the work planned in the Sprint Backlog.
- D. Increase velocity.
- E. Report daily progress to stakeholders.

Answer: BC

Explanation:

The correct answers are B and C, because these are two responsibilities of a self-organizing Development Team. The Scrum Guide states that “the Development Team consists of professionals who do the work of delivering a potentially releasable Increment of ‘Done’ product at the end of each Sprint. Development Teams are structured and empowered by the organization to organize and manage their own work.” Therefore, the Development Team should pull Product Backlog items for the Sprint and do the work planned in the Sprint Backlog.

NEW QUESTION 217

When is the Sprint Backlog created?

- A. At the beginning of the project.
- B. During the Sprint Planning meeting.
- C. Prior to the Sprint Planning meeting.
- D. During the Sprint.

Answer: B

Explanation:

The correct answer is B, because the Sprint Backlog is created during the Sprint Planning meeting. The Scrum Guide states that “the Sprint Backlog is the set of Product Backlog items selected for the Sprint, plus a plan for delivering the product Increment and realizing the Sprint Goal.”

NEW QUESTION 221

Who creates a Product Backlog Item’s estimate?

- A. The Development Team after clarifying requirements with the Product Owner.
- B. The Product Owner with input from the Development Team.
- C. The most senior people in the organization, including architects and subject matter experts.
- D. The Scrum Master.
- E. The Development Team, alone.

Answer: A

Explanation:

According to the Scrum Guide¹, Product Backlog refinement is an ongoing activity in which Product Backlog items are reviewed and revised. The Developers who will be doing the work are responsible for sizing or estimating it. The Product Owner may influence them by helping them understand and select trade-offs.

NEW QUESTION 222

The CEO asks the Development Team to add a “very important” item to a Sprint that is in progress. What should the Development Team do?

- A. Add the item to the current Sprint and drop an item of equal size.
- B. Add the item to the current Sprint without any adjustments.
- C. Inform the Product Owner so he/she can work with the CEO.
- D. Add the item to the next Sprint.

Answer: C

Explanation:

The correct answer is C, because the Development Team should inform the Product Owner so he/she can work with the CEO. The Scrum Guide states that “only the Product Owner has the authority to cancel the Sprint, although he or she may do so under influence from the stakeholders, the Development Team, or the Scrum Master.” Therefore, if the CEO wants to add a “very important” item to a Sprint that is in progress, he or she should communicate with the Product Owner, who can then decide whether to cancel or continue the current Sprint.

NEW QUESTION 224

Who does the work to make sure Product Backlog items conform to the Definition of Done? (choose the Best answer)

- A. The Quality Assurance Team
- B. The Scrum Team
- C. The Product Owner
- D. The Scrum Master
- E. The Developers

Answer: E

Explanation:

According to the Scrum Guide, the Developers do the work to make sure Product Backlog items conform to the Definition of Done, as they are responsible for creating a “Done” Increment that meets the Definition of Done. The other options are not valid, as they imply that the work is done by someone else outside the Development Team (such as Quality Assurance Team) or by another role on the Scrum Team (such as Product Owner or Scrum Master).

NEW QUESTION 229

What is a Development Team responsible for? (Choose two.)

- A. Resolving internal team conflicts.
- B. Reporting productivity.
- C. Selecting the Product Owner.
- D. Organizing the work required to meet the Sprint Goal.

Answer: AD

Explanation:

The correct answers are A and D, because a Development Team is responsible for resolving internal team conflicts and organizing the work required to meet the Sprint Goal. The Scrum Guide states that “development Teams are self-organizing. No one (not even the Scrum Master) tells the Development Team how to turn Product Backlog into Increments of potentially releasable functionality.” Therefore, a Development Team should manage its own work and resolve its own issues.

NEW QUESTION 231

A Scrum Master is introducing Scrum to a new Team. The Team has decided that a Sprint Retrospective is unnecessary. What action should the Scrum Master take?
(choose the best answer)

- A. Comply with the decision of the self-managing team.
- B. Begin facilitating productive and useful Sprint Retrospectives.
- C. Call a meeting between the ScrumTeam and senior management
- D. Consult with the Product Owner to see how they feel about the situation.

Answer: B

Explanation:

According to the Scrum Guide, the action that the Scrum Master should take when the Team decides that a Sprint Retrospective is unnecessary is to begin facilitating productive and useful Sprint Retrospectives. The Sprint Retrospective is an essential event for the Scrum Team to inspect itself and create a plan for improvements to be enacted during the next Sprint. The Scrum Master is responsible for ensuring that this event takes place and that positive outcomes are achieved. The other options are not valid actions, as they either imply that the Scrum Master complies with or ignores the decision of the Team (such as complying with it, calling a meeting with senior management, or consulting with the Product Owner), which is not consistent with Scrum values and principles.

NEW QUESTION 236

Which of the following is an example of an Increment? (Choose the best answer.)

- A. A plan for the overall product release.
- B. A mock-up of the product marketing materials.
- C. A design for the product.
- D. A product roll-out plan.
- E. A valuable, useful set of products featured.
- F. All of the above.

Answer: E

Explanation:

An example of an Increment is a valuable, useful set of product features, as stated in [4]: “An Increment is a concrete stepping stone toward the Product Goal. Each Increment is additive to all prior Increments and thoroughly verified, ensuring that all Increments work together. In order to provide value, each Increment must be usable.”

NEW QUESTION 238

Who determines how work is performed during the Sprint?

- A. Architects.
- B. The Development Team.
- C. The Scrum Master.
- D. Subject matter experts.
- E. Development Team managers.

Answer: B

Explanation:

The correct answer is B, because the Development Team determines how work is performed during the Sprint. The Scrum Guide states that “development Teams are self-organizing. No one (not even the Scrum Master) tells the Development Team how to turn Product Backlog into Increments of potentially releasable functionality.” Therefore, the Development Team has the autonomy and responsibility to organize and manage its own work.

NEW QUESTION 242

Which topics should be discussed in the Sprint Review? (Choose the best answer.)

- A. The Scrum process, and how it was used during the Sprint.
- B. Coding and engineering practices.
- C. The product Increment.
- D. All of the above.

Answer: C

NEW QUESTION 246

Every Scrum team must have a Product Owner and Scrum Master.

- A. Tru
- B. Outcomes affected by their participation and availability.
- C. Fals
- D. A Product Owner can be replaced by a business analyst in the Development Team.
- E. Fals
- F. A Scrum Master is only required when asked for by the Development Team.
- G. Tru
- H. Each must be 100% dedicated to the Scrum Team.

Answer: A

Explanation:

According to the Scrum Guide¹, there are three roles in a Scrum Team:

- The Product Owner
- The Developers
- The Scrum Master

The Product Owner is accountable for maximizing value resulting from work by Developers. Developers are accountable for creating a plan for the Sprint, the Sprint Backlog. The Scrum Master is accountable for establishing Scrum as defined in the Scrum Guide. They do this by helping everyone understand Scrum theory and practice, both within the Scrum Team and the organization. Every Scrum team must have a Product Owner and Scrum Master, as outcomes are affected by their participation and availability. The other options are false, as they imply that the Product Owner and Scrum Master roles are optional or interchangeable.

References: Scrum Guide

NEW QUESTION 248

What is the purpose of a Sprint Review?

- A. To take time to judge the validity of the project.
- B. To inspect the product increment with the stakeholders and collect feedback on next steps.
- C. To review the Scrum Team’s activities and processes during the Sprint.
- D. To build team sprint.

Answer: B

NEW QUESTION 253

Which two things should the Development Team do during the first Sprint? (Choose two.)

- A. Make up a plan for the rest of the project.
- B. Analyze, describe, and document the requirements for the subsequent Sprints.
- C. Develop at least one piece of functionality.
- D. Define the major product features and release plan architecture
- E. Create an increment of potentially releasable software.

Answer: CE

Explanation:

According to the Scrum Guide, the Development Team should do two things during the first Sprint: develop at least one piece of functionality and create an increment of potentially releasable software. These are the goals of every Sprint, regardless of its order. The other options are not things that the Development Team should do during the first Sprint, as they are either out of scope (such as making a plan for the rest of the project or defining major product features and release plan architecture) or unnecessary (such as analyzing, describing, and documenting requirements for subsequent Sprints).

NEW QUESTION 254

When many Development Teams are working on a single product, what best describes the definition of “Done”? (Choose the best answer.)

- A. Each Development Team defines and uses its own
- B. The differences are discussed and reconciled during a hardening Sprint.
- C. It depends.
- D. Each Development Team uses its own but must make their definition clear to all other teams so the differences are known.
- E. All Development Teams must have a definition of “Done” that makes their combined work potentially releasable.

Answer: D

Explanation:

When many Development Teams are working on a single product, the definition of “Done” must be shared by all Development Teams and make their combined work potentially releasable, as stated in [4]: “When multiple teams work together on one product they must mutually define and comply with the same Definition of Done. This makes sure all Increments adhere to a consistent quality level.”

NEW QUESTION 255

When multiple teams work together on the same product, each team should maintain a separate Product Backlog.

- A. True
- B. False

Answer: B

Explanation:

The correct answer is B, because when multiple teams work together on the same product, they should not maintain separate Product Backlogs. The Scrum Guide states that “multiple Scrum Teams often work together on the same product. One product goal unites them. Therefore, they must mutually define and comply with a definition of ‘Done’ that applies to their combined work product. ... Multiple Scrum Teams working on the same product use the same Product Backlog.”

NEW QUESTION 260

Which three of the following are time-boxed events in Scrum? (Choose the best three answers.)

- A. Release Planning.
- B. Release Retrospective.
- C. Sprint Retrospective.
- D. Sprint Planning.
- E. Sprint Testing.
- F. Sprint 0.
- G. Daily Scrum.

Answer: CDG

Explanation:

According to the Scrum Guide, the time-boxed events in Scrum are Sprint Retrospective, Sprint Planning, and Daily Scrum. These events have a maximum duration that cannot be exceeded. The other options are not time-boxed events in Scrum, as they are either not part of Scrum (such as Release Planning, Release Retrospective, Sprint Testing, and Sprint 0) or not events at all (such as Definition of Done).

NEW QUESTION 262

What is the function or purpose of management in Scrum? (choose the best answer)

- A. To identify and remove people that are not working hard enough.
- B. To present the Scrum Teams with insights and resources that help them improve.
- C. To monitor the productivity of the Developers.
- D. To continually monitor staffing levels of the Scrum Team.

Answer: B

Explanation:

The correct answer is B. To present the Scrum Teams with insights and resources that help them improve. According to the Scrum Guide¹, “The role of management in Scrum is to support the Product Owner with insights and information into high-value product and system capabilities.” Management also helps the Scrum Team by providing an environment that fosters agility, learning, and collaboration². Management does not directly control or monitor the work of the Developers, nor does it interfere with the self-organization and autonomy of the Scrum Team³. Management’s function in Scrum is to enable and empower the Scrum Team to deliver value and continuously improve.

NEW QUESTION 264

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

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

Answer: A

Explanation:

According to the Scrum Guide¹, the Sprint Retrospective is an opportunity for the Scrum Team to inspect itself and create a plan for improvements to be enacted during the next Sprint. The Sprint Retrospective occurs after the Sprint Review and prior to the next Sprint Planning. The purpose of the Sprint Retrospective is to plan ways to increase quality and effectiveness. The Product Owner is part of the Scrum Team and should participate as a Scrum Team member in the Sprint Retrospective.

References: Scrum Guide

NEW QUESTION 268

Every Scrum Team should have: (choose the best answer)

- A. One Lead Developer and no more than 8 other members.
- B. The competencies and skills needed to deliver an Increment in a Sprint
- C. At least one representative from each major department, such as, Quality Assurance, Development, and Marketing.

Answer: B

Explanation:

According to the Scrum Guide, every Scrum Team should have the competencies and skills needed to deliver an Increment in a Sprint. This means that the Developers can work on any aspect of the product without depending on others outside the team. The other options are not valid descriptions of what every Scrum Team should have, as they either imply that the Developers work in silos or rely on external people (such as a lead developer or representatives from different departments).

NEW QUESTION 273

How do you know that a Development Team is cross-functional?

- A. Development Team has all the skills to create a potentially releasable increment by the end of every Sprint.
- B. A few of the Development Team members pair program and do Test Driven Development.
- C. There are no conflicts within the Development Team.
- D. Every member of the Development Team is able to perform every task.

Answer: A

Explanation:

According to the Scrum Guide, a Development Team is cross-functional if it has all the skills to create a potentially releasable Increment by the end of every Sprint. The other options are not indicators of cross-functionality, as they are either specific practices (such as pair programming or test driven development) or irrelevant factors (such as conflicts within the team or ability to perform every task).

NEW QUESTION 274

If burndown charts are used to visualize progress, what does a trend line through a release burndown chart indicate?

- A. The evolution of the cost spent on the project.
- B. When all work will be completed so the Scrum Team can be released for other work.
- C. When the work remaining will likely be completed if nothing changes on the Product Backlog or the Development Team.
- D. When the project will be over if the Product Owner removes work that is equal in effort to any new work that is added.

Answer: C

Explanation:

A burndown chart is a graphical representation of work left to do versus time. It is very useful for predicting when all of the work will be completed. It is often used in agile software development methodologies such as Scrum. However, burndown charts can be applied to any project containing measurable progress over time. A release burndown chart tracks progress across multiple Sprints towards a product release. It shows how much work remains in the Product Backlog at any given time during the release cycle. A trend line through a release burndown chart indicates when the work remaining will likely be completed if nothing changes on the Product Backlog or the Development Team.

NEW QUESTION 276

When a Development Team determines that it will not be able to finish the complete forecast, who has to be present when reviewing and adjusting the Sprint work selected? (Choose the best answer.)

- A. The Development Team.
- B. The Product Owner and all stakeholders.
- C. The Product Owner and the Development Team.
- D. The Scrum Master, project manager and Development Team.

Answer: C

Explanation:

When a Development Team determines that it will not be able to finish the complete forecast, both the Product Owner and the Development Team have to be present when reviewing and adjusting the Sprint work selected, as stated in [6]: "If there is not enough work remaining for all members of a Development Team then they can renegotiate scope with their Product Owner. If there is too much work remaining then they can also renegotiate scope with their Product Owner."

NEW QUESTION 278

What is the time-box for the Sprint Planning meeting?

- A. 4 Hours for a monthly Sprint.

- B. 8 Hours for a monthly Sprint.
- C. Monthly.
- D. Whenever it is done.

Answer: B

Explanation:

The correct answer is B, because the time-box for the Sprint Planning meeting is 8 hours for a monthly Sprint. The Scrum Guide states that “Sprint Planning is time-boxed to a maximum of eight hours for a one-month Sprint. For shorter Sprints, the event is usually shorter.”

NEW QUESTION 281

How much work must a Development Team do to a Product Backlog item it selects for a Sprint?

- A. A proportional amount of time on analysis, design, programming, testing, and documentation.
- B. As much as it can fit into the Sprint
- C. Any remaining work will be transferred to a subsequent Sprint.
- D. All development work and at least some testing.
- E. As much as it has told the Product Owner will be done for every Product Backlog item it selects in conformance with the definition of “Done”.

Answer: D

Explanation:

The Development Team must do as much work as it has told the Product Owner will be done for every Product Backlog item it selects in conformance with the definition of “Done”, as stated in the Scrum Guide¹: “The Development Team works to forecast the functionality that will be developed during the Sprint. The Product Owner discusses the objective that the Sprint should achieve and the Product Backlog items that, if completed in the Sprint, would achieve the Sprint Goal. The entire Scrum Team collaborates on understanding the work of the Sprint.”

NEW QUESTION 286

Which are properties of the Daily Scrum? (Choose two.)

- A. It is facilitated by the team lead.
- B. It is held first thing in the morning.
- C. It is fifteen minutes or less in duration.
- D. It is free from and designed to promote conversation.
- E. It consists of the Scrum Master asking the Team members the three questions.
- F. Its location and time remain constant.

Answer: CF

Explanation:

According to the Scrum Guide¹, each event in Scrum is a formal opportunity to inspect and adapt something. These events are specifically designed to enable critical transparency and inspection. Failure to include any of these events results in reduced transparency and is a lost opportunity to inspect and adapt. All events are time-boxed events, such that every event has a maximum duration. Once a Sprint begins, its duration is fixed and cannot be shortened or lengthened. The remaining events may end whenever the purpose of the event is achieved, ensuring an appropriate amount of time is spent without allowing waste in the process. The time-box for the Daily Scrum is 15 minutes or less for a one-month Sprint. Its location and time remain constant.

References: Scrum Guide

NEW QUESTION 289

How should a Development Team deal with non-functional requirements?

- A. Ensure every Increment meets them.
- B. Make sure the release department understands these requirements, but it is not the Development Team’s responsibility.
- C. Handle them during the Integration Sprint preceding the Release Sprint.
- D. Assign them to the lead developers on the team.

Answer: A

Explanation:

The correct answer is A, because the Scrum Guide states that “the definition of ‘Done’ is a formal description of the state of the Increment when it meets the quality measures required for the product.” Therefore, non-functional requirements should be part of the definition of ‘Done’ and ensure every Increment meets them.

NEW QUESTION 291

The Scrum Master observes the Product Owner struggling with ordering the Product Backlog. What is an appropriate action for the Scrum Master to take?

- A. Suggest the Product Owner extend the Sprint, so he can have more time to order the Product Backlog.
- B. Suggest that the Development Team does the ordering to be sure that it is a feasible ordering of work.
- C. Offer the Product Owner help in understanding that the goal of ordering the Product Backlog is to maximize value.
- D. Present the Product Owner with an ordered Product Backlog to use.
- E. Encourage the Product Owner to work with the Development Team to see which items technically are fastest to implement.

Answer: C

Explanation:

According to the Scrum Guide¹, ordering Product Backlog items is solely up to the Product Owner's discretion. The Product Owner orders items in the Product Backlog to best achieve goals and missions. To do this, they optimize value by considering various factors such as cost and benefit, risk, dependencies, date needed, etc. The Product Owner is responsible for maximizing the value of the work the Development Team does. The Scrum Master is accountable for establishing Scrum as defined in the Scrum Guide. They do this by helping everyone understand Scrum theory and practice, both within the Scrum Team and the

organization. Therefore, an appropriate action for the Scrum Master to take if the Product Owner is struggling with ordering the Product Backlog is to offer the Product Owner help in understanding that the goal of ordering the Product Backlog is to maximize value.

References: Scrum Guide

NEW QUESTION 293

When is it most appropriate for a Development Team to change the definition of “Done”?

- A. During Spring Planning.
- B. Prior to starting a new Sprint.
- C. During the Sprint Retrospective.
- D. Prior to starting a new project.

Answer: C

Explanation:

According to the Scrum Guide¹, one aspect of Scrum Teams inspecting how they work toward their Product Goal is that they improve their definition of “Done” over time. The Sprint Retrospective is an opportunity for the Scrum Team to inspect itself and create a plan for improvements to be enacted during the next Sprint. Therefore, it is most appropriate for a Development Team to change the definition of “Done” during the Sprint Retrospective.

References: Scrum Guide

NEW QUESTION 298

Why does the Product Owner want the Development Team to adhere to its definition of “Done”?

- A. To have complete transparency into what has been done at the end of each Sprint.
- B. To be able to reprimand the team when they don’t meet their velocity goal for the Sprint.
- C. To know what the team will deliver over the next three Sprints.
- D. To predict the team’s productivity over time.

Answer: A

Explanation:

According to the Scrum Guide¹, the definition of “Done” is a formal description of the state of the Increment when it meets the quality measures required for the product. The definition guides the Development Team in creating a “Done” Increment. The definition of “Done” is created by the development organization (or Development Team if none is available from the development organization). The definition of “Done” may vary significantly per Scrum Team, depending on the context. One aspect of Scrum Teams inspecting how they work toward their Product Goal is that they improve their definition of “Done” over time. Therefore, one reason why the Product Owner wants the Development Team to adhere to its definition of “Done” is to have complete transparency into what has been done at the end of each Sprint.

References: Scrum Guide

NEW QUESTION 302

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.)

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

Answer: ABF

Explanation:

According to the Scrum Guide¹, the Daily Scrum is an event for the Developers of the Scrum Team. The purpose of the Daily Scrum is to inspect progress toward the Sprint Goal and adapt the Sprint Backlog as necessary, adjusting the upcoming planned work. The Daily Scrum optimizes the probability that the Developers will meet the Sprint Goal. Every day, the Developers should understand how they intend to work together as a self-organizing team to accomplish the Sprint Goal and create the anticipated Increment by the end of the Sprint. If the frequency of the Daily Scrum were to be lowered to every two or three days, some key concerns would be:

- Opportunities to inspect and adapt the Sprint Backlog are lost, which may result in wasted work or missed dependencies.
- Impediments are raised and resolved more slowly, which may hinder the progress and quality of the work.
- The Sprint plan may become inaccurate, as changes in requirements, risks, or priorities are not reflected in a timely manner.

The other options are not valid concerns, as they are not aligned with Scrum values and principles. References: Scrum Guide

NEW QUESTION 305

One of the Scrum events is the Daily Scrum. What are two intended outcomes of the Daily Scrum? (choose the best two answers)

- A. An updated Scrum board to make Sprint progress transparent for the stakeholders
- B. Identification of impediments that may prevent the Developers from achieving the Sprint Goal.
- C. A status report for the upper management indicating what each individual has done, will be doing, and what is impeding him/her.
- D. A shared understanding of the most important work to be undertaken next to achieve the best possible progress toward the Sprint goal.
- E. An update of completed tasks and of the remaining work so the Scrum Master can plan the next day.

Answer: BD

Explanation:

According to the Scrum Guide, two intended outcomes of the Daily Scrum are identification of impediments that may prevent the Developers from achieving the Sprint Goal and a shared understanding of the most important work to be undertaken next to achieve the best possible progress toward the Sprint Goal. These

outcomes help the Developers to inspect their progress, plan their work, and collaborate effectively. The other options are not intended outcomes of the Daily Scrum, as they are either irrelevant (such as updating a Scrum board) or inappropriate (such as providing a status report or an update of completed tasks).

NEW QUESTION 310

The Product Owner makes sure the team selects enough from the Product Backlog for a Sprint to satisfy the stakeholders.

- A. True
- B. False

Answer: B

Explanation:

The correct answer is B, because the Product Owner does not make sure the team selects enough from the Product Backlog for a Sprint to satisfy the stakeholders. The Scrum Guide states that “the number of items selected from the Product Backlog for the Sprint is solely up to the Development Team. Only the Development Team can assess what it can accomplish over the upcoming Sprint.” Therefore, the Development Team is responsible for choosing the scope of work for a Sprint.

NEW QUESTION 312

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

- A. Economic Value Added.
- B. Respect.
- C. Focus.
- D. Earned Value.
- E. Courage.

Answer: BCE

Explanation:

According to the Scrum Guide¹, there are five values that guide decisions within Scrum teams:

- Commitment
- Focus
- Openness
- Respect
- Courage

By not building Product Backlog items that have low business value, Scrum teams exhibit respect for their stakeholders and customers, as they deliver what is most valuable and relevant for them. They also exhibit focus, as they concentrate on what matters most for achieving their Product Goal and Sprint Goal. They also exhibit courage, as they are willing to say no to low-value work and face possible conflicts or disagreements.

NEW QUESTION 317

When can a Development Team cancel a Sprint?

- A. It can't
- B. Only Product Owners can cancel Sprints.
- C. When functional expectations are not well understood.
- D. When the Product Owner is absent too often.
- E. When the selected Product Backlog items for the Sprint become unachievable.
- F. When a technical dependency cannot be resolved.

Answer: A

Explanation:

The correct answer is A, because the Scrum Guide states that “a Sprint can be cancelled before the Sprint time-box is over. Only the Product Owner has the authority to cancel the Sprint, although he or she may do so under influence from the stakeholders, the Development Team, or the Scrum Master.” Therefore, a Development Team cannot cancel a Sprint by itself.

NEW QUESTION 319

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

- A. Existing teams propose how they would like to go about organizing into the new structure.
- B. Managers personally re-assign current subordinates to new teams.
- C. Managers collaborate to assign individuals to specific teams.
- D. Bring all the developers together and let them self-organize into Development Teams.
- E. The Chief Product Owner determines the new team structures and assignments.

Answer: AD

Explanation:

The correct answers are A and D, because these ways of creating Development Teams are consistent with Scrum's values. Allowing existing teams to propose how they would like to organize into the new structure respects their self-organization and empowerment. Bringing all the developers together and letting them self-organize into Development Teams also respects their autonomy and collaboration.

References: [Suggested Reading for Professional Scrum Master™ I]

NEW QUESTION 323

During Sprint Planning the Product Owner and the Developers are unable to reach an understanding about the highest order Product Backlog items. Because of this, the Developers are unable to determine how many Product Backlog items they can forecast for the upcoming Sprint. However, the Product Owner and the

Developers are able to agree on a Sprint Goal. Which of the following actions should the Scrum Master support? (choose the best two answers)

- A. Cancel the Sprint Send the entire team to an advanced Scrum training and then start a new Sprint
- B. During the next Sprint Retrospective discuss why this happened and what changes will make it less likely to recur.
- C. Continue the Sprint Planning event past its timebox until an adequate number of Product Backlog items are well enough understood for the Developers to make a complete forecast Then start the Sprint
- D. Forecast the Product Backlog items that are most likely to meet the Sprint Goal and create the Sprint Backlog
- E. Conclude Sprint Planning and start the development work
- F. Continue to analyze, decompose, and create additional functionality during the Sprint
- G. Ask everyone to take as much time as needed to analyze the Product Backlog first, and then reconvene another Sprint Planning meeting.

Answer: BD

Explanation:

According to the Scrum Guide, two actions that the Scrum Master should support in this scenario are forecasting the Product Backlog items that are most likely to meet the Sprint Goal and creating the Sprint Backlog, and discussing why this happened and what changes will make it less likely to recur during the next Sprint Retrospective. These actions are consistent with Scrum values and principles, such as empiricism, adaptation, and continuous improvement. The other options are not valid actions, as they are either wasteful (such as canceling the Sprint or continuing the Sprint Planning past its timebox) or ineffective (such as asking everyone to take more time to analyze the Product Backlog).

NEW QUESTION 324

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