PSM-I Dumps

Professional Scrum Master I

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NEW QUESTION 1
What may be included in the Sprint Backlog? (choose the best answer)

A. User Stones
B. Tasks
C. Use Cases
D. Tests
E. Any of the above (or others) which ate 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 2
Which of the following are true about the length of the Sprint? (Choose two.)

A. The length of the Sprint should be proportional to the work that is done in between Sprints.
B. It is best to have Sprints of consistent length throughout a development effort.
C. Sprint length is determined during Sprint Planning, and should hold the time it will take to code the planned features in the upcoming Sprint, but does not include time for any testing.
D. Sprint length is determined during Sprint Planning, and should be long enough to make sure the Development Team can deliver what is to be accomplished in the upcoming Sprint.
E. All Sprints must be 1 month or less.

Answer: BE

Explanation:
The correct answers are B and E, because these statements are true about the length of the Sprint. It is best to have Sprints of consistent length throughout a development effort, as this helps establish a reliable rhythm and cadence for the Scrum Team and the stakeholders. All Sprints must be one month or less, as this ensures that the Scrum Team can inspect and adapt frequently and deliver value incrementally.

NEW QUESTION 3
An organization has decided to adopt Scrum, but management wants to change the terminology to fit with terminology already used. What will likely happen if this is done? (Choose the best answer.)

A. Without a new vocabulary as a reminder of the change, very little change may actually happen.
B. The organization may not understand what has changed within Scrum and the benefits of Scrum may be lost.
C. Management may feel less anxious.
D. All answers apply.

Answer: D

Explanation:
According to the Scrum Guide, changing the terminology of Scrum may have negative consequences, such as losing the benefits of Scrum, not understanding what has changed, or having very little change at all.
Therefore, all answers apply to this question. The Scrum Guide recommends using the same terminology as in the guide to avoid confusion and misunderstanding.

NEW QUESTION 4
A Scrum Master is keeping a list of open impediments, but it is growing and they have been able to resolve only a small portion of the impediments. Which two techniques would be most helpful in this situation? (Choose two.)

A. Discuss the impediments with the Development Team.
B. Prioritize the list and work on them in order.
C. Arrange a triage meeting with all project managers.
D. Add each open impediment to the Product Backlog.

Answer: AB

Explanation:
Two techniques that would be most helpful in this situation are to discuss the impediments with the Development Team, and to prioritize the list and work on them in order, as stated in [3]: "The Scrum Master should facilitate a discussion with the Development Team to identify and prioritize the impediments that are blocking their progress. The Scrum Master should then work with the Development Team and other stakeholders to remove or mitigate these impediments as soon as possible."

NEW QUESTION 5
Who is on the Scrum Team? (Choose all that apply.)

A. Scrum Master
B. Product Owner
C. Development Team member
D. Project Manager
E. None of the above

Answer: ABC

Explanation:
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. A project manager is not part of the Scrum Team, as Scrum does not recognize titles or sub-teams. None of the above is also not a correct answer, as it implies that there is no Scrum Team at all.

NEW QUESTION 6
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 7
Which three questions might be answered by Development Team members at the Daily Scrum? (Choose three.)

A. How is the Sprint proceeding?
B. What did I do yesterday that helped the Development Team meet the Sprint Goal?
C. Why were you late?
D. What will I do today to help the Development Team meet the Sprint Goal?
E. How many hours did I spend on the project yesterday?
F. What will I be working on tomorrow?
G. Do I see any impediment that prevents me or the Development Team from meeting the Sprint Goal?

Answer: BDG

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 other options are not relevant or appropriate for the Daily Scrum.
References: Scrum Guide

NEW QUESTION 8
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 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
Every Scrum Team must have a Product Owner and Scrum Master. (Choose the best answer.)

A. Tru
B. Outcomes affected by their participation and availability.
C. Fals

D. A Product Owner can be replaced by a subject matter expert in the Scrum Team.
E. Fals
F. A Scrum Master is only required when asked for by the Scrum Team.
G. Tru
H. Each must be 100% dedicated to the Scrum Team.

Answer: A

Explanation:
According to the Scrum Guide, every Scrum Team must have a Product Owner and a Scrum Master, as they are essential roles for Scrum. The outcomes of the Scrum Team are affected by their participation and availability, as they provide guidance, support, and facilitation to the Development Team and the stakeholders. The other options are false, as they imply that a Product Owner or a Scrum Master can be replaced or optional, which is not consistent with Scrum.

NEW QUESTION 10
How should Product Backlog items be chosen when multiple Scrum Teams work from the same Product Backlog?

A. The Scrum Team with the highest velocity pulls Product Backlog items first.
B. The Development Teams pull in work in agreement with the Product Owner.
C. The Product Owner should provide each team with its own Product Backlog.
D. Each Scrum Team takes an equal numbers of items.
E. The Product Owner decides.

Answer: B

Explanation:
The correct answer is B, because when multiple Scrum Teams work from the same Product Backlog, they should pull in work in agreement with the Product Owner. 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." Therefore, they should collaborate and coordinate with each other and with the Product Owner to select Product Backlog items that align with their shared product goal.

NEW QUESTION 14
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 15
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 19
When does a Developer become accountable for an item in the sprint Backlog? (choose the best answer)

A. During the Daily Scrum
B. Never am Developers on the Scrum Team share accountability tor items in the
C. As soon as a Developer on the Scrum Team can accommodate more work
D. At Sprint Planning when all of the Sprint Backlog items are split evenly across the Developers

Answer: B

Explanation:
A Developer becomes accountable for an item in the Sprint Backlog never as Developers on the Scrum Team share accountability for items in the Sprint Backlog, as stated in the Scrum Guide: "The Developers can select whatever items they want as long as they feel they can complete the work by the end of the Sprint. The Scrum Team is responsible for all estimates. The Product Owner may influence the Developers by helping them understand and select trade-offs, but the people who will perform the work make the final estimate."

NEW QUESTION 22
When must a Product Owner release each Increment? (Choose the best answer.)

A. When it makes sense.
B. When the Scrum Team finishes their work.
C. Whenever the product is free of defects.
D. After every Sprint, Without exception.

Answer: A

Explanation:
A Product Owner releases each Increment when it makes sense, as stated in [2]: "The Product Owner decides when to release an Increment. This can be done at any time during or after a Sprint. The Product Owner may choose to release an Increment when it delivers enough value to customers or users, when it meets a market opportunity, when it reduces risk or uncertainty, or when it aligns with other business goals."

NEW QUESTION 24
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 29
Which of the following are topics for the Developers to discuss at the Daily scrum as they inspect their progress toward the Sprint Goal?
(choose the best three answers)

A. what have we learned since yesterday, and now should we modify our plan to increase our ability to meet the Sprint Goal?
B. Are mere any impediments Clocking progress toward the sprint Goal?
C. What will I be working on tomorrow?
D. Are mere any decisions that need to be made to maintain progress toward the sprint Goal?
E. Why were you late?
F. How many hours Old I spend on the project yesterday
G. win todays work negatively impact our ability to meet the sprint Goal for the Split following this one?

Answer: ABD

Explanation:
Three topics for the Developers to discuss at the Daily Scrum as they inspect their progress toward the Sprint Goal are:
> What have we learned since yesterday, and how should we modify our plan to increase our ability to meet the Sprint Goal?
> Are there any impediments blocking progress toward the Sprint Goal?
> Are there any decisions that need to be made to maintain progress toward the Sprint Goal?
These topics are suggested by [6]: "The structure of the meeting is set by the Developers and can be conducted in different ways if it focuses on progress toward the Sprint Goal. Some Development Teams will use questions, some will be more discussion based."

NEW QUESTION 32
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 36
What is the role of management in Scrum?

A. To facilitate the Scrum Teams with insights and resources that help them improve.
B. To monitor the Development Team's productivity.
C. To identify and remove people that aren't working hard enough.
D. To continually monitor staffing levels of the Development Team.

Answer: A

Explanation:
The correct answer is A, because the role of management in Scrum is to facilitate the Scrum Teams with insights and resources that help them improve. The Scrum Guide states that "the organization respects their self-organization by not telling them how they should do their work." Therefore, management should support the Scrum Teams by providing them with an environment that fosters collaboration, learning, and innovation.

NEW QUESTION 37
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 42
A Scrum Team is a cohesive unit of professionals that consists of which of the following? (Choose all that apply.)

A. Users.
B. One Scrum Master.
C. Developers.
D. Customers.
E. One Product Owner.

Answer: BCE

Explanation:
A Scrum Team is a cohesive unit of professionals that consists of one Product Owner, one Scrum Master, and Developers, as stated in the Scrum Guide: "The Scrum Team consists of one Scrum Master, one Product Owner, and Developers. Within a Scrum Team, there are no sub-teams or hierarchies. It is a cohesive unit of professionals focused on one objective at a time, the Product Goal."

NEW QUESTION 45
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 48
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 is 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 52
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 55
Who is accountable for clearly expressing Product Backlog items? (Choose the best answer.)

A. The business analyst who represents the Product Owner.
B. The Product Owner.
C. The Scrum Master, or the Scrum Master may have the Developers do it.
D. The Scrum Master.

Answer: B

Explanation:
According to the Scrum Guide, the Product Owner is accountable for clearly expressing Product Backlog items, as he or she is responsible for managing and prioritizing the Product Backlog. The other options are not valid, as they imply that the Product Owner can be replaced by a business analyst, or that the Scrum Master or the Developers can express the Product Backlog items.

NEW QUESTION 60
At the seventh Sprint Review, the stakeholders are disappointed and angry. They have determined that the product or system being built will not meet their needs and will cost more than they are willing to spend. What factors likely led to this? (Choose two.)

A. The Project Management Office (PMO) has not been engaged adequately.
B. The Product Owner has not been keeping the stakeholders aware of the progress of the project.
C. The stakeholders haven't been using the Sprint Reviews to inspect and evaluate progress.
D. The stakeholders were not allowed to enter the development area.

Answer: BC

Explanation:
According to the Scrum Guide, the Sprint Review is a time for the Scrum Team and the stakeholders to inspect the product Increment and adapt the Product Backlog if needed. The Product Owner is responsible for keeping the stakeholders aware of the progress of the project and inviting them to the Sprint Review. If the Product Owner has not been doing this, or if the stakeholders have not been using the Sprint Review to inspect and evaluate progress, then they may be disappointed and angry at the seventh Sprint Review. The other options are not likely factors that led to this situation, as they are either irrelevant (such as the PMO or the development area) or incorrect (such as delaying the release).

NEW QUESTION 65
Which of these may a Development Team deliver at the end of a Sprint?

A. Failing unit tests, to identify acceptance tests for the next Sprint.
B. An increment of software with minor known bugs in it.
C. An increment of working software that is "done".
D. A single document, if that is what the Scrum Master asked for.

Answer: C

Explanation:
The correct answer is C, because a Development Team should deliver an increment of working software that is "done" by the end of a Sprint. The Scrum Guide states that "the Increment is the sum of all the Product Backlog items completed during a Sprint and the value of the increments of all previous Sprints. At the end of a Sprint, the new Increment must be 'Done,' which means it must be in useable condition and meet the Scrum Team's definition of 'Done'."

NEW QUESTION 67
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 los
D. Opaqueness has replaced transparenc
E. Predictability has dropped below zer
F. The produced software is not usabl
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 tea
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 70
Who has the final decision about the order of items in the Product Backlog? (Choose the best answer.)

A. The Stakeholders.
B. The Product Owner.
C. The Scrum Team.
D. The Scrum Master.
E. The Developers.

Answer: B

Explanation:
According to the Scrum Guide, the Product Owner has the final decision about the order of items in the Product Backlog, as he or she is responsible for maximizing the value of the product and the work of the Development Team. The other roles do not have this authority, although they may provide input and suggestions to the Product Owner.

NEW QUESTION 74
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 75
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 79
What is the recommended size for a Scrum Team? (Choose the best answer.)

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

Answer: C

Explanation:
The recommended size for a Scrum Team is 10 or fewer people, as stated in the Scrum Guide: "The recommended size of a Scrum Team is small enough to remain nimble and large enough to complete significant work within a Sprint, typically 10 or fewer people."

NEW QUESTION 84
A Product Owner wants advice from the Scrum Master about estimating work in Scrum. Which of these is the guideline that a Scrum Master should give? (Choose the best answer.)

A. Product Backlog items must be estimated in story points.
B. Estimates are made by the people doing the work.
C. Estimates must be in relative units.
D. Scrum forbids estimating.
E. Estimates are made by the Product Owner, but are best checked with the Development Team.

Answer: B

Explanation:
According to the Scrum Guide, estimates are made by the people doing the work, which is the Development Team. The Development Team is responsible for all estimates in the Product Backlog and the Sprint Backlog. The other options are not valid guidelines for estimating work in Scrum, as they are either too prescriptive (such as requiring story points or relative units), incorrect (such as forbidding estimating or having the Product Owner make estimates), or unnecessary (such as checking estimates with the Development Team).

NEW QUESTION 87
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 92
Which answer best describes the topics covered in Sprint Planning?

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.
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 97
During the Sprint Retrospective a Scrum Team has identified several high priority process improvements. Which of the following statements is most accurate? (Choose the best answer.)

A. The Scrum Team may add items to the Sprint Backlog for the next Sprint.
B. The Scrum Team should choose at least one high priority process improvement to place in the Product Backlog.
C. The Scrum Team should decline to add a process improvement to the Sprint Backlog when things are running smoothly.
D. The Scrum Master selects the most important process improvement and places it in the Sprint Backlog

Answer: A

Explanation:
During the Sprint Retrospective, the Scrum Team may add items to the Sprint Backlog for the next Sprint, as stated in [5]: "The purpose of each Sprint Retrospective is to plan ways to increase quality and effectiveness. The Scrum Team plans ways to implement improvements identified during this meeting into its way of working. By doing this it reinforces empiricism throughout its work. Improvements may be implemented at any time during a Sprint or they may be planned for subsequent Sprints."

NEW QUESTION 100
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 Sprin
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 pla
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 forecas
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 101
Which three purposes does the definition of "Done" serve? (Choose three.)

A. Guide the Development Team on how many Product Backlog items to select for the Sprint.
B. Create a shared understanding of when work is complete.
C. Describe the purpose, objecti ve, and time-box of each Scrum event.
D. Describe the work that must be done before the Sprint is allowed to end.
E. Increase transparency.

Answer: ABE

NEW QUESTION 104
A Scrum Team is only allowed to meet with stakeholders during Sprint Review.

A. True
B. False

Answer: B

Explanation:
According to the Scrum Guide, a Scrum Team is not only allowed to meet with stakeholders during Sprint Review, but also during Sprint Planning and throughout the Sprint as needed. The Sprint Review is an opportunity for the Scrum Team and the stakeholders to collaborate on what was done in the Sprint and what to do next. However, it is not the only time that stakeholder feedback is welcomed and valued.

NEW QUESTION 108
What is the timebox for the sprint Review? (choose the best answer)

A. 1 day
B. 4 hours for a one-month Sprint.
C. As long as needed
D. 2 hours for a one-month Sprint.

Answer: B

Explanation:
The timebox for the Sprint Review is four hours for a one-month Sprint, as stated in [4]: "The Sprint Review is held at the end of the Sprint to inspect the Increment and adapt the Product Backlog if needed. During the event, the Scrum Team and stakeholders review what was accomplished in the Sprint and what has changed in their environment. Based on this information, attendees collaborate on what to do next. The Product Owner explains what Product Backlog items have been "Done" and what has not been "Done"; additionally, they discuss any changes to scope or budget or potential value. The entire group then collaborates on what to do next, so that the Sprint Review provides valuable input to subsequent Sprint Planning. The Sprint Review is a working session and attendees should inspect based on facts. A Sprint Review is held at the end of every Sprint for a maximum duration of four hours for a one-month Sprint."

NEW QUESTION 109
Who is responsible for clearly expressing Product Backlog items?

A. The Scrum Master, or the Scrum Master may have the Development Team do it.
B. The Scrum Master.
C. The Product Owner.
D. The business analyst who represents the Product Owner in the Development Team.

Answer: C

Explanation:
According to the Scrum Guide1, the Product Backlog is an ordered list of everything that is known to be needed in the product. It is the single source of requirements for any changes to be made to the product. The Product Owner is accountable for maximizing value resulting from work by Developers. The Product Owner is also accountable for effective Product Backlog management, which includes:

> Developing and explicitly communicating the Product Goal;

> Creating and clearly communicating Product Backlog items;

> Ordering Product Backlog items; and

> Ensuring that the Product Backlog is transparent, visible and understood.

Therefore, the Product Owner is responsible for clearly expressing Product Backlog items. References: Scrum Guide

NEW QUESTION 110
What is the key concern when multiple Development Teams are working from the same Product Backlog?

A. Minimizing dependencies between teams.
B. Clear definition of requirements.
C. Meeting original scope projections.
D. Making sure there's enough work for everyone on every team.
E. Maximizing velocity.

Answer: A

Explanation:
According to the Scrum Guide1, when multiple Scrum Teams are working together on one product, they must coordinate their work with each other. One way to do this is through Nexus, a framework for scaling Scrum. Nexus helps to reduce cross-team dependencies and integration issues by making them more transparent. The key concern when multiple Development Teams are working from the same Product Backlog is minimizing dependencies between teams so that they can deliver an integrated Increment that meets the definition of "Done".
References: Scrum Guide, Nexus Guide

NEW QUESTION 114
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 115
The Development Team should have all the skills needed to:

A. Turn Product Backlog items into an Increment of potentially releasable product functionality.
B. Do all of the development work, except for specialized testing that requires additional tools and environments.
C. Complete the project within the date and cost as calculated by the Product Owner.

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, 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, in order to turn Product Backlog items into an Increment of potentially releasable product functionality, the Development Team should have all the skills needed.
References: Scrum Guide

NEW QUESTION 117
What is the best suited structure for Development Teams in order to produce integrated Increments?

A. Each Development Team works only one technical layer of the system (e.
B. GUI, database, middle tier, interfaces).
C. Each Development Team develops functionality from beginning to end throughout all technical layers.

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, in order to produce integrated Increments that are potentially releasable, the best suited structure for Development Teams is to develop functionality from beginning to end throughout all technical layers.
References: Scrum Guide

NEW QUESTION 122
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 127
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 129
Which two activities will a Product Owner engage in during a Sprint? (Choose two.)

A. Run the Daily Scrum.
B. Prioritize the Development Team's work on the Sprint Backlog.
C. Update the Sprint burndown chart.
D. Answer questions from the Development Team about items in the current Sprint.
E. Work with the stakeholders.

Answer: DE

Explanation:
The correct answers are D and E, because these are two activities that a Product Owner can engage in during a Sprint. 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, the Product Owner can answer questions from the Development Team about items in the current Sprint, and work with the stakeholders to understand their needs and expectations.

NEW QUESTION 133
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 136
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 137
What does it mean for a Development Team to be cross-functional?

A. The Development Team includes not only developers but also business analysts, architects, and testers.
B. The Development Team includes cross-skilled individuals who are able to contribute to do what is necessary to deliver an increment of software.
C. Developers on the Development Team work closely with business analysts, architects, developers and testers who are not on the team.
D. The Development Team is a virtual team drawing from separate teams of business analysts, architects, developers and testers.

Answer: B

Explanation:
A cross-functional Development Team is one that includes cross-skilled individuals who are able to contribute to do what is necessary to deliver an increment of software, as stated in the Scrum Guide1: "Cross-functional teams have all competencies needed to accomplish the work without depending on others not part of the team."

NEW QUESTION 140
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 144
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 147
When many Scrum Teams are working on a single product, what best describes the Definition of Done? (Choose the best answer.)

A. Each Scrum Team defines and uses its ow
B. The differences are discussed and reconciled during a hardening Sprint.
C. The Scrum Masters from each Scrum Team define a common Definition of Done.
D. Each Scrum Team uses its own, but must make their definition clear to all other teams so the differences are known.
E. All Scrum Teams must have a Definition of Done that makes their combined work potentially releasable.

Answer: D

Explanation:
According to the Scrum Guide, when many Scrum Teams are working on a single product, they must have a Definition of Done that makes their combined work potentially releasable. This ensures that there is a clear and consistent understanding of what "Done" means for the product and that there is no technical debt or unfinished work at the end of each Sprint. The other options are not valid descriptions of the Definition of Done for multiple Scrum Teams, as they either create inconsistency, confusion, or waste (such as having different definitions, discussing and reconciling differences during a hardening Sprint, or having the Scrum Masters define a common Definition of Done).

NEW QUESTION 151
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 153
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 155
Who can cancel a Sprint? (choose the best answer)

A. The Scrum Master
B. The Scrum Team.
C. The Stakeholders.
D. The Product Owner.

Answer: D

Explanation:
According to the Scrum Guide, the Product Owner can cancel a Sprint, as he or she is responsible for maximizing the value of the product and the work of the Development Team. The other roles do not have this authority, although they may provide input and suggestions to the Product Owner.

NEW QUESTION 159
What happens if the Development Team cannot complete its work by the end of the Sprint?

A. The Sprint is extended and future Sprints use this new duration.
B. The Sprint length holds and the Development Team continuously learns what is actually possible to do within a Sprint of this length.
C. The Sprint is extended temporaril
D. Lessons are taken to ensure it doesn't happen again.

Answer: B

Explanation:
If the Development Team cannot complete its work by the end of the Sprint, then the Sprint length holds and the Development Team continuously learns what is actually possible to do within a Sprint of this length, as stated in [7]: "If a Development Team determines it has overcommitted itself for a Sprint, one option is to collaborate with the Product Owner to negotiate removing or reducing scope. Another option is to simply work hard and do its best, without cutting quality or pressuring individuals. In either case, the Development Team learns from its experience and uses this learning when planning future Sprints."

NEW QUESTION 164
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 169
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 172
One of the Scrum events is the Daily Scrum. What are two intended outcomes of the Daily Scrum? (Choose two.)

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

Answer: AE

Explanation:
According to the Scrum Guide, two intended outcomes of the Daily Scrum are a shared understanding of the most important work to be undertaken next to achieve the best possible progress toward the Sprint goal, and new impediments for the Scrum Master to take care of. 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 an update or a status report).

NEW QUESTION 176
When do Development Team members take ownership of a Sprint Backlog item?

A. At the Sprint planning meeting.

B. During the Daily Scrum.
C. Neve
D. All Sprint Backlog Items are "owned" by the entire Development Team, even though each one may be done by an individual Development Team member.
E. Whenever a team member can accommodate more work.

Answer: C

Explanation:
According to the Scrum Guide1, the Sprint Backlog is the property of the Developers and no one else can tell them which items they should work on. The Developers can select any item from the Product Backlog that they forecast they can complete within a Sprint. The Developers are self-organizing and decide how to turn Product Backlog items into an Increment of value. Therefore, no one owns a Sprint Backlog item, but the entire Development Team is accountable for it.
References: Scrum Guide

NEW QUESTION 178
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 Sprin
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 179
When multiple Scrum Teams are working on a single product, what best describes the Definition of Done? (choose the best answer)

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

Answer: A

Explanation:
The correct answer is A. When multiple Scrum Teams are working together on a product, they must mutually define and comply with the same Definition of Done. According to the Scrum Guide1, "If there are multiple Scrum Teams working on the system or product release, the development teams on all of the Scrum Teams must mutually define the definition of "Done"." This ensures that the product increment is integrated, consistent, and potentially releasable at the end of each Sprint. The other options are incorrect because they allow for different Definitions of Done for different teams, which can lead to confusion, inconsistency, and technical debt.

NEW QUESTION 181
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 186
What is the tactic a Scrum Master should use to divide a group of 100 people into multiple Development Teams?

A. Create teams based on their skills across multiple layers (such as database, UI, etc.)
B. Ask the Product Owner to assign the people to teams.
C. Ask the developers to divide themselves into teams.

Answer: C

Explanation:
According to the Nexus Guide2, which is a framework for scaling Scrum, one way to form multiple Development Teams from a large group of people is to ask them to self-organize into teams based on dependencies, skills, domain knowledge, and personal preferences. This approach respects the autonomy and empowerment of the Developers and allows them to choose how they want to work together.
References: Nexus Guide

NEW QUESTION 189
What is the timebox for a Sprint Planning event? (choose the best answer)

A. Monthly.
B. 8 hours for a one-month Sprint
C. Whenever ills done
D. 4 hours for a one-month Sprint

Answer: B

Explanation:
According to the Scrum Guide, the timebox for a Sprint Planning event is 8 hours for a one-month Sprint, proportionally shorter for shorter Sprints. The other options are not valid, as they are either too long (such as monthly), too vague (such as whenever it's done), or too short (such as 4 hours for a one-month Sprint).

NEW QUESTION 191
Five new Scrum Teams have been created to build one product. A few of the developers on one of the Development Teams ask the Scrum Master how to coordinate their work with the order teams. What should the Scrum Master do?

A. Teach the Product Owner to work with the lead developers on ordering Product Backlog in a way to avoid too much technical and development overlap during a Sprint.
B. Teach them that it is their responsibility to work with the other teams to create an integrated Increment.
C. Collect the Sprint tasks from the teams at the end of their Sprint Planning and merge that into a consolidated plan for the entire Sprint.
D. Visit the five teams each day to inspect that their Sprint Backlogs are aligned.

Answer: B

Explanation:
According to the Scrum Guide1, when multiple Scrum Teams are working together on the same product, they must mutually define and comply with the same definition of "Done", which includes creating an integrated Increment at least by the end of each Sprint. The Scrum Master should teach and coach the Developers that it is their responsibility to work with other Scrum Teams to create an integrated Increment that meets the definition of "Done". The other options are not aligned with Scrum values and principles.
References: Scrum Guide

NEW QUESTION 192
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 insect 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 193
One of the Scrum events is the Daily Scrum. What are two intended outcomes ot 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 tor the upper management indicating what each individual has done, will be doing, and what is impeding him/her.
D. A shared understanding ot 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 ot 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 198
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