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Scrum PSPO-IProfessional Scrum Product Owner I2

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Scrum Professional Scrum Product Owner I Sample Questions (Q442-Q447):

NEW QUESTION # 442

The collaboration between the Developers and the Product owner is very important for the product . Which of the following is the least productive way for the Scrum Master to improve this collaboration?

- A. The Scrum Master should suggest new collaboration tools.
- B. The Scrum Master should teach them techniques to improve it.
- C. The Scrum Master should act as a go-between for them.

Answer: C

NEW QUESTION # 443

Each artifact contains a commitment. For the Product Backlog it is the Sprint Goal.

- A. TRUE
- B. FALSE

Answer: B

NEW QUESTION # 444

Each artifact contains a commitment. For the Sprint Backlog, it is the:

- A. Sprint Goal
- B. Product Goal
- C. Definition of Done
- D. Definition of Ready

Answer: A

NEW QUESTION # 445

What test types should be done during the Sprint?

- A. Every type of test
- B. Unit tests
- C. Acceptance tests

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Scrum PSPO-I Exam Syllabus Topics:

Section	Weight	Objectives
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Understanding and Applying the Scrum Framework 20%		- Scrum Artifacts
		• 1. Product Backlog • 2. Definition of Done • 3. Increment • 4. Sprint Backlog
		- Empiricism
		• 1. Scrum Theory • 2. Scrum Values
		- Scrum Roles
Managing Products with Agility 35%		• 1. Scrum Master Responsibilities • 2. Product Owner Responsibilities • 3. Developers Responsibilities
		- Scrum Events
		• 1. Sprint Retrospective • 2. Daily Scrum • 3. Sprint • 4. Sprint Review • 5. Sprint Planning
		- Product Vision
		• 1. Product Goals • 2. Value Maximization
Developing and Delivering Products Professionally 15%		- Product Backlog Management
		• 1. Transparency • 2. Backlog Ordering • 3. Refinement
		- Release Management
		• 1. Forecasting • 2. Incremental Delivery
		- Quality and Technical Practices
Evolving the Agile Organization 10%		• 1. Continuous Improvement • 2. Definition of Done
		- Product Value
		• 1. Business Value • 2. Customer Outcomes
		- Agile Leadership
		• 1. Organizational Agility • 2. Change Management
		- Governance and Compliance
		• 1. Risk Management • 2. Product Governance

		- Self-Managing Teams
		• 1. Cross-Functional Collaboration • 2. Team Accountability
Developing People and Teams	20%	- Stakeholder Engagement
		• 1. Communication with Stakeholders • 2. Managing Expectations

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Scrum Professional Scrum Product Owner I Sample Questions (Q173-Q178):

NEW QUESTION # 173

What are the two responsibilities of testers in a Scrum Team?
(choose the best two answers)

- A. Finding bugs.
- B. Tracking quality metrics.
- C. The Developers are responsible for quality.
- D. Verifying the work of programmers.
- E. Scrum has no "tester" role.

Answer: C,E

Explanation:

Explanation

* Scrum is a framework for developing, delivering, and sustaining complex products. Scrum defines three roles: the Product Owner, the Scrum Master, and the Developers. Scrum does not have any other roles

* or titles, such as "tester", "analyst", "designer", or "architect".

* The Developers are the people in the Scrum Team who are accountable for creating a "Done" Increment that meets the Definition of Done each Sprint. The Developers are responsible for planning and executing the Sprint Backlog, designing and building the product functionality, testing and improving the product quality, and delivering a potentially releasable Increment. The Developers work closely with the Product Owner to understand and clarify the Product Backlog items, provide feedback and estimates, and suggest improvements and innovations.

* The Developers are responsible for quality, not just for programming. Quality is not something that can be added or verified after the product is built. Quality is something that must be built into the product from the start, by following good practices, standards, and principles. Quality is also something that must be inspected and adapted continuously, by applying feedback loops, testing methods, and improvement actions.

* The Developers are not divided into sub-teams or sub-roles based on their skills or specialties. The Developers are a cross-functional and self-organizing team that has all the skills and capabilities needed to create a valuable product Increment. The Developers collaborate and coordinate their work as one unit, without any hand-offs or silos.

* The Developers may have different backgrounds or expertise, such as testing, analysis, design, or architecture. However, these are not separate roles or responsibilities in Scrum. They are part of the collective accountability and responsibility of the Developers as a whole. The Developers may perform different tasks or activities based on their skills or preferences, but they are all equally responsible for delivering a high-quality product Increment.

References:

* Scrum Guide: <https://www.scrumguides.org/scrum-guide.html>

* Developers: <https://www.scrum.org/resources/what-is-a-developer-in-scrum>

* Quality: <https://www.scrum.org/resources/blog/quality-scrum-value>

NEW QUESTION # 174

Which are appropriate topics for discussion in a Sprint Retrospective?
(choose the best three answers)

- A. Team relations.
- B. Arranging the Sprint Backlog for the next Sprint.
- C. Definition of Done.
- D. The value of work currently represented in the Product Backlog.
- E. How the Scrum Team does its work.

Answer: A,C,E

Explanation:

Correct Answers: A, C, and D.

Explanation: The Sprint Retrospective is an event where the Scrum Team reflects on how they worked together in the last Sprint and identifies ways to improve their collaboration, processes, and quality. Therefore, appropriate topics for discussion in a Sprint Retrospective are:

- * Team relations: The Scrum Team should discuss how they communicated, interacted, and supported each other during the Sprint. They should celebrate their successes, acknowledge their challenges, and address any conflicts or issues that arose. They should also share feedback, appreciation, and suggestions for improvement with each other.
- * How the Scrum Team does its work: The Scrum Team should inspect the methods, tools, and practices they used to deliver the product increment. They should evaluate what worked well and what could be improved. They should also identify any impediments, risks, or dependencies that affected their work and how they handled them.
- * Definition of Done: The Scrum Team should review their Definition of Done and check if it is still relevant, clear, and achievable. They should also assess how well they adhered to it and if they delivered a potentially releasable product increment that meets the quality standards. They should also consider if they need to update or adapt their Definition of Done based on new insights or feedback.

The following topics are not appropriate for discussion in a Sprint Retrospective:

- * The value of work currently represented in the Product Backlog: The value of the Product Backlog items is the responsibility of the Product Owner, who should continuously refine and order them based on stakeholder needs and feedback. The value of the Product Backlog items is not directly related to how the Scrum Team works together and does not affect their improvement actions for the next Sprint.
- * Arranging the Sprint Backlog for the next Sprint: The Sprint Backlog is the plan for the next Sprint that is created by the Scrum Team during the Sprint Planning event. The Sprint Backlog is based on the Product Backlog items that are selected for the next Sprint and how the Developers intend to accomplish them. The Sprint Retrospective is not a planning event but a reflection event that focuses on the past Sprint.

References:

- * [Scrum Guide], section 3.5: "The purpose of the Sprint Retrospective is to plan ways to increase quality and effectiveness."
- * [Professional Scrum Product Owner], chapter 7: "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."
- * What is a Sprint Retrospective? | Scrum.org: "During each Sprint Retrospective, the Scrum Team plans ways to increase product quality by improving work processes or adapting the definition of "Done" if appropriate and not in conflict with product or organizational standards."
- * The Sprint Retrospective - What It Is & Tips for Making the Most of Your Meeting: "The focus is on how the team worked together in the last sprint, including: Communication Teamwork Process Tools Systems Work environment Missing competencies Collaboration with external parties"

NEW QUESTION # 175

A product's success is measured by:
(choose the best three answers)

- A. The impact on my performance rating.
- B. The impact on my boss's mood.
- C. The impact on customer satisfaction.
- D. The impact on revenue.
- E. The impact on cost.
- F. The delivery of upfront defined scope compared to the upfront planned time.

Answer: C,D,E

Explanation:

A product's success is measured by the value it delivers to the customers and the organization. The impact on cost, revenue, and customer satisfaction are three important indicators of value. The Scrum Guide states that "The Product Owner is accountable for maximizing the value of the product resulting from the work of the Scrum Team."1 The Product Owner should consider the cost of developing and maintaining the product, the revenue generated by the product, and the satisfaction of the customers and users who use the product. These factors help the Product Owner to prioritize the Product Backlog, define the Product Goal, and collaborate with the stakeholders.

References:

- * 1: The Scrum Guide2, page 6
- * 2: The Scrum Guide

NEW QUESTION # 176

A Scrum Team is a cohesive unit of professionals that consists of which of the following?
(choose the best three answers)

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

Answer: B,D,E

Explanation:

The Scrum Guide defines a Scrum Team as "a cohesive unit of professionals focused on one objective at a time, the Product Goal". It also states that "the Scrum Team consists of one Scrum Master, one Product Owner, and Developers". Therefore, the correct answer is A, B, and D. Customers and users are not part of the Scrum Team, but they are important stakeholders who provide feedback and input to the Product Owner and the Developers.

References:

- * The Scrum Guide, section 2.1. The Scrum Team
- * Professional Scrum Product Owner I (PSPO I) Learning Path, section 1.1. The Scrum Team
- * Professional Scrum Product Owner I (PSPO I) Sample Questions, question 1

NEW QUESTION # 177

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

- **A. False**
- B. True

Answer: A

Explanation:

Explanation

- * An Increment is a concrete stepping stone toward the product vision. It 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 meets the Definition of Done and is usable.
- * The Scrum Team decides when and how to release an Increment to customers or users. The Product Owner is responsible for maximizing the value of the product and the work of the Developers, and may decide to release an Increment at any time during or after a Sprint. The Developers are responsible for creating a potentially releasable Increment each Sprint, and may collaborate with the Product Owner and the stakeholders to determine the best way to deliver value.
- * Releasing an Increment to customers or users is not mandatory at the end of each Sprint. The Scrum Team may choose to release an Increment more or less frequently, depending on the product goals, market conditions, customer feedback, or technical feasibility. However, releasing an Increment regularly can provide many benefits, such as:
 - * Validating assumptions and hypotheses about the product value and quality.
 - * Obtaining feedback and data from real users and customers.
 - * Increasing customer satisfaction and loyalty.
 - * Reducing risks and uncertainties.

* Improving transparency and collaboration.

References:

* Scrum Guide: <https://www.scrumguides.org/scrum-guide.html>

* Increment: <https://www.scrum.org/resources/what-is-an-increment>

* Releasing Value: <https://www.scrum.org/resources/blog/releasing-value>

NEW QUESTION # 178

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