

# Fantastic Reliable PSPO-II Exam Testking–Pass PSPO-II First Attempt



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The objective of the Pass4training is to give you quick access to Professional Scrum Product Owner II (PSPO-II) actual questions. Offering Scrum PSPO-II updated dumps is the only factor behind the dominance of Pass4training in the market. Our customers will see our Professional Scrum Product Owner II (PSPO-II) questions in the final certification test. We have a devoted team who puts in a lot of effort to keep the PSPO-II questions updated.

Scrum PSPO-II Exam is a challenging test that requires a deep understanding of the Scrum framework and its application to real-world product development scenarios. PSPO-II exam consists of 30 multiple-choice questions that cover a wide range of topics, including product backlog management, product vision, stakeholder management, and product value optimization. Candidates have 90 minutes to complete the exam, and they must score at least 85% to pass.

Upon passing the PSPO-II Certification Exam, Product Owners will be recognized as experts in their field and will have demonstrated their ability to apply Scrum methodology in complex product development scenarios. They will also gain access to a community of like-minded professionals who share their passion for agile product development and are committed to continuous learning and improvement.

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Scrum PSPO-II Exam is administered by Scrum.org, a leading provider of Scrum training and certification programs. PSPO-II exam is computer-based and consists of multiple-choice questions, scenario-based questions, and essay questions. Candidates have 120 minutes to complete the exam, and they must score at least 85% to pass.

## Scrum Professional Scrum Product Owner II Sample Questions (Q64-Q69):

### NEW QUESTION # 64

The Product Owner ensures a product's success by measuring the following: (choose the best three answers).

- **A. The impact on revenue**

- B. The impact on cost
- C. The impact on customer satisfaction
- D. The delivery of upfront defined scope compared to the upfront planned time.
- E. The impact on the CEO's mood

**Answer: A,B,C**

#### NEW QUESTION # 65

You started measuring product feature usage in your last release. You are surprised to learn that a sizable percentage of the features you thought were very important are never or rarely used.

Which of the following actions could you take to further evaluate this unexpected result?

(choose all that apply)

- A. Disable the features that have never been used and listen for feedback.
- B. Examine whether the rarely used features solve the intended problem.
- C. Spend more time talking to users to identify the impact they seek.
- D. Run experiments to increase your understanding of what customers find valuable.

**Answer: B,C,D**

Explanation:

Option A is correct because talking to users is one of the best ways to understand their needs, goals, and pain points. By spending more time with them, you can identify the impact they seek from your product and how your features align with that impact. This will help you validate your assumptions and learn from your customers<sup>12</sup>.

Option B is incorrect because disabling features that have never been used is a risky and potentially harmful action. It may cause frustration and confusion for the users who rely on those features, or who may want to use them in the future. It may also damage your reputation and trust with your customers. Instead of disabling features, you should seek feedback from your users and understand why they are not using them<sup>34</sup>.

Option C is correct because running experiments is a powerful way to increase your understanding of what customers find valuable. By testing different hypotheses and measuring the outcomes, you can learn from your data and evidence. You can also use experiments to validate your ideas and assumptions before investing in building features<sup>5</sup>.

Option D is correct because examining whether the rarely used features solve the intended problem is a crucial step to evaluate your product performance. You should review your product vision and goals, and assess how your features contribute to them. You should also analyze the feedback and data you have collected from your users and stakeholders, and identify any gaps or mismatches between your features and their needs.

References:

- 1: Product Backlog Management
- 2: Stakeholders & Customers
- 3: Product Value
- 4: Evidence-Based Management
- 5: Product Vision
- 6: Forecasting & Release Planning
- 7: [Business Strategy](https://www

#### NEW QUESTION # 66

Which phrase best describes a Product Owner?

(choose the best answer)

- A. Team manager.
- B. Requirements engineer.
- C. Go-between for the Developers and customers.
- D. Value maximizer.

**Answer: D**

Explanation:

According to the Scrum Guide, the Product Owner is accountable for maximizing the value of the product resulting from the work of the Scrum Team<sup>1</sup>. This means that the Product Owner is responsible for defining, prioritizing, and delivering the features and functionalities that create the most value for the customers, users, and stakeholders of the product<sup>2</sup>. The Product Owner does this

by managing the Product Backlog, collaborating with the Developers and the Scrum Master, validating the product assumptions and hypotheses, and measuring the outcomes and impacts of the product<sup>3</sup>. The Product Owner is not just a go-between, a requirements engineer, a team manager, or any other traditional role, but rather a value maximizer who drives the product vision and strategy, and ensures that the product delivers the desired benefits and solves the real problems<sup>4</sup>

#### NEW QUESTION # 67

The Developers inform the Product Owner during the Sprint that they are not likely to complete everything they forecasted. What would you expect a Product Owner to do?  
(choose the best answer)

- A. Inform management that more resources are needed.
- **B. Reduce the scope of the Sprint, if possible, to still meet the Sprint Goal.**
- C. Skip Product Backlog refinement activities.
- D. Change the Sprint Goal to match what the Developers can deliver.
- E. End the Sprint, since the goal cannot be achieved.

**Answer: B**

Explanation:

According to the Professional Scrum Product Owner II certification guide<sup>1</sup>, the Product Owner is accountable for maximizing the value of the product resulting from the work of the Scrum Team. This means that the Product Owner should collaborate with the Developers and the Scrum Master to find the best way to deliver value in the current Sprint, even if the initial forecast is not met. The Product Owner should not change or abandon the Sprint Goal, as it is a commitment made by the Scrum Team during Sprint Planning.

The Product Owner should also not skip Product Backlog refinement activities, as they are essential for preparing the Product Backlog for future Sprints. The Product Owner should not end the Sprint prematurely, as it may cause more disruption and waste than delivering a potentially releasable Increment. The Product Owner should not inform management that more resources are needed, as it may imply that the Scrum Team is not self-organizing and cross-functional. The Product Owner should respect the Developers' autonomy and professionalism and support them in finding the best solution to the problem. Therefore, the best answer is to reduce the scope of the Sprint, if possible, to still meet the Sprint Goal. This means that the Product Owner and the Developers should negotiate the scope of the Sprint Backlog within the Sprint, removing or adding Product Backlog items that are aligned with the Sprint Goal and the value delivery. References: 1:

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#### NEW QUESTION # 68

True or False: A benefit of using an agile approach is managing business risk more effectively.

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

**Answer: A**

#### NEW QUESTION # 69

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