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Scrum Product Owner is a critical role in the Scrum framework. They are responsible for defining and prioritizing the product backlog, ensuring the development team understands the requirements, and ultimately delivering a valuable product to the customer. The Professional Scrum Product Owner I (PSPO-I) Certification Exam is designed to validate the knowledge and skills of individuals who want to become certified Scrum Product Owners.

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Scrum Professional Scrum Product Owner I Sample Questions (Q104-Q109):

NEW QUESTION # 104

A Product Backlog is:

(choose the best three answers)

- A. Managed by the Product Owner.
- B. An inventory of things to be done for the Product.
- C. Only visible to the Product Owner and stakeholders.
- D. Ordered based on priority, value, dependencies, and risk.
- E. An exhaustive list of upfront approved requirements to be implemented.

Answer: A,B,D

Explanation:

Explanation

A Product Backlog is:

- * Managed by the Product Owner. The Product Owner is the sole person responsible for managing the Product Backlog, which is an emergent, ordered list of what is needed to improve the product. They must ensure that the Product Backlog is transparent, visible, and understood by everyone who needs to work on it.
- * An inventory of things to be done for the Product. The Product Backlog contains all the features, functions, requirements, enhancements, and fixes that constitute the changes to be made to the product in future releases. The Product Backlog items have a description, an order, an estimate, and a value.
- * Ordered based on priority, value, dependencies, and risk. The Product Owner orders the Product Backlog items based on various factors that affect their importance and urgency for the product. These may include customer needs, business value, stakeholder feedback, technical dependencies, or market opportunities.

Other options, such as an exhaustive list of upfront approved requirements to be implemented or only visible to the Product Owner and stakeholders, are not valid descriptions of a Product Backlog. They may reflect a misunderstanding of what a Product Backlog is or how Scrum works.

References:

- * [Scrum Guide], page 6, section "Product Owner"
- * [Scrum Guide], page 11, section "Product Backlog"
- * [Professional Scrum Product Owner Training], page 7, section "Product Backlog Management"

NEW QUESTION # 105

Which statement describes best how the Product Backlog is impacted by changes in the product environment?

- A. The Product Backlog should always follow the Product Owners plan and should not reflect the changes at all.
- B. The Product Backlog should be very high level and therefore tolerate such changes.
- C. The Product Backlog should evolve and reflect the environment changes.

Answer: C

NEW QUESTION # 106

Self-managing teams do not require a Product Owner as they manage the Product Backlog without this accountability.

- A. TRUE
- B. FALSE

Answer: B

NEW QUESTION # 107

How much work is required of the Developers to complete a Product Backlog item selected during the Sprint Planning?

(choose the best answer)

- A. As much as they can fit into the Sprint, with remaining work deferred to the next Sprint.
- B. A proportional amount of time on analysis, design, development, and testing.
- **C. As much as is required to meet the Scrum Team's Definition of Done.**
- D. All development work and at least some testing.

Answer: C

Explanation:

* 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 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 of Done is used to assess when work is complete on the product Increment.

* The amount of work required of the Developers to complete a Product Backlog item selected during the Sprint Planning depends on the Definition of Done. The Definition of Done may vary from one Scrum Team to another, depending on the context and domain of work. However, it must be consistent within one team. If there are multiple Scrum Teams working on one product, they must share a common Definition of Done. If there is an organizational standard for a Definition of Done, all Scrum Teams must follow it as a minimum.

* The Developers must ensure that each Product Backlog item they complete during a Sprint meets the Definition of Done. This means that they must perform all the necessary tasks and activities to deliver a high-quality product functionality that is usable, valuable, and potentially releasable. This may include analysis, design, development, testing, documentation, integration, deployment, or any other aspects that contribute to the quality and usability of the product.

* The other options are not valid or relevant measures for the amount of work required of the Developers to complete a Product Backlog item. They are either too vague, arbitrary, or unrealistic. They are:

* As much as they can fit into the Sprint, with remaining work deferred to the next Sprint: This is a too vague and unrealistic measure for the amount of work required of the Developers. It does not account for the quality or value of the product functionality delivered. It also does not respect the timebox or scope of the Sprint. It may lead to incomplete or unfinished work, technical debt, or scope creep.

* All development work and at least some testing: This is a too arbitrary and insufficient measure for the amount of work required of the Developers. It does not account for the quality or value of the product functionality delivered. It also does not respect the Definition of Done or the potentially releasable nature of the Increment. It may lead to low-quality or unusable work, defects, or rework.

* A proportional amount of time on analysis, design, development, and testing: This is a too restrictive and prescriptive measure for the amount of work required of the Developers. It does not account for the complexity or variability of the product functionality delivered. It also does not respect the self-organization or cross-functionality of the Developers. It may lead to over-engineering or waste.

References:

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

* Definition of Done: <https://www.scrum.org/resources/what-is-a-definition-of-done>

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

NEW QUESTION # 108

When is it allowed for a Scrum Master to cancel a Sprint?

- **A. The Scrum Master does not have the authority to do this.**
- B. When the Sprint Goal is obsolete.
- C. When the Developers ask the Scrum Master to do so.

Answer: A

NEW QUESTION # 109

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