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Exam   :   CASPO-001

Title   :   Certified Agile Scrum
Product Owner (CASPO)

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The Certified Agile Scrum Product Owner (CASPO) exam is an ideal certification for professionals who are looking to improve their skills and knowledge in the field of agile project management. CASPO-001 exam is designed to test the candidate's ability to lead and manage agile development teams, as well as their understanding of the product owner's role in the agile development process. CASPO-001 Exam is intended for individuals who have experience working in agile development teams and are looking to take their skills to the next level.

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GAQM CASPO-001 (Certified Agile Scrum Product Owner) certification exam is a professional certification designed for individuals who want to validate their knowledge and skills in the Agile Scrum framework. It is ideal for professionals who work as product owners, project managers, business analysts, or anyone who is involved with Agile Scrum projects. CASPO certification provides the candidate with a globally recognized validation of their skills.

GAQM Certified Agile Scrum Product Owner (CASPO) Sample Questions (Q68-Q73):

NEW QUESTION # 68
Every Scrum Team should have: (Choose the best answer)

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

Answer: A

Explanation:
The Scrum Guide emphasizes that a Scrum Team must be cross-functional, meaning it has all the competencies and skills necessary to create a "Done" Increment within a Sprint without relying on external resources.
Option A aligns directly with this principle: "The Scrum Team consists of one Scrum Master, one Product Owner, and Developers... They are cross-functional, meaning the members have all the skills necessary to create value each Sprint." Option B, while suggesting a structured representation from disciplines, is too prescriptive and not a Scrum requirement-Scrum does not mandate specific roles like QA or UX within the Developers. Option C imposes a rigid team structure (one Lead Developer and a maximum of eight others), which contradicts Scrum's flexibility in team composition (typically 10 or fewer total, but no specific roles or limits beyond that are mandated). Thus, A is the best answer, focusing on capability rather than structure.

NEW QUESTION # 69
The Product Owner is accountable for the functionality included in each Increment. Does he or she have the final say over the definition of "Done"?

- A. Yes, the Product Owner is responsible for the definition of "Done". The Developers may be consulted.
- B. No, the Scrum Team is responsible for the definition of "Done". The Product Owner may be consulted.

Answer: B

Explanation:
The Scrum Guide clarifies that the definition of "Done" is a shared commitment created by the Scrum Team:
"The Definition of Done is a formal description of the state of the Increment when it meets the quality measures required for the product." While the Product Owner defines what goes into the Increment (via the Product Backlog), the definition of "Done" is a collaborative effort, often driven by the Developers' technical expertise and organizational standards, with input from the Product Owner on value and quality expectations.
Option A incorrectly gives the Product Owner sole authority, while B correctly reflects the team's collective responsibility, with the Product Owner as a contributor, not the final arbiter.

NEW QUESTION # 70
How does an organization know that a product built through Scrum is successful? (Choose the best answer)

- A. By measuring that velocity has increased since the last release
- B. By releasing often, and updating key performance indicators (KPIs) on value after every release and feeding this information back into work on the Product Backlog
- C. By measuring the actual time spent on development versus the time estimated for development
- D. By the Product Owner and stakeholders accepting the Increment at the Sprint Review

Answer: B

Explanation:
Success in Scrum is tied to value delivery, not internal metrics. Option B-frequent releases with KPI updates-aligns with Scrum's empirical nature: "Scrum is founded on empiricism and lean thinking." Real- world feedback refines the Product Backlog, ensuring success.
* A:Velocity is an internal capacity metric, not a success indicator.
* C:Time variance is irrelevant to value.

NEW QUESTION # 71
Learning turns into "validated learning" when assumptions and goals can be assessed through results. What is a key way for a Product Owner to apply validated learning? (Choose the best answer)

- A. Release an Increment to the market to learn about the business assumptions built into the product.
- B. Accept an Increment at the Sprint Review to learn about the forecast of functionality that was developed.
- C. Set the Sprint Goal before selecting Product Backlog items at Sprint Planning to learn about a Developer's productivity.

Answer: A

Explanation:
Validated learning, a concept from Lean thinking integrated into Scrum, involves testing assumptions with real-world outcomes. TheScrum Guideemphasizes frequent delivery to gain feedback: "The Product Owner is accountable for maximizing value." Option A-releasing an Increment to the market-directly tests business assumptions (e.g., user needs, market fit), providing concrete data. Option B (Sprint Review acceptance) is internal and doesn't validate with external users. Option C focuses on productivity, not business value validation. Thus, A is the key way.

NEW QUESTION # 72
A Product Owner is entitled to postpone the start of a new Sprint after the conclusion of a previous Sprint for the following reason: (Choose the best answer)

- A. The QA department needs more time to make the previous Increment "Done".
- B. There is no acceptable reason. A new Sprint starts immediately after the conclusion of the previous Sprint.
- C. The Product Owner has not identified a Sprint Goal.
- D. The stakeholders are not happy with the value produced in the previous Sprint.
- E. Not enough Product Backlog items are "Ready".

Answer: B

Explanation:
In Scrum, Sprints are continuous and fixed-length, with no gaps allowed between them. TheScrum Guide explicitly states: "A new Sprint starts immediately after the conclusion of the previous Sprint." This ensures a consistent cadence of delivery and adaptation, a cornerstone of Scrum's empirical process. Let's examine each option:
* A (Not enough "Ready" items):The Product Backlog can be refined incrementally; a lack of "Ready" items doesn't justify delaying a Sprint. The team can start with what's available and refine further during the Sprint.
* B (No Sprint Goal):The Sprint Goal is defined during Sprint Planning, not beforehand. Its absence pre- Sprint isn't a valid delay reason.
* C:This aligns with theScrum Guide's mandate for immediate succession, making it correct.
* D (QA needs more time):Scrum rejects external dependencies like a separate QAdepartment; the Developers must deliver a "Done" Increment within the Sprint. Delaying contradicts this.

NEW QUESTION # 73
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