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Scrum Professional Scrum Product Owner I Sample Questions (Q28-Q33):

NEW QUESTION # 28

How much work is required of the Developers to complete a Product Backlog item selected during the Sprint Planning?
(choose the best answer)

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

Answer: D

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 # 29

Who is on the Scrum Team?

(choose all that apply)

- A. Developers.
- B. Product Owner.
- C. Scrum Master.
- D. Project Manager.
- E. None of the above.

Answer: A,B,C

Explanation:

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. The Scrum Master is accountable for establishing Scrum as defined in the Scrum Guide.

They do this by helping everyone understand Scrum theory and practice, both within the Scrum Team and the organization. The Product Owner is accountable for maximizing the value of the product resulting from the work of the Scrum Team. They are responsible for creating and communicating a vision, ordering the Product Backlog, and ensuring that the best possible job is done to delight customers. The Developers are the people in the Scrum Team that are committed to delivering a "Done" Increment that meets the Definition of Done and the Sprint Goal. They are responsible for managing and organizing their work within the Sprint, collaborating with the Product Owner and the Scrum Master, and applying their skills and creativity to create a product that delivers value to the stakeholders and customers. A Project Manager is not a role in the Scrum Team, as Scrum does not recognize titles for Developers, regardless of the work being performed by the person. There is no need for a Project Manager, as the Scrum Team is self-managing and accountable for delivering value.

The Scrum Guide

The Scrum Team

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NEW QUESTION # 30

What elements does the Sprint Backlog consist of?

- A. The Team Commitment.
- B. The Sprint Goal.
- C. The plan for delivering.
- D. The Definition of Done.
- E. The Product Backlog items selected for the Sprint.

Answer: B,C,E

NEW QUESTION # 31

The Developers find out during the Sprint that they are not likely to build everything they forecast. What would you expect a Product Owner to do?

(choose the best answer)

- A. Skip Product Backlog refinement activities.
- B. Inform management that more Developers are needed.
- C. Cancel the Sprint.
- D. Re-work the selected Product Backlog items with the Developers to meet the Sprint Goal.
- E. Change the Sprint Goal.

Answer: D

Explanation:

If the Developers find out during the Sprint that they are not likely to build everything they forecast, the best response from the Product Owner is to re-work the selected Product Backlog items with the Developers to meet the Sprint Goal. This is because: The Sprint Goal is a short-term objective that provides guidance and focus to the Scrum Team throughout the Sprint. It is a flexible and negotiable commitment that can be adjusted as more is learned throughout the Sprint.

The Developers are accountable for creating a "Done" Increment in every Sprint. They must ensure that every Product Backlog item they work on meets the Definition of Done before it is considered complete.

The Product Owner is accountable for maximizing the value of the product resulting from the work of the Scrum Team. They must inspect the Increment at the end of each Sprint and assess how it delivers value and contributes to the Product Goal.

The Product Owner and the Developers must collaborate closely throughout the Sprint to ensure that they have a shared understanding of what they are building and why. The Product Owner must provide clarifications, feedback, and guidance to the Developers as needed to help them create a valuable Increment.

If the Developers find out during the Sprint that they are not likely to build everything they forecast, it means that there is a gap between their initial plan and their actual progress. This may happen due to various reasons, such as new insights, changing requirements, technical challenges, or unforeseen circumstances.

In this situation, the Product Owner should work with the Developers to re-work the selected Product Backlog items to meet the Sprint Goal. This may involve adding, removing, or modifying some items, as long as they still support the Sprint Goal and deliver value. The Product Owner should also communicate any changes or impacts to the stakeholders and customers as appropriate.

Other options, such as skipping Product Backlog refinement activities, informing management that more Developers are needed, changing the Sprint Goal, or canceling the Sprint, are not valid responses from the Product Owner as they do not reflect what should happen in Scrum or how to deal with uncertainty and complexity.

Reference:

[Scrum Guide], page 15, section "Sprint Goal"

[Scrum Guide], page 7, section "Developers"

[Scrum Guide], page 6, section "Product Owner"

[Scrum Guide], page 10, section "Definition of Done"

[Scrum Guide], page 10, section "Increment"

[Scrum Guide], page 10, section "Product Goal"

NEW QUESTION # 32

When does a Developer become accountable for the value of a Product Backlog item selected for the Sprint?

(choose the best answer)

- **A. Never. The entire Scrum Team is accountable for creating value every Sprint.**
- B. During the Daily Scrum.
- C. Whenever a team member can accommodate more work.
- D. At the Sprint Planning Event.

Answer: A

Explanation:

Never. The entire Scrum Team is accountable for creating value every Sprint.

According to the Scrum Guide, the Scrum Team consists of one Product Owner, one Scrum Master, and Developers. The Scrum Team is responsible for all product-related activities, including delivering a valuable, usable product increment every Sprint. The Product Owner is accountable for maximizing the value of the product and the work of the Developers. The Developers are accountable for creating a plan for the Sprint, the Sprint Backlog; instilling quality by adhering to a Definition of Done; and adapting their plan each day toward the Sprint Goal. The Scrum Master is accountable for establishing Scrum as defined in the Scrum Guide, helping everyone understand Scrum theory and practice, and removing impediments to the Scrum Team's progress.

Therefore, the Developers are not individually accountable for the value of a Product Backlog item selected for the Sprint, but collectively accountable as part of the Scrum Team. The value of a Product Backlog item is determined by the Product Owner, who orders the Product Backlog items based on stakeholder needs and feedback. The Developers collaborate with the Product Owner to understand the value and requirements of each Product Backlog item and deliver a potentially releasable product increment that meets the Definition of Done and the Sprint Goal.

[Scrum Guide], section 2.2: "The Scrum Team is responsible for all product-related activities from stakeholder collaboration, verification, maintenance, operation, experimentation, research and development, and anything else that might be required."

Accountabilities in Scrum | Scrum.org: "Scrum has three accountabilities, each with a different focus :

Product Owner (green figure) The " What " . With a focus on Value, time to market, return on investment and Total Cost of

Ownership (TCO). Developers (red figures) The " How " . Focus on building something that is Done - that the increment is useable and potentially releasable." What is a Developer in Scrum? | Scrum.org: "The specific skills needed by the Developers are often

broad and will vary based on the type of work they are doing. 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"

NEW QUESTION # 33

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