Scrum Realistic PSM-I Exam Study Solutions
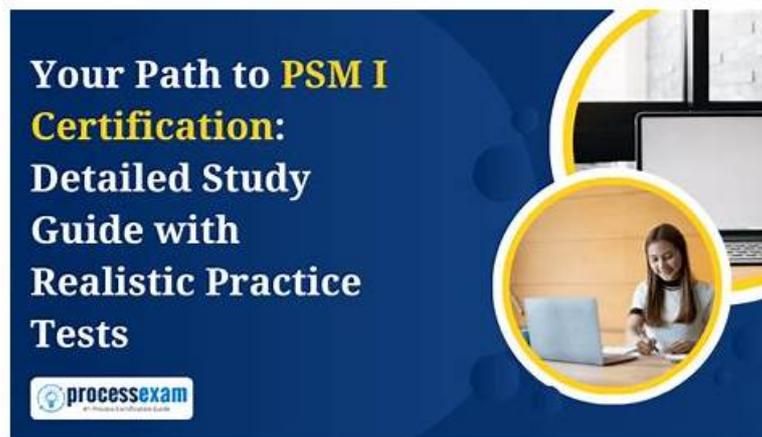
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Earning the Scrum PSM-I Certification is a great achievement for anyone who wants to demonstrate their expertise in the Scrum framework. It is recognized by employers around the world as a mark of excellence in Agile project management. Whether you are a software developer, project manager, or Scrum Master, the Scrum PSM-I Certification can help you advance your career and achieve your professional goals. By passing PSM-I exam, you will demonstrate your commitment to continuous learning and your ability to apply the Scrum framework to real-world situations.

Scrum PSM-I certification is recognized globally and is highly regarded by organizations that use Scrum methodology. Professional Scrum Master I certification demonstrates the candidate's knowledge and expertise in Scrum and provides a competitive advantage in the job market. Professional Scrum Master I certification is valid for life, and the candidate does not need to renew it.

Scrum PSM-I (Professional Scrum Master I) is a certification exam that validates the knowledge and skills of a professional in the field of Scrum methodology. Scrum is an Agile framework that helps organizations to deliver high-quality products by enabling teams to work collaboratively and adapt to changing requirements. The PSM-I exam is conducted by Scrum.org, a global organization that provides training, assessments, and certifications for Scrum practitioners.

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PSM-I Questions Answers & PSM-I Free Updates

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Scrum Professional Scrum Master I Sample Questions (Q198-Q203):

NEW QUESTION # 198
What are two responsibilities of testers in a Scrum Team?
(choose the best two answers)

- A. Verifying the work of programmers.
- B. The Developers are responsible for quality.
- C. Scrum has no "tester" role.

- D. Finding bugs.
- E. Tracking quality metrics.

Answer: B,C

Explanation:
https://scrumguides.org/docs/scrumguide/v2020/2020-Scrum-Guide-US.pdf
Scrum is a framework for developing, delivering, and sustaining complex products. Scrum has three roles: the Product Owner, the Scrum Master, and the Developers. The Developers are the people in the Scrum Team who are committed to creating any aspect of a usable Increment in each Sprint. The Developers are not limited by titles such as programmer, designer, tester, architect, engineer, etc. The Developers are responsible for all aspects of quality, including finding and fixing bugs, tracking quality metrics, and verifying the work of other Developers. Therefore, Scrum has no "tester" role, and the Developers are responsible for quality.

NEW QUESTION # 199
When does a Developer become accountable for an item in the sprint Backlog?
(choose the best answer)

- A. Never am Developers on the Scrum Team share accountability tor items in the
- B. As soon as a Developer on the Scrum Team can accommodate more work
- C. During the Daily Scrum
- D. At Sprint Planning when all of the Sprint Backlog items are split evenly across the Developers

Answer: A

Explanation:
A Developer becomes accountable for an item in the Sprint Backlog never as Developers on the Scrum Team share accountability for items in the Sprint Backlog, as stated in the Scrum Guide: "The Developers can select whatever items they want as long as they feel they can complete the work by the end of the Sprint. The Scrum Team is responsible for all estimates. The Product Owner may influence the Developers by helping them understand and select trade-offs, but the people who will perform the work make the final estimate."

NEW QUESTION # 200
Which two things should the Development Team do during the first Sprint? (Choose two.)

- A. Make up a plan for the rest of the project.
- B. Define the major product features and release plan architecture
- C. Analyze, describe, and document the requirements for the subsequent Sprints.
- D. Create an increment of potentially releasable software.
- E. Develop at least one piece of functionality.

Answer: D,E

Explanation:
According to the Scrum Guide, the Development Team should do two things during the first Sprint: develop at least one piece of functionality and create an increment of potentially releasable software. These are the goals of every Sprint, regardless of its order. The other options are not things that the Development Team should do during the first Sprint, as they are either out of scope (such as making a plan for the rest of the project or defining major product features and release plan architecture) or unnecessary (such as analyzing, describing, and documenting requirements for subsequent Sprints).

NEW QUESTION # 201
Who starts the Daily Scrum?

- A. The Scrum Master. This ensures that the Development Team has the meeting and stays within the time-box.
- B. The person who has the token.
- C. The person who last broke the build.
- D. Whoever the Development Team decides should start.
- E. The person coming in last. This encourages people to be on time and helps to stay within the time-box.

Answer: D

NEW QUESTION # 202

Who is responsible for engaging the stakeholders? (Choose the best answer.)

- A. The Project Manager.
- B. The Business Analyst.
- C. The Development Team.
- D. The Team Manager.
- E. The Product Owner.

Answer: E

NEW QUESTION # 203

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