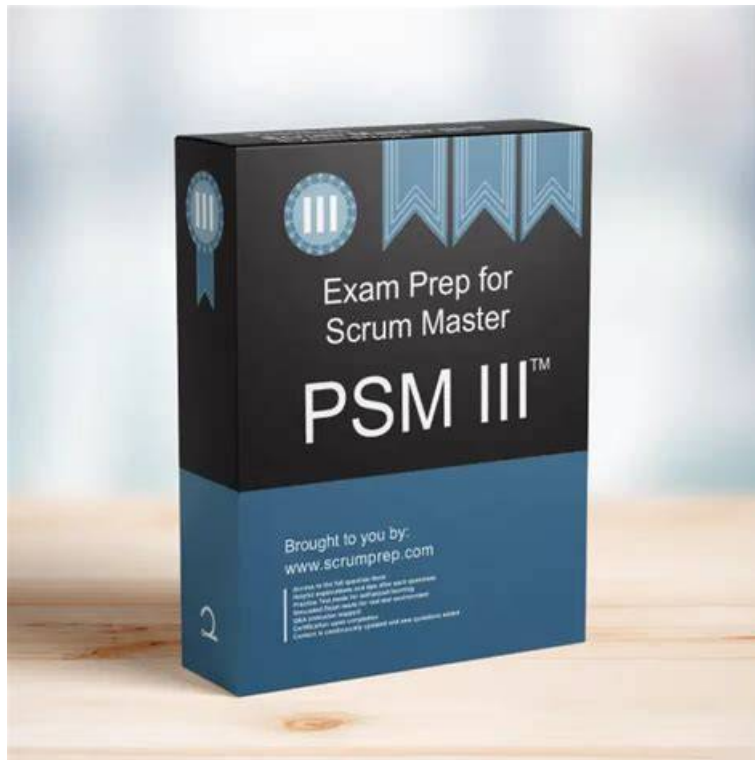


PSM-III높은통과율 시험대비공부자료 - PSM-III합격보장가능공부자료



PassTIP PSM-III 최신 PDF 버전 시험 문제집을 무료로 Google Drive에서 다운로드하세요: <https://drive.google.com/open?id=1WucN8KByHPVeOCpGf7nlTkB2Cck8I7bk>

경쟁율이 심한 IT시대에Scrum PSM-III인증시험을 패스하여 자격증을 취득함으로써 IT업계 관련 직종에 종사하고자 하는 분들에게는 아주 큰 가산점이 될수 있고 자신만의 위치를 보장할수 있으며 더욱이는 한층 업된 삶을 누릴수 있을수도 있습니다. Scrum PSM-III 덤프로 Scrum PSM-III 시험에서 실패하면 덤프비용을 보상해드리기에 안심하고 시험준비하셔야 합니다.

Scrum PSM-III Exam Syllabus Topics:

Section	Objectives
Topic 1: The Scrum Framework	- Scrum Events - Scrum Roles - Scrum Artifacts
Topic 2: Facilitation and Coaching	- Coaching - Teaching - Facilitation
Topic 3: Product Backlog Management	- Stakeholder Management - Backlog Refinement
Topic 4: Scrum Theory and Empiricism	- Complex adaptive systems - Empirical process control - Scrum Values
Topic 5: Done and Undone Work	- Definition of Done
Topic 6: Scrum in the Organization	- Organizational Design and Culture - Scaling Scrum

>> PSM-III높은 통과율 시험대비 공부자료 <<

PSM-III합격보장 가능 공부자료, PSM-III퍼펙트 최신버전 문제

Scrum PSM-III 덤프의 무료 샘플을 원하신다면 우의 PDF Version Demo 버튼을 클릭하고 메일주소를 입력하시면 바로 다운받아 Scrum PSM-III 덤프의 일부분 문제를 체험해 보실수 있습니다. Scrum PSM-III 덤프는 모든 시험문제 유형을 포함하고 있어 적응율이 아주 높습니다. Scrum PSM-III 덤프로 Scrum PSM-III 시험패스 GO GO GO !

최신 Professional Scrum Master PSM-III 무료 샘플문제 (Q15-Q20):

질문 # 15

What would be an example of a development team member displaying unethical behaviour?

정답 :

설명:

An example of unethical behaviour by a Development Team member in Scrum is knowingly delivering low- quality or non-secure software while being aware of the potential negative impact on users, stakeholders, or the organization. Such behaviour contradicts the ethical expectations embedded in Scrum and violates multiple Scrum Values.

For instance, a developer may intentionally ignore known defects, security vulnerabilities, or technical debt in order to finish work faster or appear more productive. Releasing software that is known to be insecure or unstable places end-users at risk and misrepresents the true state of the product. This undermines Commitment to quality and Courage, as the individual avoids addressing difficult issues or raising concerns.

Another unethical example is withholding important information from the Scrum Team or stakeholders. This may include hiding risks, downplaying impediments, or not being transparent about progress or challenges.

Such behaviour violates Openness and damages trust, which is essential for empiricism and effective collaboration.

Unethical behaviour may also be expressed through failing to support team members. For example, refusing to help others, dismissing or disrespecting colleagues' opinions, or working in ways that harm team cohesion contradicts the Scrum Value of Respect. Scrum expects team members to collaborate and support each other in achieving the Sprint Goal.

Finally, going against agreements made by the Scrum Team, such as ignoring the Definition of Done or agreed working agreements, is unethical. This damages accountability and can mislead stakeholders about the quality and completeness of the work.

질문 # 16

"Technical debt is the sole concern of the development team". As a Scrum Master, do you agree with this statement? Why or why not?.

정답 :

설명:

As a Scrum Master, I do not agree with the statement that technical debt is the sole concern of the Development Team. While Developers are responsible for recognizing and understanding technical debt, its impact extends far beyond the team and affects agility, quality, and delivery at the product and organizational level.

First, technical debt directly influences a team's ability to remain agile. As technical debt accumulates, the cost and effort required to change the product increase. This slows down development, reduces predictability, and eventually makes it difficult or even impossible to deliver working software within reasonable timeframes. When agility is reduced, the entire organization suffers, not just the Development Team.

Second, technical debt has a significant impact on product quality and delivery. High levels of technical debt often lead to defects, instability, and integration problems. This undermines the Scrum principle of delivering a "Done" Increment each Sprint. When the product cannot be reliably delivered or inspected, customers and stakeholders are directly affected, making technical debt a shared concern.

Third, while Developers are best positioned to identify when technical debt occurs, addressing it requires collaboration across the Scrum Team. The Product Owner must understand that not all work in a Sprint will result in new functionality. Investing in reducing technical debt is an investment in future value, sustainability, and delivery capability. Stakeholders also need transparency about this trade-off.

Fourth, Scrum encourages making technical debt visible and addressing it continuously, rather than postponing it indefinitely. This may involve adding technical debt-related work to the Product Backlog and prioritizing it alongside functional work. Treating technical debt as "invisible" or purely technical undermines empiricism and long-term value creation.

질문 # 17

A Development Team, arguing it is self-organising, indicates it no longer needs the Daily Scrum; they collaborate throughout the day and they feel it has become a needless ritual.

정답 :

설명:

A Development Team claiming self-organization as a reason to stop the Daily Scrum reflects a misunderstanding of both self-management and the purpose of Scrum events. As a Scrum Master, I would address this through teaching, coaching, and empiricism rather than enforcement.

Daily Scrum Is Mandatory in Scrum

First, it must be made clear that the Daily Scrum is a required Scrum event. The Scrum Guide defines it as a 15-minute event held every working day of the Sprint for the Developers. Choosing to eliminate it means the team is no longer practicing Scrum, regardless of how well they collaborate informally.

Self-Organization Does Not Mean Skipping Empiricism

Self-organizing (self-managing) teams decide how to do the work, not whether to inspect and adapt. Scrum events exist to uphold empirical process control. The Daily Scrum specifically enables:

- * Transparency about progress toward the Sprint Goal,
- * Inspection of the Sprint Backlog and current plan,
- * Adaptation of work for the next 24 hours.

Informal collaboration throughout the day does not replace the shared, intentional inspection moment that the Daily Scrum provides.

The Daily Scrum Is Not a Ritual or Status Meeting

If the Daily Scrum feels like a needless ritual, this is a signal that it is not being used correctly. It should not be a status report or a meeting for the Scrum Master or Product Owner. Instead, it is a planning event for the Developers, focused on how to best achieve the Sprint Goal.

As a Scrum Master, I would coach the team to improve the Daily Scrum, for example by:

- * Centering the discussion on progress toward the Sprint Goal,
- * Making impediments and risks explicit,
- * Using different formats that suit the team's context.

Risks of Removing the Daily Scrum

Removing the Daily Scrum reduces transparency and delays inspection and adaptation. Problems such as integration issues, misalignment, or threats to the Sprint Goal may surface too late, increasing risk and waste.

Over time, this undermines predictability and value delivery.

질문 # 18

When many Development Teams are working on a single product, what best describes the definition of "done?"

정답 :

설명:

When many Development Teams are working on a single product, there must be one shared Definition of Done (DoD) that applies to all teams and to the entire product Increment.

Single, Shared Definition of Done

Scrum requires that each Increment be usable and potentially releasable. When multiple teams contribute to one product, this means:

- * There is one product, not multiple team products,
- * There must therefore be one Definition of Done that ensures consistency, quality, and transparency across all teams.

Having different Definitions of Done per team would result in:

- * Inconsistent quality,
- * Integration problems,
- * Loss of transparency,
- * Increments that are "Done" in isolation but not at the product level.

Integrated Increment-Level Definition of Done

The shared Definition of Done must include integration criteria, ensuring that:

- * Work from all teams is integrated,
- * The combined Increment meets quality and compliance standards,
- * The product can be inspected and potentially released.

In scaled Scrum (e.g., Nexus), unintegrated work is explicitly not considered Done, regardless of whether individual teams believe their work is complete.

Ownership and Evolution

While Developers collectively create and adhere to the Definition of Done, it applies at the product level, not the team level. As the product and organization mature, the Definition of Done may be expanded, but it must always remain shared and transparent.

질문 # 19

The definition of "Done" describes the work that must be completed for every Product Backlog item before it can be deemed releasable. What should the Development Team do when, during the Sprint, it finds out that a problem outside of their control blocks them from doing all this work?

정답 :

설명 :

When the Development Team discovers during a Sprint that a problem outside of their control prevents them from completing all work required by the Definition of Done, this situation must be addressed through transparency, inspection, and adaptation, rather than by lowering standards.

1. Make the Impediment Transparent Immediately

The Development Team should make the issue visible as soon as it is discovered. This includes:

- * Raising it in the Daily Scrum,
- * Clearly stating how it impacts the Sprint Goal and the Definition of Done.

Transparency is critical so that inspection and adaptation are based on reality, not assumptions.

2. Do Not Compromise the Definition of Done

The Definition of Done must not be relaxed or bypassed to "get something done." Lowering quality destroys transparency and creates false progress. If the Definition of Done cannot be met, the work is not Done and should not be considered releasable.

3. Collaborate to Adapt the Sprint Backlog

The Development Team should collaborate with the Product Owner to inspect the impact and adapt the Sprint Backlog. This may include:

- * Removing or adjusting affected Product Backlog Items,
- * Focusing on work that can still meet the Definition of Done,
- * Preserving the Sprint Goal, if possible.

4. Escalate the Impediment Through the Scrum Master

Because the problem is outside the team's control, it qualifies as an impediment. The Scrum Master must help remove or mitigate it by working with the organization or external parties. If the impediment cannot be resolved quickly, its impact should be addressed in planning and stakeholder communication.

질문 # 20

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