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The evergreen field of Scrum is so attractive that it provides non-stop possibilities for the one who passes the Scrum PSM-I exam. So, to be there on top of the IT sector, earning the Professional Scrum Master I (PSM-I) certification is essential. Because of using outdated PSM-I Study Material, many candidates don't get success in the PSM-I exam and lose their resources. The PSM-I PDF Questions of ITdumpsfree are authentic and real.

What is the duration, language, and format of Professional Scrum Master PSM I Exam

- Length of Examination: 60 minutes
- Format: Multiple choices, multiple answers
- Cost 150\$
- Number of Questions: 80
- Passing Score 85%

The PSM-I exam is an online assessment that takes 60 minutes to complete. PSM-I exam consists of 80 multiple choice questions, and a passing score is 85%. PSM-I Exam Fee includes two attempts within a 14-day period. PSM-I exam is open book, which means you can use any resources you want during the exam. However, it is essential to have a strong understanding of Scrum concepts and their practical application to pass the exam.

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One of the biggest advantages of our PSM-I learning guide is that if you don't lose anything if you have a try with our PSM-I study materials. You can discover the quality of our exam dumps as well as the varied displays that can give the most convenience than you can ever experience. Both of the content and the displays are skillfully design on the purpose that PSM-I Actual Exam can make your learning more targeted and efficient.

Obtaining the Scrum PSM-I Certification is a valuable asset for Scrum professionals as it demonstrates their expertise and commitment to continuous learning and improvement. Professional Scrum Master I certification is recognized by organizations worldwide and can open up new career opportunities for individuals. Additionally, certified Scrum Masters are equipped with the knowledge and skills to effectively lead Scrum teams and drive successful outcomes for their organizations.

Scrum Professional Scrum Master I Sample Questions (Q140-Q145):

NEW QUESTION # 140

Which of these may a Development Team deliver at the end of a Sprint?

- A. An increment of software with minor known bugs in it.
- **B. An increment of working software that is "done".**
- C. Failing unit tests, to identify acceptance tests for the next Sprint.
- D. A single document, if that is what the Scrum Master asked for.

Answer: B

Explanation:

The correct answer is B, because a Development Team should deliver an increment of working software that is "done" by the end of a Sprint. The Scrum Guide states that "the Increment is the sum of all the Product Backlog items completed during a Sprint and the value of the increments of all previous Sprints. At the end of a Sprint, the new Increment must be 'Done,' which means it must be in useable condition and meet the Scrum Team's definition of 'Done'."

NEW QUESTION # 141

What is the recommended size for a Development Team?

- **A. 3 to 9.**
- B. 9.
- C. At least 7.
- D. 7 plus or minus 3.

Answer: A

Explanation:

The correct answer is A, because the recommended size for a Development Team is 3 to 9 members. The Scrum Guide states that "fewer than three Development Team members decrease interaction and results in smaller productivity gains. Smaller Development Teams may encounter skill constraints during the Sprint, causing the Development Team to be unable to deliver a potentially releasable Increment. Having more than nine members requires too much coordination. Large Development Teams generate too much complexity for an empirical process to be useful."

NEW QUESTION # 142

When do Development Team members take ownership of a Sprint Backlog item?

- A. At the Sprint planning meeting.
- B. During the Daily Scrum.
- **C. Never. All Sprint Backlog Items are "owned" by the entire Development Team, even though each one may be done by an individual Development Team member.**

- D. Whenever a team member can accommodate more work.

Answer: C

Explanation:

According to the Scrum Guide 1 , the Sprint Backlog is the property of the Developers and no one else can tell them which items they should work on. The Developers can select any item from the Product Backlog that they forecast they can complete within a Sprint. The Developers are self-organizing and decide how to turn Product Backlog items into an Increment of value. Therefore, no one owns a Sprint Backlog item, but the entire Development Team is accountable for it.

References: Scrum Guide

NEW QUESTION # 143

Which three of the following are true about Scrum? (Choose the best three answers.)

- A. Scrum is a methodology where you can pick and choose which parts of Scrum you think will work for your environment.
- **B. Each component of Scrum serves a specific purpose and is essential to Scrum's success and your usage of Scrum to develop complex products.**
- C. Scrum implements self-management by replacing Project Managers with Scrum Masters.
- **D. Scrum is a framework for developing and sustaining complex products.**
- **E. Scrum is based on empiricism and lean thinking.**

Answer: B,D,E

Explanation:

Three statements that are true about Scrum are:

Each component of Scrum serves a specific purpose and is essential to Scrum's success and your usage of Scrum to develop complex products.

Scrum is a framework for developing and sustaining complex products.

Scrum is based on empiricism and lean thinking.

These statements are supported by [6]: "Scrum is not a process, technique, or definitive method. Rather, it is a framework within which you can employ various processes and techniques. ... Each component within the framework serves a specific purpose and is essential to Scrum's success and usage. ... The rules of Scrum bind together events, roles, artifacts, and rules governing their relationships. ... The three pillars uphold every implementation of empirical process control: transparency, inspection, and adaptation."

NEW QUESTION # 144

(Which two of the following are true about the Scrum Master?)

Choose the best two answers.)

- **A. The Scrum Master teaches the Scrum Team to use timeboxes.**
- **B. The Scrum Master helps those outside the team interact with the Scrum Team.**
- C. The Scrum Master is responsible for updating the Sprint Burndown.
- D. The Scrum Master assigns tasks to Developers when they need work.
- E. At the Sprint Review, the Scrum Master identifies what work is done and not done.

Answer: A,B

Explanation:

The Scrum Master is accountable for establishing Scrum as defined in the Scrum Guide and for helping everyone understand Scrum theory and practice. Option A is correct because Scrum events are timeboxed, and the Scrum Master helps the Scrum Team understand and properly use those timeboxes so events remain focused, productive, and effective. Teaching the team how timeboxing supports empiricism, focus, and predictability is part of the Scrum Master's service to the team.

Option D is also correct because the Scrum Master serves the organization by helping those outside the Scrum Team understand how to interact effectively with the team. This includes removing barriers between stakeholders and Scrum Teams and coaching the organization in Scrum adoption.

Option B is incorrect because Scrum does not require the Scrum Master to maintain burndown charts. Option C is incorrect because Developers are self-managing and the Scrum Master does not assign tasks. Option E is incorrect because the Sprint Review is a collaborative inspection of the Increment, and completion is determined by whether work meets the Definition of Done, not by the Scrum Master declaring it.

