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GAQM CASPO-001

Certified Agile Scrum Product Owner Exam

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The Certified Agile Scrum Product Owner (CASPO) certification exam covers a range of topics that include Agile principles and values, product vision, Scrum framework, product backlog management, stakeholder collaboration, and Agile estimation and planning. To pass the exam, you should be able to understand the Agile mindset, coach team members to adopt Agile practices, identify and prioritize product features, communicate product vision, manage stakeholders, and collaborate effectively with the development team.

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GAQM Certified Agile Scrum Product Owner (CASPO) Sample Questions (Q30-Q35):

NEW QUESTION # 30

True or False: Management does not have a role within Scrum.

- A. False
- B. True

Answer: A

Explanation:

Management has a role in supporting Scrum, though not within the Scrum Team. The Scrum Guide notes:

"Scrum Teams are cross-functional, meaning the members have all the skills necessary to create value each Sprint. They are also self-managing... Various practices exist to forecast progress, like burn-downs, burn-ups, or cumulative flows." Management provides resources, removes impediments, and sets organizational context, but doesn't manage the team directly.

* A: False—management supports externally.

NEW QUESTION # 31

Every Scrum Team should have: (Choose the best answer)

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

Answer: B

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 # 32

What two phrases best describe the relationship of the Product Owner and the Developers? (Choose the best two answers)

- A. They collaborate often so the Developers build Increments keeping end-user and stakeholder concerns in mind.
- B. They should share no more than the Sprint Planning and the Sprint Review meeting.
- C. They collaborate often so the Product Owner can make informed decisions in balancing effort and value of Product Backlog items.
- D. They should work apart as much as possible in order to keep the concerns of business and technology separated.
- E. The Product Owner should be with the Developers full-time to grow a deep understanding of the technology being used.

Answer: A,C

Explanation:

The Product Owner and Developers must collaborate closely to maximize value, as per the Scrum Guide.

* B: Collaboration enables the Product Owner to balance effort (Developer input) and value (their priority), aligning with: "The Product Owner may influence the Developers by helping them understand and select trade-offs."

* D: Frequent collaboration ensures the Developers understand stakeholder needs, supporting the creation of a valuable Increment: "The Developers are required to conform to the Definition of Done and to deliver an Increment that meets the Sprint Goal."

* A: Separation contradicts Scrum's emphasis on teamwork; the Scrum Team is cohesive, not siloed.

* C: Full-time co-location isn't required; the Product Owner focuses on value, not technical mastery.

NEW QUESTION # 33

Which of the following best describes an Increment of working software? (Choose the best answer)

- A. A new user interface design for functionality delivered in previous iterations.
- B. UML diagrams that describe how to deliver functionality in future iterations.
- **C. Additional features in a usable state that complement those delivered in previous iterations.**
- D. An automated test suite to verify functionality delivered in previous iterations.
- E. A decomposition of all Product Backlog items into tasks for future Sprint Backlog lists.

Answer: C

Explanation:

The Scrum Guide defines an Increment as "a concrete stepping stone toward the Product Goal" that is usable and meets the Definition of "Done". "Each Increment is additive to all prior Increments and thoroughly verified, ensuring that all Increments work together."

Option E captures this-new, usable features that build on previous work. Option A (test suite) is a tool, not an Increment. Option B (UML diagrams) is documentation, not working software. Option C (task decomposition) is planning, not a product. Option D (UI design) isn't necessarily usable software. Thus, E best describes an Increment.

NEW QUESTION # 34

True or False: The Scrum Master is a participant in the Sprint Retrospective.

- A. False
- **B. True**

Answer: B

Explanation:

The Sprint Retrospective is an event for the entire Scrum Team, including the Scrum Master, to inspect and improve their processes. The Scrum Guide explicitly states that the Scrum Master participates as a peer: "The Scrum Master participates as a peer team member in the Sprint Retrospective from the accountability over the Scrum Team's effectiveness." This ensures a collaborative review of the Sprint, including the Scrum Master's facilitation role.

* A: True-the Scrum Master is a full participant.

NEW QUESTION # 35

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