

PSM-III인증덤프공부문제 - PSM-III퍼펙트최신덤프자료

SAP C-SCSC-2302 SAP Certified Application Associate - SAP S/4HANA Cloud, public edition - Supply Chain 2
• D. Display goods receipts related to a purchase order

정답B,C

질문 # 80

You want to create a purchase order for subcontracting. What must you do? Note: There are 2 correct answers to this question.

- A. Choose the appropriate item category
- B. Choose the appropriate purchase order type
- C. In the purchase order item, enter the components to be provided
- D. In the purchase order item, enter the special stock indicator

정답A,D

질문 # 81

What is the effect of setting the Freeze Book Inventory indicator in a physical inventory document?

- A. The book inventory is determined for each material and fixed in the physical inventory document.
- B. Goods movements for materials in the document are parked until the count is posted.
- C. The book inventory is determined for each material and fixed in the material master record.
- D. The materials in the physical inventory document are blocked for goods movements.

정답A

질문 # 82

How is the productive system configured? Note: There are 2 correct answers to this question.

- A. Via the Cloud Application Lifecycle Management (CALM) Implementation Portal
- B. Through transports from the quality system
- C. Through the Solution Documentation component of the SAP Solution Manager
- D. Through Central Business Configuration (CBC) in SAP Business Technology Platform

정답A,C

질문 # 83

Which types of datasets are required for predictive scenarios? Note: There are 2 correct answers to this question.

- A. Active Dataset
- B. Apply Dataset
- C. Training Dataset
- D. Testing Dataset

SAP C-SCSC-2302 인증시험덤프공부문제

2026 Pass4Test 최신 PSM-III PDF 버전 시험 문제집과 PSM-III 시험 문제 및 답변 무료 공유:

<https://drive.google.com/open?id=1H0xR0ul2PSeRzjP1cDNuMudnD1fNhCn>

꿈을 안고 사는 인생이 멋진 인생입니다. 고객님의 최근의 꿈은 승진이나 연봉인상이 아닐가 싶습니다. Scrum인증 PSM-III시험은 IT인증 시험중 가장 인기있는 국제승인 자격증을 취득하는데서의 필수시험과목입니다. 그만큼 시험 문제가 어려워 시험도전할 용기가 없다구요? 이제 이런 걱정은 버리셔도 됩니다. Pass4Test의 Scrum인증 PSM-III덤프는 Scrum인증 PSM-III시험에 대비한 공부자료로서 시험적중율 100%입니다.

Pass4Test의 Scrum인증 PSM-III덤프를 구매하시면 1년동안 무료 업데이트서비스버전을 받을수 있습니다. 시험문제가 변경되면 업데이트 하도록 최선을 다하기에 Pass4Test의 Scrum인증 PSM-III덤프의 유효기간을 연장시켜드리는 셈입니다. 퍼펙트한 구매후는 서비스는 Pass4Test의 Scrum인증 PSM-III덤프를 구매하시면 받을수 있습니다.

>> PSM-III인증덤프공부문제 <<

PSM-III퍼펙트 최신 덤프자료 & PSM-III최신시험후기

학원다니면서 많은 지식을 장악한후 Scrum PSM-III시험보시는것도 좋지만 회사다니느라 야근하라 시간이 부족한 분들은 Scrum PSM-III덤프만 있으면 엄청난 학원수강료 필요없이 20~30시간의 독학만으로도 Scrum PSM-III시험패스가 충분합니다. 또한 취업생분들은 우선 자격증으로 취업문을 두드리고 일하면서 실무를 익혀가는 방법도 좋지

않을가 생각됩니다.

최신 Professional Scrum Master PSM-III 무료샘플문제 (Q32-Q37):

질문 # 32

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), un-integrated 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 # 33

Describe the difference between feature and component teams, and how they hold up when viewed from the perspective of the Scrum Guide.

정답:

설명:

In Scrum, team structure significantly impacts the ability to deliver value. Two commonly discussed structures are component teams and feature teams. Although the Scrum Guide does not explicitly define these terms, it strongly favors the characteristics of feature teams through its definition of a Scrum Team.

Component teams are organized around technical specialties or system components, such as database, frontend, or middleware teams. Their work typically represents partial contributions to a product feature, requiring coordination and handoffs across multiple teams to deliver customer value. As a result, component teams often introduce dependencies, delay integration, and struggle to produce a usable Increment independently within a Sprint.

Feature teams, in contrast, are organized around delivering complete product features or Product Backlog Items. They are cross-functional and possess all the skills required to design, build, test, and deliver a "Done" Increment of value. Feature teams minimize dependencies and can independently deliver customer-facing functionality each Sprint.

From the Scrum Guide perspective, feature teams align more closely with Scrum principles:

- * The Scrum Guide states that Scrum Teams are cross-functional, which directly supports feature teams and challenges component team structures.
- * Scrum requires each Sprint to produce a usable Increment. Feature teams can meet this expectation, while component teams usually cannot without reliance on other teams.
- * Scrum is based on empiricism (transparency, inspection, and adaptation). Reduced dependencies in feature teams improve transparency and enable faster inspection and adaptation.
- * Scrum emphasizes value delivery and accountability. Feature teams maintain clear ownership of outcomes, whereas component teams fragment accountability across technical silos.

While component teams may exist due to legacy structures or technical constraints, they represent organizational impediments rather

than an ideal Scrum implementation. From a Professional Scrum Master III perspective, moving toward feature teams supports agility, improves value delivery, and better enables Scrum as defined in the Scrum Guide.

질문 # 34

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 # 35

Your team's Product Owner approaches you for a word in private. She expresses some concerns she has about the team's commitment and productivity. She has noticed that comparable teams within the development organization have a higher average velocity. How would you handle this situation?

정답:

설명:

When a Product Owner raises concerns about the team's commitment and productivity based on comparisons of velocity with other teams, this signals a need for coaching on empiricism, transparency, and appropriate use of Scrum metrics. As a Scrum Master, my response would focus on reframing the discussion from output comparisons to value delivery and continuous improvement.

First, I would explain that velocity is a team-specific, contextual measure. Velocity reflects how much work a specific team completes within a given context, using its own Definition of Done, skills, tooling, and domain complexity. The Scrum Guide does not define velocity as a performance or comparison metric.

Comparing velocity across teams is misleading and risks encouraging dysfunctional behavior, such as inflating estimates, cutting quality, or gaming the system. Therefore, a higher velocity does not automatically indicate higher productivity, commitment, or value delivery.

Second, I would explore the Product Owner's underlying concern rather than focusing on velocity itself.

Often, concerns about velocity are proxies for deeper issues such as:

- * Missed Sprint Goals,
- * Unmet stakeholder expectations,
- * Slow value delivery,
- * Quality problems or unpredictability.

As a Scrum Master, I would help the Product Owner articulate what outcome they are truly worried about, and then guide the discussion toward metrics and observations that better reflect those concerns, such as progress toward Product Goals, customer

feedback, Increment quality, or predictability over time.

Third, I would reinforce the importance of empiricism and transparency. If there are genuine concerns about commitment or effectiveness, these should be inspected using transparent evidence within the team's own context. The Sprint Review and Sprint Retrospective provide structured opportunities to inspect outcomes and ways of working. Rather than privately judging the team based on external comparisons, these concerns should be addressed openly and constructively with the Scrum Team.

Fourth, I would coach the Product Owner on Scrum Values, particularly Respect and Openness. Assuming lower commitment based on velocity comparisons risks undermining trust and psychological safety. Scrum encourages respecting the team as capable professionals and being open to learning what is actually limiting their effectiveness. Blame-oriented comparisons reduce the likelihood of honest inspection and improvement.

Finally, if improvement is needed, the Scrum Master should support the Scrum Team in identifying and addressing impediments. This may involve examining workload, technical debt, unclear backlog items, excessive dependencies, or organizational constraints. The focus should be on enabling the team to improve sustainably, not on pushing them to match another team's numbers.

질문 # 36

A Scrum Master is working with a Development Team that has members in different physical locations.

Development Team meets in a variety of meeting rooms and has much to do logically (for example, setup conference calls) before the Daily Scrum. What action should the Scrum Master take?

정답:

설명:

When a Development Team is distributed across different physical locations and faces logistical overhead just to start the Daily Scrum, this situation represents an impediment to effective inspection and adaptation. As a Scrum Master, the appropriate action is to enable the team to inspect and adapt more effectively, not to control or manage logistics on their behalf.

1. Help the Team Establish a Stable and Simple Daily Scrum Setup

The Scrum Master should work with the Development Team to inspect and improve how the Daily Scrum is conducted. This may include:

- * Agreeing on a fixed time and virtual location,
- * Standardizing tools (e.g., always the same conferencing solution),
- * Reducing setup effort so the event can start on time and remain within its 15-minute timebox.

This supports transparency and reduces unnecessary waste.

2. Remove or Reduce Organizational and Technical Impediments

If logistical difficulties stem from organizational constraints—such as lack of proper tooling, inadequate rooms, or unreliable communication infrastructure—the Scrum Master should address these as impediments.

This may involve working with IT or management to provide stable tools that enable smooth collaboration.

3. Coach the Team Toward Self-Management

Rather than running the Daily Scrum or handling logistics personally, the Scrum Master should coach the Developers to self-manage how they organize the event. The goal is for the team to own and continuously improve the Daily Scrum in a way that fits their distributed context.

질문 # 37

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Scrum인증 PSM-III시험준비중 이신 분들은 Scrum인증 PSM-III시험통과가 많이 어렵다는 것을 알고 있을 것입니다. 학교 공부하라, 회사다니라, 자격증 공부까지 하려면 너무 많은 정력과 시간이 필요할 것입니다. 그렇다고 자격증 공부를 포기하면 자신의 위치를 찾기가 힘들 것입니다. Pass4Test 덤프는 IT인증 시험을 대비하여 제작된 것이므로 시험 적중율이 높아 다른 시험 대비 공부 자료보다 많이 유용하기에 IT자격증을 취득하는데 좋은 동반자가 되어드릴 수 있습니다. Pass4Test 덤프를 사용해보신 분들의 시험 성적을 통계한 결과 시험 통과율이 거의 100%에 가깝다는 놀라운 결과를 얻었습니다.

PSM-III퍼펙트 최신 덤프 자료 : <https://www.pass4test.net/PSM-III.html>

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소속을 알기 무섭게 자연스레 말투가 변했다, 그리고 은민과 한 몸이 되어 침대 위로 넘어졌다, PSM-III인증 시험 공부는 저희 덤프로 하시면 돈을 가장 적게 들이고 가장 좋은 효과를 얻을수 있습니다, 많은 사이트에서 Scrum 인증 PSM-III 인증 시험대비자료를 제공하고 있습니다.

높은 통과율 PSM-III 인증덤프 공부문제 인증 시험 대비자료

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