

CASPO-001認証pdf資料 & CASPO-001合格対策

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Exam : CASPO-001

**Title : Certified Agile Scrum
Product Owner (CASPO)**

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GAQM CASPO-001 認定試験の出題範囲：

トピック	出題範囲
トピック 1	Planning the Release: This module covers how to plan and execute product releases effectively, ensuring that they meet customer needs and business objectives. It discusses techniques for managing release schedules, aligning releases with business priorities, and handling the complexities of multiple releases in parallel.
トピック 2	Understanding the Product Owner Role: This module covers the key responsibilities of a Product Owner in an Agile Scrum environment. It focuses on how the Product Owner acts as a liaison between stakeholders and the development team, ensuring the product delivers value. The role includes defining product goals, prioritizing the product backlog, and ensuring stakeholder alignment. This section of the exam measures the skills of Agile Scrum Product Owners and covers their responsibilities in managing the product vision and strategy.
トピック 3	Envisioning the Product: This module highlights the process of defining and communicating the product vision to stakeholders. It covers setting a clear and inspiring product direction that aligns with business goals. The module emphasizes how to create and refine a product roadmap and how to prioritize features based on value and feasibility.
トピック 4	Working with the Product Backlog: This module focuses on managing and maintaining the product backlog, a key responsibility of the Product Owner. It covers the process of writing user stories, prioritizing items in the backlog, and ensuring that the backlog remains aligned with business goals. The module also explores how to handle backlog refinement and ensure the development team is always working on the highest-value tasks.

GAQM Certified Agile Scrum Product Owner (CASPO) 認定 CASPO-001 試験問題 (Q39-Q44):

質問 # 39

When many Scrum Teams are working on the same product, should all of their Increments be integrated every Sprint? (Choose the best answer)

- A. No, that is far too hard and must be done in a hardening Sprint.
- B. Yes, but only for Scrum Teams whose work has dependencies.
- C. No, each Scrum Team stands alone.
- **D. Yes, otherwise the Product Owners and stakeholders may not be able to accurately inspect what is done.**

正解： D

解説：

The Scrum Guide mandates that when multiple Scrum Teams work on one product, they produce a single integrated Increment: "Multiple Scrum Teams often work together on the same product... The Increment must be integrated and usable so that it can provide value." This ensures transparency and stakeholder feedback at the Sprint Review. Option A (hardening Sprint) is a misconception-Scrum rejects separate phases for integration. Option B contradicts the single-product focus. Option C limits integration to dependencies, but the Scrum Guide requires full integration regardless. Option D correctly emphasizes the need for a cohesive, inspectable Increment, making it the best answer.

質問 # 40

What happens if the customer no longer wants the feature that the Sprint Goal intended to meet? (Choose the best answer)

- A. The executive stakeholders should determine if the Sprint should continue
- B. The Scrum Master should cancel the Sprint
- **C. The Product Owner should cancel the Sprint**

正解: C

解説:

If the Sprint Goal becomes obsolete (e.g., a feature is no longer needed), the Product Owner can cancel the Sprint. The Scrum Guide states: "A Sprint can be cancelled if the Sprint Goal becomes obsolete. Only the Product Owner has the authority to cancel the Sprint."

* A: Correct-the Product Owner decides.

* B: Stakeholders advise, but don't decide.

質問 # 41

What two things best help the Product Owner manage the value of a product? (Choose the best two answers)

- A. Setting value on individual Product Backlog items using Value Poker.
- B. Devising a formula for a neutral calculation of value.
- **C. The order of the Product Backlog.**
- **D. Validating assumptions of value through frequent releases.**

正解: C、D

解説:

The Product Owner maximizes value, per the Scrum Guide: "The Product Owner is accountable for maximizing the value of the product."

* C: Ordering the Product Backlog by value ensures high-priority items are addressed first, a core responsibility. "Ordering Product Backlog items."

* D: Frequent releases test assumptions empirically, aligning with Scrum's inspection and adaptation pillars.

* A: Value Poker is a technique, not a fundamental principle, and isn't universally required.

質問 # 42

Which is NOT a Scrum role? (Choose the best answer)

- A. Developers
- B. Scrum Master
- **C. Project Manager**
- D. Product Owner

正解: C

解説:

Scrum defines three roles: Product Owner, Scrum Master, and Developers. The Scrum Guide states: "The Scrum Team consists of one Scrum Master, one Product Owner, and Developers." Project Manager (C) is a traditional role absent in Scrum, where responsibilities are distributed among the Scrum Team.

* A, B, D: These are explicit Scrum roles.

質問 # 43

During which meeting do team members synchronize their work and progress and report any impediments to the Scrum Master for removal? (Choose the best answer)

- **A. Daily Scrum**
- B. Sprint Retrospective
- C. Weekly status meeting
- D. Sprint Planning meeting

正解： A

解説:

The Daily Scrum is designed for synchronization and impediment reporting. The Scrum Guide states: "The purpose of the Daily Scrum is to inspect progress toward the Sprint Goal and adapt the Sprint Backlog as necessary, adjusting the upcoming planned work." Developers raise impediments, which the Scrum Master then addresses.

* A:Sprint Planning sets the Sprint's work, not daily sync.

* B:Correct-daily synchronization and impediment reporting.

* C:Retrospective focuses on improvement, not daily progress.

質問 #44

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