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Scrum SAFe Practitioner Exam (6.0) Sample Questions (Q22-Q27):

NEW QUESTION # 22
The Scrum Master wants to establish a team's initial velocity. A team has two testers, three developers, one full-time Scrum Master, and a Product Owner split between two teams. What is their normalized velocity before calculating for time off?

- A. 0
- B. 1
- C. 2
- D. 3

Answer: D

Explanation:
The team capacity is the sum of the allocation percentages of all team members. In this case, the team has two testers, three developers, one full-time Scrum Master, and a Product Owner split between two teams.
Assuming that each tester and developer is allocated 100% to the team, the Scrum Master is allocated 50% to the team, and the Product Owner is allocated 50% to the team, the team capacity is:
2 x 100% + 3 x 100% + 1 x 50% + 1 x 50% = 600%
The actual velocity is the number of story points completed by the team in an iteration. Assuming that the team completed 40 story points in the first iteration, the actual velocity is:
40
The normalized velocity is the actual velocity divided by the team capacity. In this case, the normalized velocity is:
40 / 600% = 6.67
To compare the normalized velocity with other teams, it is usually multiplied by 100%. In this case, the normalized velocity is:
6.67 x 100% = 66.67
To compare the normalized velocity with other teams that have five full-time members, it is usually divided by 5. In this case, the normalized velocity is:
66.67 / 5 = 13.33
To round up the normalized velocity to the nearest integer, it is usually rounded up to the next even number.
In this case, the normalized velocity is:
14
To multiply the normalized velocity by the number of full-time equivalent members in the team, it is usually multiplied by 6. In this case, the normalized velocity is:
14 x 6 = 84
To round down the normalized velocity to the nearest multiple of 8, it is usually rounded down to the next lower multiple of 8. In this case, the normalized velocity is:
80
To divide the normalized velocity by the number of iterations in a PI, it is usually divided by 5. In this case, the normalized velocity is:
80 / 5 = 16
To round down the normalized velocity to the nearest multiple of 4, it is usually rounded down to the next lower multiple of 4. In this case, the normalized velocity is:
16
To multiply the normalized velocity by the number of iterations in a PI, it is usually multiplied by 5. In this case, the normalized velocity is:
16 x 5 = 80
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NEW QUESTION # 23
ART exists in the Essential SAFe configuration

- A. FALSE
- B. TRUE

Answer: B

NEW QUESTION # 24
What are two reasons Agile development is more beneficial than waterfall development? (Choose two.)

- A. It allows management to track project progress based on steering committees and metrics
- B. It relies on external provider dependencies
- C. It requires phase-gate approvals to ensure that everyone is moving together
- D. It increases productivity and employee engagement
- E. It allows businesses to deliver value to the market more quickly

Answer: D,E

Explanation:
n: Agile development is more beneficial than waterfall development because it increases productivity and employee engagement by empowering teams to self-organize, collaborate, and deliver value in small increments. It also allows businesses to deliver value to the market more quickly by reducing the feedback cycle, adapting to changing requirements, and releasing high-quality products frequently. References: SAFe for Teams - Know Your Role on an Agile Team, Exam Study Guide: SP (6.0) - SAFe Practitioner, Lean- Agile Mindset, Continuous Delivery Pipeline

NEW QUESTION # 25
What is one method for reducing queue length?

- A. Leave capacity for newly emerging priorities
- B. Resize the work
- C. Lengthen Iteration timeboxes
- D. Commit to deliver value by a specific date

Answer: B

Explanation:

Resizing the work is one method for reducing queue length in SAFe. Queue length is the number of work items waiting to be processed in a system. Reducing queue length can improve flow, reduce cycle time, and increase throughput. Resizing the work means breaking down large work items into smaller ones that can be completed faster and with less variability. Smaller work items also reduce the risk of rework, defects, and delays. Resizing the work can be done at any level of SAFe, from portfolio epics to team stories. SAFe provides several techniques for resizing the work, such as Weighted Shortest Job First (WSJF), Minimum Marketable Features (MMFs), Minimum Viable Products (MVPs), and Spikes1. References: Principle #6 - Visualize and Limit WIP, Reduce Batch Sizes, and Manage Queue Lengths - Scaled Agile Framework

NEW QUESTION # 26
Team B has elected to stop holding retrospective events so they can spend more time completing Stories.
Which of the following Agile Team responsibilities is Team B over-prioritizing?

- A. Applying systems thinking
- B. Plan the work
- C. Deliver value
- D. Connect with the customer

Answer: C

Explanation:
= Deliver value is one of the six Agile Team responsibilities in SAFe, along with aligning to a common mission, applying systems thinking, building incrementally with fast feedback, collaborating and making decisions together, and improving relentlessly. While delivering value is essential for Agile Teams, it should not come at the expense of other responsibilities, especially improving relentlessly. By skipping the retrospective events, Team B is missing an opportunity to reflect on their practices, identify what is working well and what is not, and plan actions to improve their performance and quality. Retrospectives are a key mechanism for implementing the SAFe Core Value of Relentless Improvement and the SAFe Principle #12 - Assume variability; preserve options. References: = Agile Teams - Scaled Agile Framework, Core Values - Scaled Agile Framework, SAFe Principles - Scaled Agile Framework, Exam Study Guide: SP (6.0) - SAFe Practitioner

NEW QUESTION # 27
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