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GAQM Certified Agile Scrum Product Owner (CASPO) Sample Questions (Q46-Q51):

NEW QUESTION # 46

Which of the following are roles on a Scrum Team? (Choose the best three answers)

- A. Scrum Master
- B. Customers
- C. Users
- D. Product Owner
- E. Developers

Answer: A,D,E

Explanation:

The Scrum Guide defines the Scrum Team as consisting of three roles: "The Scrum Team consists of one Scrum Master, one Product Owner, and Developers." Option A (Developers) is the group responsible for building the Increment. Option D (Product Owner) manages the Product Backlog and value delivery. Option E (Scrum Master) facilitates Scrum adoption and team effectiveness. Options B (Users) and C (Customers) are external stakeholders, not Scrum Team roles—they interact with the product but aren't part of the team.

Thus, A, D, and E are the correct roles.

NEW QUESTION # 47

It is mandatory for the Product Owner to monitor and share progress of Product Backlog through: (Choose the best answer)

- A. Any projective practice based on trends of work completed and upcoming work
- B. A Gantt chart
- C. A Value burn-up chart
- D. A Sprint Review acceptance report
- E. A Product or Release burn-down chart

Answer: A

Explanation:

The Scrum Guide requires transparency but doesn't mandate specific tools: "The Product Owner is accountable for... ensuring that the Product Backlog is transparent, visible, and understood." Progress tracking is necessary, but the method is flexible.

* D: This allows any trend-based practice (e.g., burn-downs, burn-ups), fitting Scrum's adaptability.

* A, B: Useful but not mandatory; Scrum doesn't prescribe them.

* C: Gantt charts are traditional, not Scrum-aligned.

NEW QUESTION # 48

The purpose of a Sprint Retrospective is for the Scrum Team to: (Choose the best answer)

- A. Demonstrate completed User Stories to the Product Owner
- B. Inspect how the last Sprint went and plan improvements for the next Sprint
- C. Review stories planned for the next Sprint and provide estimates
- D. The Product Owner

Answer: B

Explanation:

The Sprint Retrospective is a key Scrum event focused on continuous improvement. The Scrum Guide defines its purpose explicitly as an opportunity for the Scrum Team (Product Owner, Scrum Master, and Developers) to reflect on the past Sprint and identify actionable ways to enhance their effectiveness and quality in the next Sprint. Option C—"Inspect how the last Sprint went and plan

improvements for the next Sprint"-accurately captures this intent, aligning with Scrum's empirical pillars of inspection and adaptation. Let's evaluate all options:

* A (Review stories planned for the next Sprint and provide estimates):This pertains to Sprint Planning or Product Backlog refinement, not the Retrospective. The Retrospective focuses on past performance, not future planning of specific stories or estimation.

* B (Demonstrate completed User Stories to the Product Owner):This describes the Sprint Review, where the Increment is showcased to stakeholders, not the Retrospective, which is an internal team event.

* C:Correct-the Retrospective is about inspecting the last Sprint (e.g., processes, interactions, tools) and adapting by planning improvements, making it the best answer.

NEW QUESTION # 49

True or False: The Sprint Review is the only time at which stakeholder feedback is taken into account.

- A. False
- B. True

Answer: A

Explanation:

Stakeholder feedback isn't limited to the Sprint Review. The Scrum Guide encourages ongoing collaboration:

"The Product Owner is also accountable for effective Product Backlog management, which includes...

representing the needs of many stakeholders." Feedback can occur during refinement, informal discussions, or releases, not just the Sprint Review, which is a formal inspection point: "The Scrum Team presents the results of their work to key stakeholders."

* A:False-feedback is continuous.

NEW QUESTION # 50

The time-box for a Daily Scrum is? (Choose the best answer)

- A. 15 minutes for a 4-week Sprint. For shorter Sprints it is usually shorter.
- B. 4 hours.
- C. The same time of day every day.
- D. 15 minutes.
- E. Two minutes per person.

Answer: D

Explanation:

The Scrum Guide defines the Daily Scrum as a 15-minute time-boxed event: "The Daily Scrum is a 15-minute event for the Developers of the Scrum Team." This duration is fixed regardless of Sprint length, ensuring consistency and focus on synchronizing work and identifying impediments. Option A refers to a scheduling practice, not the time-box. Option B is arbitrary and not Scrum-defined. Option C is far too long and contradicts the Scrum Guide. Option E incorrectly suggests variability based on Sprint length, which isn't supported-15 minutes is the standard. Thus, D is the correct answer.

NEW QUESTION # 51

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