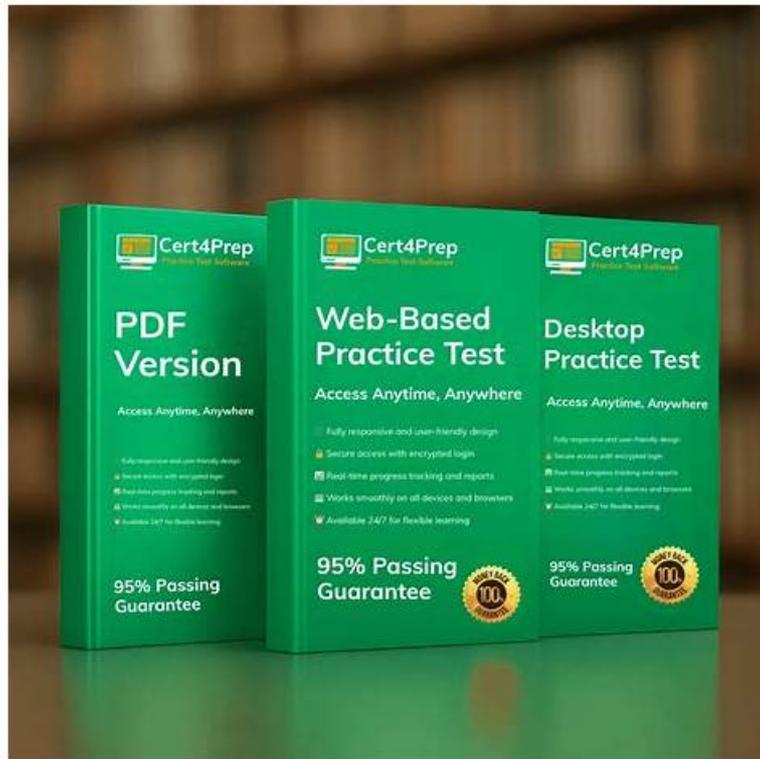


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Scrum SAFe Practitioner Exam (6.0) Sample Questions (Q225-Q230):

NEW QUESTION # 225

Which statement is true about the purpose of a work in process constraint?

- A. It helps analyze, approve, and track Portfolio Epics and Enablers
- **B. It encourages collaboration and enables flow**
- C. It identifies possible constraints for Solution completion
- D. It captures where all new "big" ideas come from

Answer: B

Explanation:

According to the SAFe for Teams SP (6.0) - SAFe Practitioner handbook and study guide, a work in process (WIP) constraint is a limit on the amount of work that can be done at any stage of the value stream. The purpose of a WIP constraint is to reduce the batch size, manage the queue length, and improve the flow of value. By limiting the WIP, teams can focus on completing the most important work items, collaborate more effectively, and deliver value faster and more frequently. A WIP constraint also helps teams identify and resolve bottlenecks, reduce waste, and increase quality. References: Exam Study Guide: SP (6.0) - SAFe Practitioner, SAFe for Teams - Know Your Role on an Agile Team, [Visualize and limit WIP, reduce batch sizes, and manage queue lengths]

NEW QUESTION # 226

Which responsibility belongs to the Product Owner in the team?

- **A. To sequence backlog items to program priorities, events, and dependencies**
- B. To foster adoption of Agile technical practices
- C. To foster normalized estimating within the team
- D. To facilitate team meetings and drive Agile behavior

Answer: A

Explanation:

The Product Owner (PO) in the team is responsible for sequencing backlog items to program priorities, events, and dependencies. The PO works with the Product Manager, who owns the Vision and the Roadmap, to define and sequence the features in the Program Backlog¹. The PO also collaborates with other POs in the Agile Release Train (ART) to manage dependencies and ensure alignment across teams². The PO maintains and prioritizes the Team Backlog, which is the single source of truth for the upcoming features of the system³. The PO also participates in the Program Increment (PI) Planning, where the team's PI objectives are aligned with the program priorities and dependencies⁴. References: Product Owner - Scaled Agile Framework, Team Backlog - Scaled Agile Framework, Program Backlog - Scaled Agile Framework, PI Planning - Scaled Agile Framework

NEW QUESTION # 227

What is used to brainstorm potential Portfolio future states?

- A. KPIs and Lean budget Guardrails
- B. Enterprise business drivers
- **C. SWOT and TOWS**
- D. Epics and Enablers

Answer: C

Explanation:

The portfolio's Strategic Themes and SWOT and TOWS analysis are critical inputs to exploring alternatives for the future state. LPM uses the current state portfolio canvas as a starting point to explore the different ways in which the portfolio could evolve in alignment with the strategic themes. SWOT stands for Strengths, Weaknesses, Opportunities, and Threats, and TOWS stands for Threats, Opportunities, Weaknesses, and Strengths. These are tools for identifying and analyzing the internal and external factors that affect the portfolio. SWOT and TOWS help LPM to brainstorm potential portfolio future states and prioritize the most promising

ones. References: Portfolio Vision - Scaled Agile Framework, Portfolio Vision - Scaled Agile Framework

NEW QUESTION # 228

What are three practices of Extreme Programming (XP)? (Choose three.) You have reached the max number of allowed answers

- **A. Pair programming**
- B. Behavior-driven development
- **C. Continuous Integration**
- **D. Test-driven development**
- E. Intentional architecture
- F. Deployment automation

Answer: A,C,D

Explanation:

Test-driven development (TDD) is a practice of writing automated tests before writing the production code, and then refactoring the code to make it pass the tests. TDD helps ensure that the code is correct, maintainable, and meets the requirements. Pair programming is a practice of having two programmers work together on the same code, one as the driver who writes the code, and the other as the navigator who reviews the code and provides feedback. Pair programming helps improve the quality of the code, share knowledge, and reduce defects. Continuous Integration (CI) is a practice of integrating and testing the code frequently, usually several times a day, using automated tools. CI helps detect and fix errors early, improve collaboration, and deliver faster.

References: What Is Extreme Programming (XP)? - Values, Principles, And Practices, What is Extreme Programming (XP)? | Agile Alliance, What are 3 practices of Extreme Programming? - ProfoundQa, What are three practices of Extreme Programming (XP)? (Choos - Madanswer

NEW QUESTION # 229

The "3 Cs" is a popular guideline for writing user stories. What does each of the three Cs represent? (Choose three.)

- **A. Conversation**
- **B. Card**
- **C. Confirmation**
- D. Clarification
- E. Concept
- F. Conform

Answer: A,B,C

Explanation:

= The "3 Cs" of user stories are three criteria that help to ensure that the requirements in your story are clear, complete, and correct. These three criteria are Card, Conversation, and Confirmation¹.

* Card: A user story card is a placeholder for a conversation. It is a brief and informal description of a software feature written from the perspective of the end user. It captures the essence of the user's need, without going into too much detail or technical jargon. It is usually written on a physical or digital card that can be easily moved and prioritized².

* Conversation: A user story card is not enough to convey all the information needed to develop and deliver the feature. It is meant to trigger a conversation between the product owner, the development team, and other stakeholders. The conversation is where the details, assumptions, risks, and acceptance criteria are discussed and clarified. The conversation is also an opportunity to collaborate, negotiate, and validate the user story³.

* Confirmation: A user story is not complete until it has a confirmation. This is a set of criteria that define what done looks like for the feature. It is also known as acceptance criteria, and it specifies the conditions that must be met for the user story to be accepted by the product owner and the customer. The confirmation is usually written as a series of testable statements that can be verified by the development team and the product owner⁴.

1: 3 C's of User Stories- Well Explained - KnowledgeHut¹; 2: Understanding the three "C"s of agile User Stories - Medium²; 3: 3 C's For Writing User Stories | 3 C's of User Stories - PremierAgile³; 4: 3 C's Of Agile User Stories: A Brief Summary - BamRaisers, LLC⁵

NEW QUESTION # 230

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