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The CASPO certification exam consists of 100 multiple-choice questions that need to be completed in 120 minutes. CASPO-001 Exam can be taken online, and the results are available immediately after the exam is completed. The passing score for the exam is 70%, and individuals who pass the exam are granted the CASPO certification, which is valid for three years.

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100% Pass GAQM - CASPO-001 - High Pass-Rate Test Certified Agile Scrum Product Owner (CASPO) Simulator Free

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To prepare for the CASPO-001 Certification Exam, individuals should have a basic understanding of Agile Scrum methodologies and product management principles. They should also have experience working in Agile Scrum teams and have a good understanding of the product development process. To pass the exam, individuals should study the exam objectives and review the exam content thoroughly. They should also take practice exams and participate in study groups to reinforce their knowledge and skills.

GAQM Certified Agile Scrum Product Owner (CASPO) Sample Questions (Q53-Q58):

NEW QUESTION # 53

Which one of the following is NOT a responsibility of a self-organized Developers? (Choose the best answer)

- A. Determine the time for the Daily Scrum
- B. Do the work planned in accordance with the Definition of Done
- C. Reorder the Product Backlog
- D. Pull Product Backlog items for the Sprint

Answer: C

Explanation:

Self-organization gives the Developers autonomy over their work execution, but not over Product Backlog ordering, which is the Product Owner's domain. The Scrum Guide states: "The Developers are the people in the Scrum Team that are committed to creating any aspect of a usable Increment each Sprint."

* A: Pulling items into the Sprint Backlog is their responsibility during Sprint Planning.

* B: Reordering the Product Backlog is the Product Owner's task: "Ordering Product Backlog items."

* C: Delivering "Done" work is their core duty.

NEW QUESTION # 54

Holding a Sprint 0 is the most effective way to: (Choose the best answer)

- A. There is no Sprint 0 in Scrum
- B. Work on team development
- C. Create a complete Product Backlog
- D. Define a reference architecture

Answer: A

Explanation:

"Sprint 0" is a concept from pre-Scrum practices and isn't part of the official framework. The Scrum Guide mandates that Sprints deliver value: "A Sprint is a time-box of one month or less during which a 'Done', usable, and potentially releasable product Increment is created." A preparatory "Sprint 0" for architecture, team building, or backlog creation contradicts this by not producing an Increment.

* A, B, C: These may occur outside Sprints, but not as a "Sprint 0."

NEW QUESTION # 55

What three factors are best considered when establishing the Sprint length? (Choose the best three answers)

- A. The frequency at which team formation can be changed.
- B. The ability to go to market with a product release.
- C. Sprints must have the same length throughout an organization.
- D. The level of uncertainty over the technology to be used.
- E. The risk of being disconnected from the stakeholders.

Answer: B,D,E

Explanation:

Sprint length in Scrum is a critical decision that impacts the team's ability to deliver value and adapt. The Scrum Guide states that Sprints are fixed in length (typically one month or less) to create consistency and enable regular inspection and adaptation. While it doesn't explicitly list factors, practical application and Scrum principles suggest:

* A (The ability to go to market with a product release): Shorter Sprints allow faster feedback and releases, aligning with Scrum's focus on delivering value frequently.

* D (The level of uncertainty over the technology to be used): High uncertainty may warrant shorter Sprints to mitigate risk and validate assumptions, a key aspect of empirical process control.

NEW QUESTION # 56

When a Developer determines that it has over-committed itself for a Sprint, who has to be present when reviewing and adjusting the Sprint work selected? (Choose the best answer)

- A. The Scrum Master, project manager, and Developers.
- B. The Product Owner and all stakeholders.
- C. The Product Owner and the Developers.
- D. The Developers.

Answer: C

Explanation:

The Scrum Guide states that the Sprint Backlog is owned by the Developers, who are responsible for planning and executing the work to achieve the Sprint Goal. If they realize they've over-committed, they must adjust the Sprint Backlog. However, since the

Product Owner is accountable for maximizing value and managing the Product Backlog, their involvement is critical to ensure adjustments align with value delivery and the Sprint Goal. The Scrum Guide notes: "The Product Owner may influence the Developers by helping them understand and select trade-offs." Option A includes a non-existent "project manager" role in Scrum, making it incorrect.

Option C involves stakeholders, who are not part of mid-Sprint adjustments (they provide feedback at the Sprint Review). Option D excludes the Product Owner, which is insufficient given their role. Thus, B is correct.

NEW QUESTION # 57

Who should know the most about the progress toward a business objective or a release? (Choose the best answer)

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

Answer: B

Explanation:

The Scrum Guide states: "The Product Owner is accountable for maximizing the value of the product resulting from the work of the Scrum Team" and for "developing and explicitly communicating the Product Goal." This makes them the primary person responsible for tracking progress toward business objectives or releases, as they align the Product Backlog with stakeholder needs and strategic goals. Option B (Developers) focuses on Sprint-level execution, not overarching objectives. Option C (Scrum Master) ensures process adherence, not business progress. Option D (Project Manager) isn't a Scrum role. Thus, A is correct.

NEW QUESTION # 58

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