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Peoplecert DevOps-Foundation Exam Syllabus Topics:

Topic	Details
Topic 1	• Measurement, Metrics, and Reporting: This section of the exam measures the skills of DevOps engineers and covers metrics that help monitor and evaluate the performance of DevOps practices. Topics include speed, quality, culture, change lead time, cycle time, and the use of dashboards, value-driven metrics, and AIOps in reporting and decision-making.
Topic 2	• Key DevOps Practices: This section of the exam measures the skills of DevOps engineers and covers core DevOps practices including Continuous Integration, Continuous Testing, Continuous Delivery, and Continuous Deployment. It explores concepts such as Site Reliability Engineering, DevSecOps, Value Stream Management, Platform Engineering, and modern practices like ChatOps and observability.
Topic 3	• Sharing, Shadowing and Evolving: This section of the exam measures the skills of IT operations specialists and covers the collaborative and adaptive elements of DevOps in enterprise settings. It explores leadership, typical barriers and risks, and outlines how organisations can evolve their DevOps practices through continuous learning, peer shadowing, and experience-based transformation.

Topic 4	• Exploring DevOps: This section of the exam measures the skills of DevOps engineers and covers the foundations of DevOps, including its emergence as a critical discipline in the digital era. It introduces learners to the basic purpose, evolution, and significance of DevOps in modern software and infrastructure environments.
Topic 5	• Culture, Behaviours, Operating Models: This section of the exam measures the skills of DevOps engineers and covers how to assess and evolve organisational culture in relation to DevOps transformation. It includes concepts such as Cultural Debt, Behavioural Models, and Organisational Maturity, helping professionals understand team dynamics and readiness for change.

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Peoplecert PeopleCert DevOps Foundationv3.6Exam Sample Questions (Q10-Q15):

NEW QUESTION # 10

What is "Cycle Time"?

- A. The time it takes from a story to go from 'in progress' to 'done'
- B. The total elapsed time from the point when a user story enters the backlog, until the time it is completed
- including the time spent waiting in a backlog
- C. The time it takes for a requirement to go from the product backlog to live
- D. The time taken from a code commit to completing tests and being ready for continuous delivery

Answer: A

Explanation:

Cycle Time in Agile and DevOps measures the time taken for work to move from the start of active work ("in progress") to completion ("done"). It reflects the efficiency of the development process and helps identify bottlenecks in active work. Bandwidth describes Lead Time, which includes the time spent in the backlog before work starts. It is a subset metric related to build/test time, not the full cycle time.

Shorter cycle times indicate more efficient processes and faster delivery of value. Monitoring cycle time enables continuous improvement by highlighting delays within active work.

References:

PeopleCert DevOps Foundation v3.6 - Flow Metrics

Accelerate- Difference Between Lead Time and Cycle Time

NEW QUESTION # 11

Which of the following dictates an organization's culture?

- A. The leadership style of its executives
- B. What people value and how they behave
- C. The vision of its founders
- D. Employees' commitment and loyalty to the company

Answer: B

Explanation:

Organizational culture is defined by shared values and behaviors-what people believe is important and how they act in practice. PeopleCert notes that while founders' vision, leadership style, and employee commitment can influence culture, the actual culture is visible in the consistent behaviors and priorities of the organization's members. Therefore, B-what people value and how they behave-is the most accurate description of what dictates culture.

References:

PeopleCert DevOps Foundation v3.6 - Culture Definition

Edgar Schein -Organizational Culture and Leadership

NEW QUESTION # 12

Which of the following could encourage the sharing of tools, knowledge, discoveries and lessons learned between development and operational teams?

- A. Hackathons
- B. Simulations
- C. All of the above
- D. Common workspaces

Answer: C

Explanation:

PeopleCert outlines multiple methods to encourage sharing and collaboration:

* A: Common workspaces promote informal communication and rapid problem-solving.

* B: Hackathons provide an engaging environment for innovation, cross-functional teamwork, and sharing solutions.

* C: Simulations (e.g., Game Days) allow teams to practice scenarios, learn from each other, and share insights in a low-risk setting. Each of these fosters trust, transparency, and mutual learning. Using them together can amplify cultural change and skill growth.

Thus, D-All of the above-is correct.

References:

PeopleCert DevOps Foundation v3.6 - Collaboration and Sharing Practices The DevOps Handbook- Encouraging Knowledge Sharing

NEW QUESTION # 13

Which of the following are benefits of automation?

- A. Decreased security and risk mitigation
- B. Higher quality and faster recovery
- C. Fewer errors and slower lead time
- D. More frequent and turbulent releases

Answer: B

NEW QUESTION # 14

What is the first step to take when improving DevOps automation?

- A. Replace proprietary software with open source tools
- B. Architect before automating
- C. Build a DevOps toolchain
- D. Implement self-service

Answer: B

Explanation:

PeopleCert emphasizes that architecture must be planned before automating processes. This means mapping the value stream, understanding dependencies, identifying bottlenecks, and defining integration points before selecting or configuring tools.

Automating without a clear architecture can lead to fragmented processes, wasted effort, and technical debt.

Once the architecture is sound, teams can implement automation in a way that supports scalability, maintainability, and interoperability.

A(building the toolchain) is important but comes after architecture. C(switching to open source) is a tooling decision, not the first automation step. D(self-service) is a benefit of automation, not the starting point.

References:

The DevOps Handbook- Design Before Automating

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