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Question 1

Question Type: MultipleChoice

What is an integration test?

Options:

- A- A test of the user interface
- B- A test that runs during a continuous integration build
- C- A test of multiple units of functionality
- D- A test of a single unit of functionality

Answer:

C

Explanation:

An integration test is a test of multiple units of functionality.

Question 2

Question Type: MultipleChoice

Which statement best describes a product owner's responsibility?

Options:

- A- Keeping stakeholders at bay
- B- Optimizing the value of the developers' work
- C- Managing the project and ensuring the work gets done in line with the requirements
- D- Directing the developers

Answer:

B

Explanation:

Product owner is value optimizer. Of the product, which emerges by the work of the developers.

Question 3

Question Type: MultipleChoice

How long is the daily scrum?

Options:

A- The scrum master ends the meeting when it is done

B- This is for the developers to decide

C- At most 15 minutes

D- At least 15 minutes

E- Around 15 minutes, but more if necessary

The timebox for the daily scrum is 15 minutes. The timebox doesn't say anything about a minimum length, just about a maximum length.

Answer:

C

Question 4

Question Type: MultipleChoice

Which two ways of creating scrum teams are consistent with scrum values?

Options:

- A- Managers assign individuals to teams
- B- Get all the people together and let them self-manage into new teams
- C- Scrum master chooses a few team leads that get to pick their team
- D- The chief product owner divides the group in teams to make sure the teams will be cross-functional
- E- Existing teams propose how they would like to go about organizing into new teams

Answer:

B, E

Explanation:

There is no chief product owner. Self managing is a really important aspect of scrum, therefore the options where the people themselves are in the lead are the best options.

Question 5

Question Type: MultipleChoice

The purpose of a sprint is to produce a done increment of product

Options:

A- False

B- True

Answer:

B

Explanation:

The sprint is the heartbeat of scrum, during the sprint the increment is created. The increment must be usable and all the work that's part of the increment should adhere to the definition of done.

Question 6

Question Type: MultipleChoice

The developers should have all the skills needed to:

Options:

- A- Do all the work except for deployment
- B- Complete the work in the within the foreseen time and costs
- C- Create a potentially releasable increment from the product backlog items

Answer:

C

Explanation:

Developers are cross-functional, this means that they have all the skills necessary to create value each sprint.

Question 7

Question Type: MultipleChoice

What is the purpose of a sprint retrospective? Choose two

Options:

- A- Increase quality
- B- Complain only in this session to avoid complaining in the rest of the sprint
- C- Have more fun during the sprint
- D- Increase effectiveness

Answer:

A

Explanation:

In the scrum guide it says: 'The purpose of the Sprint Retrospective is to plan ways to increase quality and effectiveness.'

Question 8

Question Type: MultipleChoice

Which are not true about scrum? Choose two.

Options:

- A- Scrum is a framework for developing and sustaining complex products.
- B- Each component of scrum serves a specific purpose and is essential to Scrum's success
- C- Scrum is based on empirical process control
- D- Scrum is like traditional project management, but then with project managers replaced by self-management.
- E- Scrum is a methodology based on empirical process control.

Answer:

D

Explanation:

Scrum is not a methodology, because it doesn't fill in the details, it's a framework. Next to that, it is not like traditional project management where time, cost and scope are fixed.

Question 9

Question Type: MultipleChoice

A scrum master is working with developers that are spread over different locations. They have a variety of meeting rooms and the daily scrum is a logistic struggle every day. What actions should the scrum master take?

Options:

- A- Allow the developers to self-manage and decide what to do their selves.
- B- Raise it as an impediment and make sure that management solves it.
- C- Create a schedule and alternate who is responsible for the daily scrum logistics
- D- Decide the best solution and arrange a meeting to inform the developers.

Answer:

A

Explanation:

Self management is important. All the other options the scrum master takes a decision by himself, it is better if the solution comes from the development team.

Question 10

Question Type: MultipleChoice

What is the commitment for the product backlog?

Options:

- A- Product goal
- B- Sprint goal
- C- Sprint planning outcome
- D- Definition of done

Answer:

A

Explanation:

If you are not sure, please review the section scrum artifacts in the scrum guide.

Question 11

Question Type: MultipleChoice

The goal of the daily scrum is inspecting the progress toward the sprint goal and producing an actionable plan for the next day of work

Options:

A- False

B- True

Answer:

B

Explanation:

If you are not sure, review the daily scrum section in the scrum guide.

Question 12

Question Type: MultipleChoice

When might a sprint be cancelled?

Options:

- A- When the developers feel they aren't ready
- B- When the project manager decides this.
- C- Never, the sprint must always be finished.
- D- When the sprint goal becomes obsolete

Answer:

D

Explanation:

The product owner can cancel the sprint if the sprint goal becomes obsolete. This is a very rare event. It can happen when a company losing a client or the client decides to take a completely different turn.

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