



Free Questions for PSPO-I by certscare

Shared by Richard on 15-04-2024

For More Free Questions and Preparation Resources

Check the Links on Last Page

Question 1

Question Type: MultipleChoice

True or False: To get started in terms of what to build, Scrum requires no more than a Product Owner with enough ideas for a first Sprint, Developers to implement those ideas, and a Scrum Master to help guide the process.

Options:

A- True

B- False

Answer:

A

Question 2

Question Type: MultipleChoice

The Scrum Master observes the Product Owner struggling with ordering the Product Backlog.

What is an appropriate action for the Scrum Master to take?

(choose the best answer)

Options:

- A-** Offer the Product Owner help in understanding that the goal of ordering the Product Backlog is to maximize value.
- B-** Suggest that the Developers order the Product Backlog to be sure that it is a feasible ordering of work.
- C-** Encourage the Product Owner to work with the Developers to see which items technically are fastest to implement.
- D-** Suggest the Product Owner extend the Sprint, so he can have more time to order the Product Backlog.
- E-** Present the Product Owner with an ordered Product Backlog to use.

Answer:

A

Question 3

Question Type: MultipleChoice

Which of the following are true about the length of the Sprint?

(choose the best answer)

Options:

- A-** The length of the Sprint should be proportional to the work that is done in between Sprints.
- B-** All Sprints must be one month or less.
- C-** Sprint length is determined during Sprint Planning, and should hold the time it will take to build the planned features in the upcoming Sprint, but does not include time for any testing.
- D-** Sprint length is determined during Sprint Planning, and should be long enough to make sure the Scrum Team can deliver what is to be accomplished in the upcoming Sprint

Answer:

B

Explanation:

The Scrum Guide states that "Sprints are the heart of Scrum where ideas are turned into value". It also states that "Sprints have consistent durations throughout a development effort. A new Sprint starts immediately after the conclusion of the previous Sprint". Furthermore, it states that "Sprints are limited to one calendar month. When a Sprint's horizon is too long the definition of what is being built may change, complexity may rise, and risk may increase". Therefore, the correct answer is B. The other options are not acceptable, as they contradict the Scrum principles of empiricism, self-organization, and adaptation.

[The Scrum Guide, section 3.1. Sprints](#)

[Professional Scrum Product Owner I \(PSPO I\) Learning Path, section 2.2. The Product Owner and the Sprint](#)

Question 4

Question Type: MultipleChoice

User documentation is part of your Definition of Done. However, there are not enough technical writers for all teams. Your Scrum Team does not have a technical writer. What should the Scrum Team do?

(choose the best answer)

Options:

- A-** The Developers on the Scrum Team should write the user documentation.
- B-** Wait until you have a technical writer on your Scrum Team to take care of this.
- C-** Form a separate team of technical writers that will work on an on-demand basis for the various Product Owners. Work order will be first in, first out.
- D-** Let the user documentation remain undone and accumulate until after the last development Sprint. It will then be done by any available technical writers.

Answer:

A

Explanation:

The Scrum Guide states that "the Developers are the people in the Scrum Team that are committed to creating any aspect of a usable Increment each Sprint". It also states that "the Developers can do the work of any other role on the Scrum Team, as long as accountability is met". Therefore, the Developers on the Scrum Team should write the user documentation, as it is part of the Definition of Done and the work needed to deliver a "Done" Increment. The other options are not acceptable, as they violate the Scrum values of commitment, focus, and respect, and they create dependencies, delays, and waste.

The Scrum Guide, section 2.2. Developers

Professional Scrum Product Owner I (PSPO I) Learning Path, section 2.3. The Product Owner and the Definition of Done

Professional Scrum Product Owner I (PSPO I) Sample Questions, question 12

Question 5

Question Type: MultipleChoice

A Scrum Team is a cohesive unit of professionals that consists of which of the following?

(choose the best three answers)

Options:

A- One Product Owner.

B- Developers.

C- Customers.

D- One Scrum Master.

E- Users.

Answer:

A, B, D

Explanation:

The Scrum Guide defines a Scrum Team as "a cohesive unit of professionals focused on one objective at a time, the Product Goal". It also states that "the Scrum Team consists of one Scrum Master, one Product Owner, and Developers". Therefore, the correct answer is A, B, and D. Customers and users are not part of the Scrum Team, but they are important stakeholders who provide feedback and input to the Product Owner and the Developers.

[The Scrum Guide, section 2.1. The Scrum Team](#)

[Professional Scrum Product Owner I \(PSPO I\) Learning Path, section 1.1. The Scrum Team](#)

[Professional Scrum Product Owner I \(PSPO I\) Sample Questions, question 1](#)

Question 6

Question Type: MultipleChoice

What may be included in the Sprint Backlog?

(choose the best answer)

Options:

A- User Stories.

B- Tasks.

C- Use Cases.

D- Tests.

E- Any of the above (or others) which are a decomposition of the selected Product Backlog items.

Answer:

E

Explanation:

The Sprint Backlog is the set of Product Backlog items selected for the Sprint, plus a plan for delivering the product Increment and realizing the Sprint Goal¹. The Sprint Backlog is a forecast by the Developers about what functionality will be in the next Increment and the work needed to deliver that functionality into a "Done" Increment¹. The Sprint Backlog makes visible all the work that the Developers

identify as necessary to meet the Sprint Goal¹. The Sprint Backlog can include any items that the Developers deem necessary to achieve the Sprint Goal, such as user stories, tasks, use cases, tests, or others. The Sprint Backlog is a plan with enough detail that changes in progress can be understood in the Daily Scrum¹.

The Scrum Guide, section 3.3. Sprint Backlog

Professional Scrum Product Owner I (PSPO I) Learning Path, section 2.2. The Product Owner and the Sprint

Professional Scrum Product Owner I (PSPO I) Sample Questions, question 11

Question 7

Question Type: MultipleChoice

Which of these may a Scrum Team deliver at the end of a Sprint?

(choose the best answer)

Options:

A- Failing unit tests, to identify acceptance tests for the next Sprint.

- B-** A single document, if that is what management asked for.
- C-** An Increment of software with minor known bugs in it.
- D-** A valuable, useful Increment that meets the Definition of Done.

Answer:

D

Explanation:

The Scrum Guide states that "the Increment is the sum of all the Product Backlog items completed during a Sprint and the value of the increments of all previous Sprints". It also states that "at the end of a Sprint, the new Increment must be 'Done', which means it must be in useable condition and meet the Scrum Team's definition of 'Done'". Therefore, the Scrum Team must deliver a valuable, useful Increment that meets the Definition of Done at the end of a Sprint. The other options are not acceptable, as they do not meet the criteria of being valuable, useful, or done.

[The Scrum Guide, section 3.4. Increment](#)

[Professional Scrum Product Owner I \(PSPO I\) Learning Path, section 2.1. The Product Owner and the Development Team](#)

[Professional Scrum Product Owner I \(PSPO I\) Sample Questions, question 10](#)

Question 8

Question Type: MultipleChoice

When should a Sprint Goal be created?

(choose the best answer)

Options:

- A-** A Sprint Goal is not mandatory in Scrum.
- B-** It should have been created in the previous Sprint during Product Backlog refinement.
- C-** It must be established before Sprint Planning in order to begin planning.
- D-** During Sprint Planning.
- E-** At any time during the Sprint.

Answer:

D

Explanation:

The Sprint Goal is a short statement that gives the Sprint a purpose, direction, and focus. It is created by the entire Scrum Team during Sprint Planning, based on the Product Owner's draft and the Developers' input. The Sprint Goal is then added to the Sprint Backlog and guides the Developers' work during the Sprint.

[What is a Sprint Goal?](#)

[The Sprint Goal](#)

[How to Write and Use a Sprint Goal \(With 5 Templates\)](#)

Question 9

Question Type: MultipleChoice

When multiple Scrum Teams are working on a single product, what best describes the

Definition of Done?

(choose the best answer)

Options:

- A-** Each Scrum Team defines and uses its own. The differences are discussed and reconciled during a hardening Sprint.
- B-** The Scrum Masters from each Scrum Team define a common Definition of Done.
- C-** Each Scrum Team uses its own, but must make their definition clear to all other teams so the differences are known.
- D-** When multiple Scrum Teams are working together on a product, they must mutually define and comply with the same Definition of Done.

Answer:

D

Explanation:

The reason for choosing this answer is that it is consistent with the Scrum Guide¹ and the Professional Scrum Product Owner (PSPO I) objectives and content². The Definition of Done is a formal description of the state of the Increment when it meets the quality measures required for the product³. It applies to all Scrum Teams that are involved in creating an integrated Increment, regardless of their size, complexity, or skills¹². The Definition of Done ensures that the product meets the expectations and needs of the stakeholders and customers¹².

The other answers are not as accurate or appropriate for this question:

A)

Each Scrum Team defines and uses its own. The differences are discussed and reconciled during a hardening Sprint.

B) The Scrum Masters from each Scrum Team define a common Definition of Done.

C) Each Scrum Team uses its own, but must make their definition clear to all other teams so the differences are known.

These answers imply that there is no need for a common or shared Definition of Done among multiple Scrum Teams working on a single product¹². However, this can lead to confusion, inconsistency, and conflicts in terms of quality standards, expectations, and feedback¹². Moreover, having different Definitions of Done can compromise the integrity and value of the product as a whole¹².

I hope this answer helps you understand how to apply your knowledge of Professional Scrum Product Owner (PSPO I) objectives and content in this question. If you have any further questions or feedback, please let me know. Thank you for using Bing!

Professional Scrum Product Owner (PSPO I) Study guide and documents

https://www.scrum.org/assessments/professional-scrum-product-owner-i-certification?check_logged_in=1

<https://www.scrum.org/professional-scrum-competencies/understanding-and-applying-scrum-framework>

<https://www.scrum.org/resources/professional-scrum-competency-developing-people-and-teams>

<https://www.scrum.org/professional-scrum-competencies/managing-products-with-agility>.

Definition of "Done" in multiple Team projects | Scrum.org

<https://www.scrum.org/forum/scrum-forum/7286/definition-done-multiple-team-projects>

Definition of Done - Scrum Inc.

<https://www.scruminc.com/definition-of-done/>

The multiple Definitions of Done - Scrum Framework - Agile Uprising ...

<https://coalition.agileuprising.com/t/the-multiple-definitions-of-done/593>

What is a Definition of Done? | Scrum.org

<https://www.scrum.org/resources/what-definition-done>

Question 10

Question Type: MultipleChoice

You are the Scrum Master for four Scrum Teams working from the same Product Backlog

Several of the Developers come to you complaining that work identified for the upcoming two

Sprints will require full-time commitment from a specialist who is external to the teams.

What should the Scrum Master consider in this situation?

(choose the best two answers)

Options:

- A- The need to have enough work to keep all Developers busy.
- B- The benefit of Developers figuring out a solution for themselves.
- C- The desire to maintain a stable velocity.
- D- The ability of the Scrum Teams to produce integrated Increments.

Answer:

B, D

Explanation:

According to the documentation of Professional Scrum Product Owner (PSPO I), the Scrum Master should consider the following two answers in this situation:

- B) The benefit of Developers figuring out a solution for themselves.
- D) The ability of the Scrum Teams to produce integrated Increments.

The reason for choosing these two answers is that they align with the Scrum Master's role as a servant leader, coach, and facilitator of the Scrum Team¹². The Scrum Master should not interfere with the team's autonomy and creativity, but rather support them in achieving their goals and delivering value to the stakeholders¹². The Scrum Master should also ensure that the team can work together effectively and deliver a potentially releasable Increment at the end of each Sprint¹².

The other two answers are not as relevant or appropriate for this situation:

A) The need to have enough work to keep all Developers busy.

C) The desire to maintain a stable velocity.

The need to have enough work to keep all Developers busy is not a valid reason for involving an external specialist in the Scrum Team¹². The Scrum Team should be self-organizing and cross-functional, meaning that they can decide how to best accomplish their tasks without depending on external resources or expertise¹². Moreover, having too much work can lead to scope creep, which can compromise the quality and value of the product¹².

The desire to maintain a stable velocity is also not a valid reason for involving an external specialist in the Scrum Team¹². Velocity is a measure of how much work can be completed by the team in a given time period, such as a Sprint or a release cycle¹². It is not a fixed or objective number, but rather depends on various factors such as team size, complexity, skills, motivation, etc.¹². Therefore, having an external specialist does not guarantee that the team will maintain a stable velocity, but rather may introduce additional challenges such as communication barriers, coordination issues, dependency risks, etc.¹².

I hope this answer helps you understand how to apply your knowledge of Professional Scrum Product Owner (PSPO I) objectives and content in this situation. If you have any further questions or feedback, please let me know. Thank you for using Bing!

Professional Scrum Product Owner (PSPO I) Study guide and documents

https://www.scrum.org/assessments/professional-scrum-product-owner-i-certification?check_logged_in=1

<https://www.scrum.org/professional-scrum-competencies/understanding-and-applying-scrum-framework>

<https://www.scrum.org/resources/professional-scrum-competency-developing-people-and-teams>

Question 11

Question Type: MultipleChoice

True or False: Scrum has a role called "Project Manager".

Options:

A- True

B- False

Answer:

B

Explanation:

Scrum does not have the role of Project Manager. The work is completed by the three roles in the Scrum Team: Product Owner, Development Team, and Scrum Master. Project Managers can work on any type of project, while Scrum Masters are exclusive to

Scrum projects and Scrum teams2.

To Get Premium Files for PSPO-I Visit

<https://www.p2pexams.com/products/pspo-i>

For More Free Questions Visit

<https://www.p2pexams.com/scrum/pdf/pspo-i>

