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QUESTION 1

Developers are self-managing, which of the following do they manage?

(choose the best answer)

A. Product Backlog ordering.

B. When to release, based on its progress.

C. Sprint Backlog.

D. Stakeholders for the Sprint Review.

E. Sprint length.

Correct Answer: C

Explanation: Developers are self-managing, which means that they decide how much work they can do in a Sprint, and how they will do it1. They manage the Sprint Backlog, which is the plan for how the Developers will achieve the Sprint Goal, and the single source of truth for the work to be done in the Sprint2. The Developers create and update the Sprint Backlog throughout the Sprint as more is learned[3][3]. The other options are not managed by the Developers, but by the Product Owner or the Scrum Team as a whole. The Product Owner is accountable for ordering the Product Backlog, which is an ordered list of everything that is known to be needed in the product4. The Product Owner also decides when to release the product, based on the value, risk, and stakeholder feedback5. The Scrum Team collaborates on inviting the stakeholders for the Sprint Review, which is an event where the Scrum Team and the stakeholders inspect the product Increment and adapt the Product Backlog. The Scrum Team also decides the Sprint length, which is the time-box within which the Scrum Team delivers a product Increment. References:

1: The Scrum Guide, November 2020, p. 6

2: The Scrum Guide, November 2020, p. 10 [3][3]: The Scrum Guide, November 2020, p. 10

4: The Scrum Guide, November 2020, p. 6

5: Managing Products with Agility, Scrum.org, accessed on December 16, 2023 : The Scrum Guide, November 2020, p. 13 : The Scrum Guide, November 2020, p. 9

QUESTION 2

Who does the work to make sure Product Backlog items conform to the Definition of Done?

(choose the best answer)

A. The Product Owner.

B. The Quality Assurance Team.

C. The Scrum Team.

D. The Developers.

E. The Scrum Master.

Correct Answer: D

The work to make sure Product Backlog items conform to the Definition of Done is done by the Developers. This is because:

The Developers are accountable for creating a "Done" Increment in every Sprint. They must ensure that every Product Backlog item they work on meets the Definition of Done before it is considered complete. The Definition of Done is a

formal description of the state of the Increment when it meets the quality measures required for the product. It is a shared understanding among the Scrum Team and the stakeholders of what "Done" means for any Product Backlog item that

is selected for a Sprint. The Developers are self-managing professionals who organize and manage their own work. They decide how to best accomplish their work, rather than being directed by others outside the Scrum Team.

Other options, such as the Product Owner, the Quality Assurance Team, the Scrum Team, or the Scrum Master, are not responsible for making sure Product Backlog items conform to the Definition of Done. They may have different roles and

accountabilities in Scrum, but they do not do the actual work of creating a "Done" Increment.

References:

[Scrum Guide], page 7, section "Developers"

[Scrum Guide], page 10, section "Definition of Done" [Scrum Guide], page 7, section "The Scrum Team"

QUESTION 3

True or False: Product Owners must specify complete acceptance criteria for a Product

Backlog item before the Developers can select the item in Sprint Planning.

A. True

B. False

Correct Answer: B

False: Product Owners do not have to specify complete acceptance criteria for a Product Backlog item before the Developers can select the item in Sprint Planning. Acceptance criteria are a set of conditions that a Product Backlog item must satisfy to be considered "Done" and acceptable for delivery. Acceptance criteria are not mandatory in Scrum, but they can help the Product Owner and the Developers to clarify the expectations and requirements of a Product Backlog item. Acceptance criteria can be added or refined by the Product Owner at any time, but they should be clear and testable before the Sprint starts. The Developers can select a Product Backlog item in Sprint Planning based on their understanding of its value, scope, and complexity, as well as their capacity and skills. They can also collaborate with the Product Owner to define or refine the acceptance criteria during Sprint Planning. References: Scrum Guide, Section 3.4 (The Product Backlog), Section 5.1 (Sprint Planning), and Section 6.4 (The Increment)

QUESTION 4

Which statement best describes a Product Owner\\'s responsibility? (choose the best answer)

A. Ensuring that the work meets the commitments to the stakeholders.

B. Maximizing the value of the work the Scrum Team does.

C. Keep stakeholders from distracting the Developers.

D. Directing the Developers.

Correct Answer: B

Explanation: The Product Owner is accountable for maximizing the value of the product resulting from the work of the Scrum Team. The Product Owner is responsible for creating and communicating a vision, ordering the Product Backlog,

and ensuring that the best possible job is done to delight customers. The Product Owner does not manage the Developers, but collaborates with them and the Scrum Master to optimize the value delivery. The Product Owner does not ensure

that the work meets the commitments to the stakeholders, but rather that the work delivers value to the stakeholders. The Product Owner does not keep stakeholders from distracting the Developers, but rather engages them and manages

their expectations.

References:

Professional Scrum Product OwnerTM I Certification [The Scrum Guide]

[The Product Owner]

QUESTION 5

When can Developers cancel a Sprint?

(choose the best answer)

A. When functional expectations are not well understood.

B. When the selected Product Backlog items for the Sprint become unachievable.

C. They cannot. Only Product Owners can cancel Sprints.

D. When the Product Owner is absent too often.

E. When a technical dependency cannot be resolved.

Correct Answer: C

According to the Scrum Guide, a Sprint can be canceled before the Sprint time-box is over. Only the Product Owner has the authority to cancel the Sprint, although he or she may do so under influence from the stakeholders, the Developers, or the Scrum Master. A Sprint would be canceled if the Sprint Goal becomes obsolete. This might occur if the company changes direction or if market or technology conditions change. In general, a Sprint should be canceled if it no longer makes sense given the circumstances. But, due to the short duration of Sprints, cancellation rarely makes sense. Developers cannot cancel a Sprint on their own, even if they face challenges or difficulties with the selected Product Backlog items, the functional expectations, the technical dependencies, or the Product Owner\\'s availability. Instead,

they should collaborate with the Product Owner and the Scrum Master to find the best way to deliver value within the Sprint and adapt to the changing situation. References: The Scrum Guide Understanding and Applying the Scrum Framework Professional Scrum Product OwnerTM I Certification

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