3. Simulazione esame SCRUM Master







What kind of software development projects can be executed by Scrum Project Management Framework?

- A. Complete software packages
- B. Customer projects
- C. Sub-systems, components or parts of bigger systems
- D. All kinds of software development projects
- E. None of the given answers



What does NOT belong to cornerstones of the agile manifesto?

- A. Individuals and interactions over processes and tools
- B. Working software over comprehensive documentation
- C. Processes over people
- D. Customer collaboration over contract negotiation
- E. Responding to change over following a plan



What is defined by the Scrum Framework?

- A. Rules & Roles
- B. Document guidelines
- C. Artifacts and events

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•Choice-1: A
•Choice-2: B
•Choice-3: C
•Choice-4: A, B ,C
•Choice-5: A, C
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Where are the customer requirements stored?

A. In the Product Backlog

- B. In the Sprint Backlog
- C. In a database
- D. In a Scrum Product Requirement Specification
- E. Nowhere. The Scrum Product Owner knows them



Which ones of the following main roles are defined by Scrum Framework?

- A) Scrum Tester
- B) The Scrum Team
- C) Scrum Manager
- D) Scrum Master
- E) Scrum Product Owner
- •Choice-1: A, B, C, D, E •Choice-2: B, C, D, E •Choice-3: B, D, E •Choice-4: A, B, D, E •Choice-5: A, B, C, D



In software engineering what are the disadvantages of the classical waterfall model?

- A) End-Product has to be fully anticipated beforehand
- B) Some requirements are implemented as defined in the beginning of the project, and yet they are not really needed by the customer
- C) Each phase is strictly separated
- D) The scope could change

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•Choice-1: A, B
•Choice-2: B, C
•Choice-3: B, C, D
•Choice-4: A, B, C
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Q:1-Tracking project impediments in a Scrum project is whose primary responsibility	?
Mark one answer:	
Tester	
ScrumMaster	
Functional Manager	
Developer	
	_



Q:4-Who is responsible for prioritizing the product backlog?
Mark one answer:
Product Owner
Project Manager
Lead Developer
Business Analyst



Q:6-What is the effect of having a large visible Story board on a wall?
Mark one answer:

It removes the need to create any other reports for management
It continuously communicates progress within the team and to other stakeholders
It allows the Project Manager to allocate tasks to specific team members
It is restrictive, as it does not allow the team to innovate and change



Q:8-Which of the follow	ing is NOT a typical artifact of the Scrum framework?
Mark one answer:	
Product Backlog	
Sprint Backlog	
Burn down chart	
Gantt chart	



 Q:9-How should work be allocated to the team in an Agile project?

 Mark one answer:

 The Team Leader (ScrumMaster) should allocate specific tasks to individuals
 Tasks should be randomly allocated to team members, using Planning Poker
 Team members should self-select tasks appropriate to their skills
 The most complex tasks should be allocated by the Team Leader (ScrumMaster)



Q:1-Which of these may a Development Team deliver at the end of a Sprint (choose 2)?
Mark one answer:
A single document, if that is what the Product Owner asked for
An increment of software with minor known bugs in it
Failing unit tests, to identify acceptance tests for the next Sprint
An increment of working software that is "done."

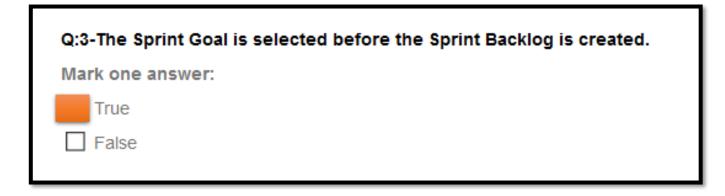


Q:2-Which of the following is not a Product Owner responsibility?

Mark one answer:

- Running the daily scrum meeting
- Inspecting work at Sprint Review
 - Gathering requirements for Product Backlog items







Q:4-Under what circumstances should the Product Backlog be reprioritized? Mark one answer: The Scrum Master should reprioritize the Product Backlog only at the end of a new Sprint. The Scrum Master should reprioritize the Product Backlog only at the beginning of a new Sprint. The Team should reprioritize the Product Backlog only at the end of a new Sprint. The Team should reprioritize the Product Backlog only at the end of a new Sprint. The Team should reprioritize the Product Backlog only at the end of a new Sprint.



Q:5-What is the maximum amount of time a sprint retrospective should take?

Mark one answer:

🗌 1 hour

1 and half hour

3 hours, for an 30 days Sprint



Q:8-As the Sprint planning progresses, the workload has grown beyond the development team's		
capacity. Which action makes most sense for the Team?		
Mark one answer:		
Work overtime for the Sprint		
Collaborate with the Product Owner and potentially remove or change items		
Cancel the Sprint		
Star the Sprint and recruit additional team members		



Q:9-\	Which of the following is reflected in a Sprint Burndown Chart?
Mark	one answer:
ר 🗌	Feam Members Name
Ν	lumber of Product Backlog Items Completed
	lumber of Tasks Remaining
<u>۱</u>	Vork Hours Remaining



Q:10-Development Team members volunteer to own a Sprint Backlog item:

Mark one answer:

During the Daily Scrum

Whenever a team member can accommodate more work

Never. All Sprint Backlog Items are "owned" by the entire Development Team, even though each one

maybe done by an individual team member

At the Sprint planning meeting



At the close of an iteration, some features may not be accepted by the customer. Features that are not accepted by the customer are:

- A) Returned to the product backlog for re-evaluation during the next round of planning
- B) Deleted from the project
- C) Delivered to the customer but not used
- D) Free to be used on other products