

### 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





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## What is defined by the Scrum Framework?

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

- 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
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## 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

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## 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

- **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 following 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:3-The Sprint Goal is selected before the Sprint Backlog is created.**

Mark one answer:

True

False





**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 Product Owner should reprioritize the Product Backlog whenever new information is learned.







**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:

- Team Members Name
- Number of Product Backlog Items Completed
- Number of Tasks Remaining
- Work 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

