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Exam : ASF

Title : Agile Scrum Foundation

Version : DEMO

1.Sprint planning should result in a commitment on what will be delivered at the end of the Sprint. Who makes this commitment?

- A. The Product Owner
- B. The Scrum Master
- C. The team

Answer: C

2.A team is estimating story points. They estimate that the story falls between a large (13) and a medium (5) and they assign a story point of 8.

What is this technique called?

- A. Affinity estimation
- B. Fibonacci estimation
- C. Triangulation

Answer: C

3.Which Scrum ritual is meant to look back and improve upon the finished Sprint?

- A. Daily Scrum.
- B. Sprint Retrospective.
- C. Sprint Review.

Answer: B

4.What is meant by the velocity of the team?

- A. The rate a team puts in a normal work day.
- B. The rate at which features are released to the customer.
- C. The rate at which the team completes the work.
- D. The rate at which the team renews itself.

Answer: C

5.What is a Sprint?

- A. A brainstorming session in Extreme programming to generate design ideas.
- B. A race between two developers to see who can complete a feature fastest.
- C. One iteration in the Scrum methodology.
- D. The last iteration in the Scrum project, when the team works long hours to finish the project.

Answer: C

6.What is the primary responsibility of a Scrum Master in order to keep a Scrum team working at its peak level of productivity?

- A. Keeping high priority features at the top of the Product Backlog.
- B. Not allowing changes to the Product Backlog once the Sprint begins.
- C. Supporting the team's decisions and resolving the team's issues.

Answer: C

7.A customer requests a report that summarizes functionality added and defects found and fixed, right at the end of a Sprint.

Who may best prepare this report?

- A. The Product Owner
- B. The Scrum Master
- C. The team
- D. This type of report should not be prepared.

Answer: B

8. Who should update the work estimates during the Sprint?

- A. Only the team members
- B. The Project Manager
- C. The Product Owner

Answer: A

9. Which means of communication is the most preferable to clarify the interpretation of a requirement?

- A. E-mail
- B. Face-to-face
- C. Instant messaging
- D. Telephone

Answer: B

10. In a Scrum project, when would a requirement get added to the Product backlog?

- A. When it is developed, but cannot yet be released.
- B. When the team works on it for a particular release.
- C. When the customer requests a new requirement.

Answer: C