



IT Project Management

Lecture 4 – Agile Approach Quiz

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Disclaimer

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- Free PMP® Practice Exam Questions, available at <https://www.project-management-prepcast.com/pmp-practice-exam-questions-sample-test>
- Sample Exam Certified Project Management Associate, IPMA Level D®, available at <https://www.ipma-usa.org/cert-sample-exams>
- The PRINCE2 ® Foundation Examination Sample Paper, available at <https://www.axelos.com/certifications>
- IREB (CPRE Foundation Level, Practice examination), available at <https://www.ireb.org/en/downloads/tag:foundation-level>
- ISTQB (Certified Tester Foundation Level Sample Examination), available at <https://www.istqb.org/downloads/>
- Simplilearn.com, available at <https://www.simplilearn.com/agile-scrum-master-exam-prep-free-practice-test>

1. Time box

Which of the following events in Scrum are following the time box approach?

1. Sprint Planning
 2. Daily Scrum
 3. Sprint Review
 4. Sprint Retrospective
-
- a) Sprint Planning and Sprint Review
 - b) Only Daily Scrum (about 15 minutes)
 - c) Sprint Planning, Sprint Review, and Sprint Retrospective
 - d) All of them



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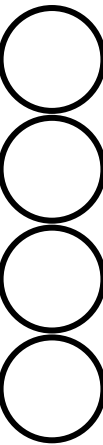


2. Daily Scrum

In a Daily Scrum a developer is reporting that he has problems accessing the Continuous Integration Environment.

Who is responsible to solve this issue?

- a) The developer
- b) Development Team
- c) Scrum Master
- d) Product Owner

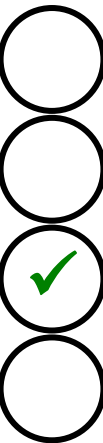


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3. Daily Scrum

In the Daily Scrum meeting the Product Owner distributes tasks to the Development Team and the meeting takes longer than 15 minutes.

What should the Scrum Master do?

- a) Asking the Product Owner to stop participating in the Daily Scrum ☐
- b) Asking the Development Team to keep the 15 minutes ☐
- c) Asking the Product Owner to distribute the tasks before the Daily Scrum ☐
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4. Release Planning

For a Scrum project about 1 year the Product Owner asks for two releases. Which statement is TRUE?

- a) As there is usually only one release planned in Scrum, the project has to be split ☐
- b) After every Sprint an Incremental with potentially releasable functionality is delivered ☐
- c) Releases must be planned and accepted by the Development Team ☐
- d) The Product Owner must accept that there will be only one release delivered at the end of the project. ☐

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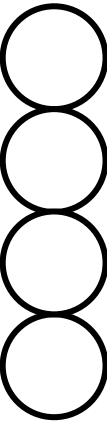
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5. Artifact

Which of the following is NOT an artifact used in Scrum?

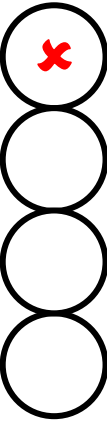
- a) Risk list
- b) Product Backlog
- c) Sprint Backlog
- d) Increment



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6. Agile Approach

For which of following scenarios the use of Scrum is MOST recommended?

- a) For a short project the requirements are completely known. ☐
- b) Product requirements are expected to be changed during the project. ☒
- c) The expertise of the developers is relatively low. ☐
- d) The testing effort should take place only in the final project phase. ☐

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7. Roles

Which of the following statements describe BEST the responsibility of a Scrum Master?

- a) Assign tasks to the team members based on their experience and preferences. ☐
- b) Coordinate Product Backlog adjustments between Product Owner and product managers. ☐
- c) Provide performance-related feedback to the team members and contribute to performance appraisals. ☐
- d) Reject additional requests from product managers during a sprint. ☐

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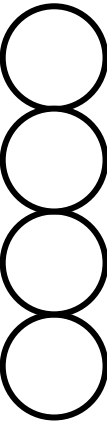
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8. XP

Which of the following is NOT a core practice of Extreme Programming (XP)?

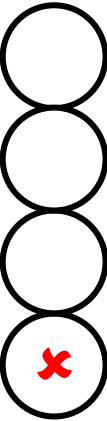
- a) Continuous integration
- b) Testing
- c) Metaphor
- d) Individual ownership



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9. Scrum Master

Which of the following tasks should get the highest priority for a Scrum Master?

- a) Adapting the Definition of Done, as discussed in the last Sprint Retrospective ☐
- b) Updating a Sprint closure report already delayed by 3 days. ☐
- c) Contact an expert to help a member of the Development Team who is stuck on a specific problem. ☐
- d) Scheduling the next Sprint Planning. ☐

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10. Sprint

A complex user story describes many paths and exception scenarios. A team member suggests that 2 Sprints are required to deliver the story complete. How to proceed further?

- a) Offering incentives for the team member to make it possible to develop the story in 1 Sprint ☐
- b) Focusing on the main scenario of the user story to be finished in 1 Sprint ☐
- c) Check if the delivery of the story could be deferred ☐
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