



Certified Scrum Master (CSM) Exam Guide

Topic-wise Questions

Part 2



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Scrum Events

15. A primary presenter at the Sprint Review:

- A. Developers.
- B. Scrum Master.
- C. Product Owner.
- D. Users asking questions and giving feedback.

16. Who can attend Daily Scrum?

- A. Only Developers.
- B. Developers and Scrum Master.
- C. Developers, Scrum Master, Product Owner.
- D. Anyone can attend Daily Scrum.

17. When can a Sprint be cancelled?

- A. When the Product Owner identifies new requirements.
- B. When the Sprint Goal becomes obsolete.
- C. When the Developers realise they cannot complete the forecasted work.
- D. When new users pressurize to start a new Sprint.

18. A Sprint's maximum duration is:

- A. 2 weeks.
- B. 4 weeks.
- C. Not more than 1 calendar month.
- D. Whatever the Product Owner deems appropriate.

19. The 5th event in Scrum is:

- A. Sprint Retrospective.
- B. Product Backlog Refinement.
- C. Sprint. It is a container event.

D. Sprint Planning.

20. The subject matter experts (SMEs) invited for a Sprint Planning session are determined by:

- A. Scrum Team.
- B. Product Owner.
- C. Scrum Master.
- D. Senior stakeholders.

21. At a Sprint Retrospective, a Scrum Master MUST:

- A. Ensure the event takes place.
- B. Facilitate and Timebox the Sprint Retrospective.
- C. Ensure everyone understands that the purpose is to plan ways to increase quality and effectiveness.
- D. All of the above.

22. It is best to do Product Backlog estimation during:

- A. Sprint Planning
- B. Sprint Retrospective.
- C. Product Backlog Refinement.
- D. Scrum doesn't mandate estimation, so it is best avoided.

23. A Sprint Review is the first opportunity for the Product Owner to see the working product Increment.

- A. True.
- B. False.

24. The best length of a Sprint in Scrum is:

- A. One week.
- B. There is no ideal Sprint length. It depends on various constraints and can vary.
- C. Two weeks.
- D. One month.

25. During a Sprint, the Developers realized that they cannot complete the work selected for the Sprint. Who should review and adjust the work selected?

- A. Scrum Team.
- B. Developers and Product Owner.
- C. Developers and Scrum Master.
- D. Product Owner and Scrum Master.

26. A new Sprint begins when:

- A. Immediately after the prior Sprint has concluded.
- B. After the Sprint Planning has been completed.
- C. Next Monday.
- D. Only after the prior Sprint work has been completed.

Scrum Team

27: The typical size of a Scrum Team is:

- A. 3-9
- B. 5-11
- C. 9
- D. 10 or lesser

28: The following is accountable for maximizing the value of the product resulting from the work of the Scrum Team:

- A. Developers
- B. Product Owner
- C. Scrum Master
- D. Scrum Team

29: Product Backlog Items (User Stories) can be written by:

- A. Product Owner
- B. Scrum Master
- C. Developers
- D. Any of the above.

30: Developers plan their own work. However, the following also has the right to tell them how to convert Product Backlog Items into an Increment:

- A. Scrum Master
- B. Project Manager
- C. Customer
- D. None of the above

31: When the Sales department Vice President asks the Developers to add a new urgent item to the ongoing Sprint:

- A. The Developers should immediately add to the current Sprint Backlog.
- B. The Developers should suggest to contact the Product Owner.
- C. The Scrum Master should suggest the Developers to take up in the next Sprint.
- D. The Developers should cancel the ongoing Sprint, and take up the new item in the next Sprint immediately.

32: Product Owner can compromise one of the following characteristics under certain given circumstances:

- A. Authority
- B. Knowledge
- C. Availability
- D. None of the above

33: Whose responsibility is to track the progress of the Sprint?

- A. Developers.
- B. Scrum Master.
- C. Product Owner.
- D. Scrum Team.

34: A cross-functional set of Developers means:

- A. The team, as a whole, has all the required skills to create the Increment.
- B. The team has only specialized members with individuals having unique skills.
- C. Every team member is proficient in every skill that is required to create the Increment.
- D. The team has all the business and technical skills for testing the release increment.

35: The following is true for Developers:

- A. Create a plan for the Sprint.
- B. Adapt their plan each day toward the Sprint Goal.
- C. Hold each other accountable as professionals.
- D. All of the above.

36: The following accountability doesn't exist in Scrum:

- A. Developers
- B. Product Owner
- C. Project Owner
- D. Scrum Master

37: The following makes release decisions and release tracking:

- A. Developers
- B. Product Owner
- C. Release Engineer
- D. Scrum Master

38: The following best describes a Product Owner's accountability:

- A. Direct the Developers to make a Sprint Backlog.
- B. Delegate Product Backlog prioritization to Scrum Master and Developers.
- C. Keep stakeholders away from distracting the Developers.
- D. Maximize the value of the product resulting from the work of the Scrum Team.

Scrum Artifacts

39. An Increment is:

- A. The user interface of a product.
- B. Each Increment is additive to all prior Increments and thoroughly verified, ensuring that all Increments work together.
- C. An elapsed time that the Scrum Team spends on creating the product.
- D. That satisfies the end User.

40. The following statements are true about a Product Backlog:

- A. Only Product Owner can write and prioritize Product Backlog items.
- B. Only Product Owner and Users can write Product Backlog items, and Product Owner will prioritize Product Backlog items.
- C. Only Product Owner, Scrum Master and Users can write Product Backlog items, and Product Owner will prioritize Product Backlog items.
- D. Anyone can write Product Backlog items, and the Product Owner has the authority to prioritize.

41. ----- are present in the Sprint Backlog and are normally estimated in hours.

- A. Stories.
- B. User cases.
- C. Features.
- D. Tasks.

42. The following is true regarding Definition of Done:

- A. A formal description of the state of the Increment when it meets the quality measures.
- B. Creates transparency by providing everyone a shared understanding.
- C. Developers are required to conform to the Definition of Done.
- D. All of the above.

43. The Product Backlog is usually ordered by:

- A. Ordered by Risk. Low risk items to be on top and high – risk items at the bottom.
- B. Ordered by complexity. Less complex items are on top and high complex items at the bottom.
- C. Effort estimation.
- D. Business Value.

44. Product Backlog can be modified during:

- A. During Product Backlog Refinement.
- B. During Sprint Review.
- C. During market adjustments.
- D. All of the above.

45. A Sprint Backlog's plan can be adjusted:

- A. As and when a Developers want to work on an interesting user story.
- B. Only during the first half of the Sprint.
- C. As long as the Sprint Goal is intact.
- D. Only during the Sprint Planning meeting.

46. When should an Increment(s) be released?

- A. When the Developers determine that the Increment is done.
- B. When the Product Owner determines that the Increment is done.

- C. When the Product Owner determines the Increment provides value to business users.
- D. When the Scrum Master says there are no impediments for the product release.

47. Who can modify the Sprint Backlog – Plan?

- A. Developers only.
- B. Developers and Product Owner.
- C. Developers and Scrum Master.
- D. Scrum Team.

48. The following Scrum artifacts evolve during the course of time:

- A. Product Backlog.
- B. Sprint Backlog.
- C. Both.
- D. None of the above.

49. A Product Increment must be:

- A. End to end system.
- B. Usable.
- C. Detailed enough to understand users.
- D. Partial system that can store user data.

50. The following serves as a commitment to measure progress:

- A. For the Product Backlog, it is the Product Goal.
- B. For the Sprint Backlog it is the Sprint Goal.
- C. For the Increment it is the Definition of Done.
- D. All of the above.