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Agile Scrum Foundation

Exin EX0-008

Version Demo

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QUESTION NO: 1

How does Agile bring predictability to the Planning process?

- A. By allowing the customers to review the progress often.
- B. By assigning most of the responsibility to the Product Owner.
- C. By making the team self-organized and self-planning.
- D. By providing early visibility into the team's progress.

ANSWER: D

QUESTION NO: 2

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

QUESTION NO: 3

What is the expected outcome of the first Sprint on a project?

- A. A few working, tested features from the Product Backlog
- B. Architecture and high-level design of the Product
- C. Assignment of the team, Product Owner and Scrum Master
- D. A well-defined release plan for the Product

ANSWER: A

QUESTION NO: 4

Which is a statement of value as described in the Agile manifesto?

- A. We value customer collaboration over responding to changes.
- B. We value project management over individuals and interactions.
- C. We value processes and tools over comprehensive documentation.
- D. We value responding to change to satisfy the customer.

ANSWER: D

QUESTION NO: 5

Why is planning poker an effective estimation technique?

- A. It generates a lot of useful discussion and gets team buy-in.
- B. It results in lower estimates as team members will estimate individually.
- C. It triggers a more detailed and task oriented break-up of the story.

ANSWER: A

QUESTION NO: 6

What is the usual length of the time box for the complete Sprint Planning meeting?

- A. Four hours for a 30 day Sprint, one to two hours for a shorter Sprint.
- B. However long it takes to complete the Sprint Backlog.
- C. Never more than two hours, regardless of Sprint length.

ANSWER: A

QUESTION NO: 7

A story was estimated at eight ideal hours. A working day is eight hours. Developers can get about six hours of work done on a daily basis.

What is the elapsed time required to complete the story?

- A. 1.25 days
- B. 1.33 days
- C. 2 days

D. This cannot be determined without knowing the velocity.

ANSWER: B

QUESTION NO: 8

For a Sprint, progress is monitored in a burn-up chart with bars.

What makes the bar become longer?

- A. The progression of time.
- B. Work is added to the Sprint Backlog.
- C. Work is deleted from the Sprint Backlog.

ANSWER: C

QUESTION NO: 9

How should 'done' be defined when multiple teams are working on a single product?

- A. All teams must have the same definition of 'done'.
- B. Each team must define and use their own definition of 'done'.
- C. The Scrum Master defines when the item is 'done'.

ANSWER: A

QUESTION NO: 10

Under what circumstances would a team use Affinity Estimation Technique instead of Planning Poker?

- A. If more details are needed during Sprint Planning
- B. If there is a large number of stories to estimate
- C. If there is a small number of stories to estimate

ANSWER: B