



# ASM<sup>Q&As</sup>

EXIN Agile Scrum Master

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#### QUESTION 1

Inexperienced Agile teams tend to overestimate how much they will achieve in the first Sprint.

Which project management activity will be most important in this case?

- A. Determine the Velocity of the Team and plan accordingly
- B. Use Planning Poker to get a reliable estimate
- C. Use Stakeholder Management to manage expectations

Correct Answer: C

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#### QUESTION 2

A Scrum Team is supposed to deliver potentially shippable software at the end of each Sprint. During the last Sprint the Team did not deliver a potentially shippable increment. The correct question to ask is: "What can we do to make sure we do better in the next Sprint?"

Who is responsible for making sure this question asked?

- A. The Development Team
- B. The Product Owner
- C. The Project Manager
- D. The Scrum Master

Correct Answer: D

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#### QUESTION 3

Why is a Product Owner not allowed to define the workload of the Development Team for a new Sprint?

- A. This conflicts with the principle of Self-Management of the Development Team.
- B. The Product Owner does not know the velocity of the Development Team.
- C. The Scrum Master is responsible for the velocity of the Development Team.
- D. The Scrum Master and the Product Owner must agree on the workload of the Development Team.

Correct Answer: A

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#### QUESTION 4

What is the recommended way of removing the resistance presented by skeptics?



- A. Appoint a champion skeptic
- B. Fire them
- C. Move them
- D. Reiterate and reinforce the commitment

Correct Answer: A

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#### QUESTION 5

Your team uses Story Points to estimate User stories.

Halfway through a Sprint, you are not seeing the progress you expected. The Team feels some Stories are not estimated correctly, when compared to other Stories.

How should you address this?

- A. Complete incomplete Stories
- B. Increase or re-estimate Velocity
- C. Re-estimate all small Stories
- D. Switch to using Ideal days

Correct Answer: A

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