PSPO-I^{Q&As}

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QUESTION 1

When can Developers cancel a Sprint?

(choose the best answer)

A. When functional expectations are not well understood.

B. When the selected Product Backlog items for the Sprint become unachievable.

C. They cannot. Only Product Owners can cancel Sprints.

D. When the Product Owner is absent too often.

E. When a technical dependency cannot be resolved.

Correct Answer: C

According to the Scrum Guide, a Sprint can be canceled before the Sprint time-box is over. Only the Product Owner has the authority to cancel the Sprint, although he or she may do so under influence from the stakeholders, the Developers, or the Scrum Master. A Sprint would be canceled if the Sprint Goal becomes obsolete. This might occur if the company changes direction or if market or technology conditions change. In general, a Sprint should be canceled if it no longer makes sense given the circumstances. But, due to the short duration of Sprints, cancellation rarely makes sense. Developers cannot cancel a Sprint on their own, even if they face challenges or difficulties with the selected Product Backlog items, the functional expectations, the technical dependencies, or the Product Owner\\'s availability. Instead, they should collaborate with the Product Owner and the Scrum Master to find the best way to deliver value within the Sprint and adapt to the changing situation. References: The Scrum Guide Understanding and Applying the Scrum Framework Professional Scrum Product OwnerTM I Certification

QUESTION 2

A Scrum Team has been working on a product for 9 Sprints. A new Product Owner who is new to Scrum joins the team and understands she is accountable for the Product Backlog. However, she is unsure about the purpose of the Product Backlog. She has read that the Product Backlog should be a list of all user features for the product. She goes to the Scrum Master asking where to put the other types of requirements that are going to be taken into account. Are all of the following types of requirements acceptable on a Product Backlog?

Stability requirements Performance requirements Product Functionality Documentation Fixes

(choose the best answer)

A. Yes, they all belong on the Product Backlog. The Product Backlog is supposed to be the "single source of truth" for all the work for the product.

B. No. Product Backlog is a tool for the Product Owner. The Product Owner represents the users and stakeholders. Other types of requirements should be managed separately by the Developers. They are not the Product Owner\\'s concern.

Correct Answer: A

The Product Backlog is an ordered list of everything that is known to be needed in the product. It is the single source of truth for the Scrum Team and the stakeholders. It contains all the requirements, features, functions, enhancements, fixes,

and anything else that can deliver value to the customers and users of the product.

All types of requirements are acceptable on a Product Backlog, as long as they are aligned with the product vision and goals, and they are transparent, clear, and valuable. The Product Backlog can include stability requirements, performance

requirements, product functionality, documentation, fixes, or any other aspects that contribute to the quality and usability of the product. The Product Owner is accountable for maximizing the value of the product resulting from the work of the

Scrum Team. The Product Owner is responsible for managing and refining the Product Backlog, collaborating with the stakeholders and the Developers, and ordering the items in a way that best achieves goals and missions. The Product

Owner represents the interests of everyone with a stake in the product and ensures that the Scrum Team works on the right things at the right time.

The Developers are accountable for creating a "Done" Increment that meets the Definition of Done each Sprint. The Developers are responsible for planning and executing the Sprint Backlog, designing and building the product functionality,

testing and improving the product quality, and delivering a potentially releasable Increment. The Developers work closely with the Product Owner to understand and clarify the Product Backlog items, provide feedback and estimates, and

suggest improvements and innovations.

References:

Scrum Guide: https://www.scrumguides.org/scrum-guide.html Product Backlog: https://www.scrum.org/resources/what-is-a-product-backlog

QUESTION 3

Why does the Product Owner want the Developers to adhere to its Definition of Done?

(choose the best answer)

A. To predict the team\\'s productivity over time.

B. To have complete transparency into what has been done at the end of each Sprint.

C. To know what the team will deliver over the next three Sprints.

D. To be able to reprimand the team when they do not meet their velocity goal for the Sprint.

Correct Answer: B

Explanation: The Product Owner wants the Developers to adhere to its Definition of Done to have complete transparency into what has been done at the end of each Sprint. This is because:

The Definition of Done is a formal description of the state of the Increment when it meets the quality measures required for the product. It is a shared understanding among the Scrum Team and the stakeholders of what "Done" means for any

Product Backlog item that is selected for a Sprint. The Developers are accountable for creating a "Done" Increment in every Sprint. They must ensure that every Product Backlog item they work on meets the Definition of Done before it is

considered complete. The Product Owner is accountable for maximizing the value of the product resulting from the work of the Scrum Team. They must inspect the Increment at the end of each Sprint and assess how it delivers value and

contributes to the Product Goal.

Having a clear and consistent Definition of Done helps the Product Owner have complete transparency into what has been done at the end of each Sprint. It also helps them make informed decisions about releasing, adapting, or continuing

the product development.

Other options, such as predicting the team\'s productivity over time, knowing what the team will deliver over the next three Sprints, or reprimanding the team when they do not meet their velocity goal for the Sprint, are not valid reasons for

wanting the Developers to adhere to its Definition of Done. They may reflect a misunderstanding of what a Definition of Done is or how Scrum works.

References:

[Scrum Guide], page 10, section "Definition of Done" [Scrum Guide], page 7, section "Developers"

[Scrum Guide], page 6, section "Product Owner"

QUESTION 4

Who is accountable for tracking the remaining work toward the Sprint Goal?

(choose the best answer)

A. The Developers.

B. The Project Manager.

C. The Product Owner.

D. The Scrum Master.

Correct Answer: A

The Developers are the ones who are accountable for tracking the remaining work toward the Sprint Goal. The Developers are self-managing and decide how much work they can do in a Sprint1. They also create and update the Sprint Backlog, which is the plan for how the Developers will achieve the Sprint Goal, and the single source of truth for the work to be done in the Sprint2. The Developers use the Daily Scrum to inspect their progress toward the Sprint Goal and adapt the Sprint Backlog as necessary[3][3]. The Product Owner, the Scrum Master, and the Project Manager (if any) do not have the accountability for tracking the remaining work toward the Sprint Goal, as this is the responsibility of the Developers. References:

1: The Scrum Guide, November 2020, p. 6

2: The Scrum Guide, November 2020, p. 10 [3][3]: The Scrum Guide, November 2020, p. 11

QUESTION 5

Which statement best describes Scrum?

(choose the best answer)

A. A defined and predictive process that conforms to the principles of Scientific Management.

B. A complete methodology that defines how to develop software.

C. A framework to generate value through adaptive solutions for complex problems.

D. A cookbook that defines best practices for software development.

Correct Answer: C

The best statement that describes Scrum is: A framework to generate value through adaptive solutions for complex problems. Scrum is a lightweight framework that helps people, teams, and organizations to deliver valuable products in complex and uncertain environments. Scrum is based on empiricism, which means that knowledge comes from experience and making decisions based on what is observed. Scrum employs an iterative and incremental approach to optimize predictability and control risk. Scrum is not a defined and predictive process, a complete methodology, or a cookbook that defines best practices. Scrum provides the minimal boundaries within which teams can self-organize and create innovative solutions. References: Scrum Guide, Section 1 (Definition of Scrum) and Section 2 (Uses of Scrum)

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