
Question: 1

Sprint planning should result in a commitment on what will be delivered at the end of the Sprint. Who makes this commitment?

- A. The Product Owner
- B. The Scrum Master
- C. The team

Answer: C

Question: 2

A team is estimating story points. They estimate that the story falls between a large (13) and a medium (5) and they assign a story point of 8. What is this technique called?

- A. Affinity estimation
- B. Fibonacci estimation
- C. Triangulation

Answer: C

Question: 3

Which Scrum ritual is meant to look back and improve upon the finished Sprint?

- A. Daily Scrum.
- B. Sprint Retrospective.
- C. Sprint Review.

Answer: B

Question: 4

What is meant by the velocity of the team?

- A. The rate a team puts in a normal work day.
- B. The rate at which features are released to the customer.
- C. The rate at which the team completes the work.
- D. The rate at which the team renews itself.

Answer: C

Question: 5

What is a Sprint?

- A. A brainstorming session in Extreme programming to generate design ideas.
- B. A race between two developers to see who can complete a feature fastest.
- C. One iteration in the Scrum methodology.
- D. The last iteration in the Scrum project, when the team works long hours to finish the project.

Answer: C

Question: 6

What is the primary responsibility of a Scrum Master in order to keep a Scrum team working at its peak level of productivity?

- A. Keeping high priority features at the top of the Product Backlog.
- B. Not allowing changes to the Product Backlog once the Sprint begins.
- C. Supporting the team's decisions and resolving the team's issues.

Answer: C
