

Practice Exam Questions



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PSD

Professional Scrum Developer



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Scrum

Exam PSD

Professional Scrum Developer (PSD)

Version: 3.0

[Total Questions: 120]

Question No : 1

The role of the scrum master during the daily scrum is:

- A. Manage the meeting
- B. All of these
- C. Lead the discussion
- D. Ensure that the meeting takes place and that its timebox won't be exceeded
- E. Make sure all three questions of the daily scrum are answered

Answer: E

Explanation:

The scrum master doesn't need to be present during the daily scrum. Neither does the daily scrum need to consist of three questions, which is a commonly chosen format though.

Question No : 2

What is a mock object?

- A. A mock helps you create a build script
- B. Mocks, stubs, dummies, fakes and shims are all the same
- C. A mock is a way to initialize the database for testing
- D. A test object that mimics the behavior of a dependency in the system under test

Answer: D

Question No : 3

Your team is one of seven teams working on a product. All teams use the same version control system. Which is the best approach to deliver high-quality increments?

- A. Each team's automated build is integrated toward the end of the sprint
- B. Developers should perform a combination of local and private builds
- C. Each team should have its own automated build
- D. There is one automated build for all teams

Answer: D

Explanation:

This way there are no surprises near the end of the sprint or during delivery and the increment will be most stable as possible.

Question No : 4

Is it a good idea to follow each automated build with the execution of automated tests?

- A. Yes, it will show code coverage which is an excellent metric of quality and progress
- B. No, it takes too much time
- C. No, the outcomes might disturb the developers' focus
- D. Yes, the tests may identify whether there are bugs that the developers should fix before proceeding

Answer: D

Explanation:

It's definitely a good practice. And not because you can see the code coverage (which also isn't an excellent metric of quality and progress), but because you can detect problems before moving on.

Question No : 5

What is the size of the scrum team?

- A. typically 10 or fewer people
- B. this differs every sprint
- C. at least 8 people
- D. 3 to 11

Answer: A

Explanation:

The scrum guide says: "The Scrum Team is small enough to remain nimble and large enough to complete significant work within a Sprint, typically 10 or fewer people. "

Question No : 6

If multiple teams are working on the same product, each team should have its own product owner

- A. False
- B. True

Answer: A

Explanation:

One product owner per product backlog, one product backlog per product

Question No : 7

What is static analysis?

- A. Analysis performed on software at runtime
- B. A tool that inspects the correctness of static keyword usage
- C. Work performed by the business analyst
- D. Analysis performed on code

Answer: D

Explanation:

Static analysis is performed on code (and not a running program or build).

Question No : 8

How long should the sprint review take? Choose the best answer

- A. Until everyone is done.
- B. Max two hours for a one month sprint
- C. Max two hours
- D. Max four hours
- E. Max four hours for a one-month sprint

Answer: E

Explanation:

The scrum guide says: "The Sprint Review is the second to last event of the Sprint and is timeboxed to a maximum of four hours for a one-month Sprint."

Question No : 9

Which are topics of the sprint planning? Choose all that apply.

- A. Why is this sprint valuable?
- B. When is this sprint going to be done?
- C. How to improve the scrum process in this sprint?
- D. How will the selected work get done?
- E. What can be done in this sprint?
- F. Who is going to do what?

Answer: A,D,E

Explanation:

These are the three topics mentioned in the scrum guide. Who is going to do what is not determined upfront, when the sprint will end is fixed and doesn't need to be discussed, what can be done to improve the process is for the sprint retrospective meeting.

Question No : 10

At the 10th sprint review, the stakeholders are disappointed and angry. They have determined that the product or system being built both will not meet their needs and will cost more than they are willing to spend. What factors may have led to this? (choose three)

- A. Changes to the project plan were not adequately documented and shared
- B. The product owner has not been keeping the stakeholders aware of the progress of the project
- C. The project management office has not been engaged adequately
- D. The scrum master has not ensured that the project is transparent
- E. The stakeholders were not allowed to enter the development area
- F. The stakeholders haven't been using sprint reviews to inspect and evaluate progress

Answer: B,D,F

Explanation:

there is no project plan, the presence of stakeholders in the development area is probably not helping and there is no project management. Transparency would avoid the surprise for the stakeholders. If the PO didn't frequently update them, this can also lead to surprise and disappointment. If the stakeholders couldn't attend the sprint review they would also not be up to date and missing out on an opportunity to inspect and adapt.

Question No : 11

While developing new functionality, you find a bug that has already been delivered to the

customer. What do you do?

- A. Fix the bug
- B. Revise the tests to hide the bug from the tests reports
- C. Talk to the product owner
- D. Stub out the code that causes the bug

Answer: C

Explanation:

The product owner knows what creates most value. Since this is already delivered, it is not part of the current sprint.

Question No : 12

Improvements that are outcome of the sprint retrospective can be added to the sprint backlog for the next sprint.

- A. True
- B. False

Answer: A

Explanation:

The scrum guide says: "The most impactful improvements are addressed as soon as possible. They may even be added to the Sprint Backlog for the next Sprint."

Question No : 13

Who is responsible for the system architecture of a product developed using Scrum?

- A. The architect chosen by the developers
- B. The architect chosen by the developers
- C. The assigned architect
- D. The developers

Answer: D

Explanation:

Scrum doesn't know any other role than developer. The developers are cross-functional and have all the skills needed to create a usable increment. They are doing the work and responsible for the architecture.

Question No : 14

How much time does Product backlog refinement take?

- A. 25% of the sprint capacity
- B. As much as needed without endangering the Sprint goal
- C. 10% of the senior developers

Answer: B

Explanation:

The refinement is very important and can take quite some time for that reason, however, it should not endanger the sprint goal.

Question No : 15

Upon what type of process control is scrum based?

- A. Deductive
- B. Hybrid
- C. Empirical
- D. Technical

Answer: C

Explanation:

If you are not sure, please review the Scrum theory section in the scrum guide

Question No : 16

Who writes tests in a scrum team?

- A. Most junior developer
- B. Product owner
- C. QA specialists
- D. Scrum master
- E. The tester
- F. Developers

Answer: F

Explanation:

Tests are part of the development, and the development is done by the developers. There are no specific roles in scrum, even though members of the scrum team can have their own expertise.

Question No : 17

What are two differences between unit tests and integration tests?

- A. A unit tests only runs on the developer's computer
- B. A unit test is automated
- C. An integration test runs overnight
- D. A unit tests isolates a specific system behavior
- E. An integration test may be composed of unit tests

Answer: D,E

Explanation:

Unit tests are testing the smallest units of code possible and integration tests are testing the components of the system together. Unit tests aims at isolated pieces of behavior and integration tests could be composed of unit tests to test components.

Question No : 18

Which three of the following are code quality metrics?

- A. Unit tests per class
- B. Cycle time per product backlog item
- C. Number of check-ins per day
- D. Depth of inheritance
- E. Cyclomatic complexity
- F. Class coupling

Answer: D,E,F

Explanation:

Number of checkins per day says something about whether the developers are committing often enough. Depth of inheritance says some about complexiity, just like class coupling and cyclomatic complexity. Unit tests per class don't say anything about quality, though no unit tests might indicate a maintenance problem. Cycle time per product backlog item says something about the scrum process.

Question No : 19

What activities would a Product Owner typically undertake in the phase between the end of the current sprint and the start of the next sprint?

- A. Work with the QA departments on the increment of the current sprint
- B. Update the project plan with stakeholders
- C. Refine the backlog
- D. There are no such activities. The next sprint starts immediately after the current sprint

Answer: D

Explanation:

There is no time in between sprints, so there cannot be activities.

Question No : 20

The practice of decomposing a requirement into failing tests is called:

- A. Behavior driven development
- B. Scrum testing
- C. Regression testing
- D. Acceptance test driven development

Answer: D

Explanation:

In ATDD you start with writing tests to represent the requirement. Since you start with this, there is no production code to satisfy the test which is why the tests will fail.

Question No : 21

The developers can invite experts to the sprint planning to give them advice

- A. False
- B. True