

Test Exam: Agile Coach

Questions: 20

Time 30 Minutes

Additional time for disability compensation: 8 Minutes

The exam is a multiple-choice exam.

There are 4 answer options for each question, of which only one is correct, unless explicitly asked for more than one answer.

The maximum possible score is 20 points. Every correct answer counts one point. Depending on the number of points achieved, the candidate is awarded the following certification:

| Right Answers | Score | |
|---------------|--------------|-------------|
| 0 – 13 | 0 % – <70 % | – |
| 14 – 20 | 70 % – 100 % | Agile Coach |

No rights can be derived from this information.

Good luck!

Question 1 (1092-1.0)

Resistance is always to be expected when introducing new work processes, such as Scrum. What distinguishes the "Pragmatist" type?

- a) Pragmatists have little regard for accepted agreements.
- b) Pragmatists question accepted assumptions.
- c) Pragmatists prefer changes without structural changes.
- d) Pragmatists prefer practical changes.

Question 2 (1102-1.0)

Which domain that the Cynefin Framework describes is correctly outlined?

- a) The "Complex" domain. Situations (or problems) with an obvious cause-and-effect relationship fall into this domain.
- b) The "Complex" domain. Situations (or problems) that can be assigned to this domain require a creative/innovative approach.
- c) The "Disorder" domain. Situations (or problems) that can be assigned to this domain are characterised by a complex cause-and-effect relationship.
- d) The "Complicated" domain. Situations (or problems) that can be assigned to this domain can be categorised simply by collecting facts and finding a solution.

Question 3 (1104-1.1)

With the agile approach, decisions are only then made when they are necessary - i.e. as late as possible. What is the reason for this?

- a) To keep options open and hope that the decision will be based on better information at a later date.
- b) Since all essential decisions for the solution were defined in the product vision right from the start, decisions regarding details can also be made later.
- c) Since the Product Backlog is continuously built up, the Product Owner needs leeway (tolerance) for making decisions.
- d) Since customers can only formulate what they really need very late as a rule.

Question 4 (1170-1.1)

Which statement about the Daily Scrum is WRONG?

- a) The Daily Scrum is intended to help achieve a faster and more flexible flow (workflow).
- b) The Daily Scrum is used to synchronise the Development Team.
- c) The Daily Scrum helps to reduce or even avoid waiting periods.
- d) The Daily Scrum lasts 15 minutes maximum. The main purpose of this time period is for the Scrum Team to synchronise.

Question 5 (1173-1.1)

As an Agile Coach, how do you react when you find out that a newly formed Scrum Team wants to conduct the Review at the end of the second Sprint without external stakeholders?

- a) Since this is the decision of the Product Owner who is invited to the review, I think that's okay and do nothing more.
- b) Since it is the Scrum Team's decision who is invited to the review, I speak to the Scrum Team to question the decision.
- c) Since the Product Owner is responsible for ensuring that the right stakeholders are invited to the review, I speak to the Product Owner to question the decision.
- d) Since the Product Owner is responsible for ensuring that the right stakeholders are invited to the review, I think that's okay and do nothing more.

Question 6 (1174-1.0)

What types of elements (Product Backlog Items) can a Product Backlog consist of?

- a) Defects and acceptance conditions.
- b) Defects and technical improvements.
- c) Technical improvements and Definition of Done.
- d) Definition of Ready and defects.

Question 7 (1178-1.0)

When can the Product Backlog not be maintained?

- a) During the Retrospective.
- b) During the Review.
- c) During the run-up to Sprint Planning.
- d) During a workshop during the Sprint.

Question 8 (1181-1.0)

Which statement about the "Scrum Master" role is NOT correct?

- a) In order to be able to fulfil the "Scrum Master" role well, good technical expertise is also required to understand technical problems that the team is facing.
- b) A really good Scrum Master almost never answers questions about new problems from the Scrum team directly, but first tries to help his counterpart with a more in-depth counter-question to find a solution himself.
- c) A really good Scrum Master answers questions about new problems from the Scrum Team as precisely and quickly as possible, so that the Scrum Team's performance is not jeopardised by arduous problems.
- d) In order to be able to fulfil the "Scrum Master" role well, patience is required.

Question 9 (1182-1.0)

Which statement about the "Scrum Master" role is correct?

- a) In addition to the "Scrum Master" role, a person can also take on another role in the Scrum Team. However, this is not to be recommended.
- b) In addition to the "Scrum Master" role, a person CANNOT take on any other role in the Scrum Team.
- c) In addition to the "Scrum Master" role, a person CANNOT be the head of the development department at the same time.
- d) The "Scrum Master" role is always a full-time job that does not allow a person to take on any other role.

Question 10 (1192-1.1)

Complete the following sentence: Many smaller and more frequent Releases ...

- a) ... always lead to a higher Return on Investment.
- b) ... are very likely to reduce the total investment in the end product.
- c) ... reduce the risk through fast learning.
- d) ... always need a DevOps environment.

Question 11 (1193-1.1)

What should always be the first step if you want to completely change a product or significantly change an existing product?

- a) Compiling a first rough Product Backlog with the essential requirements of the stakeholders as part of a brainstorming workshop.
- b) Coordination of the development idea with the corporate strategy.
- c) Developing and coordinating the schedule for development.
- d) Assembling the Development Team, as this provides important support in the development of the Product Backlog.

Question 12 (1196-1.1)

There is a connection between the effort required to carry out an estimate and the accuracy of the result of the estimation. Which statement is correct?

- a) The higher the effort, the more precise the estimation result.
- b) If the effort is increased, the estimated result improves up to a certain point and then worsens again.
- c) The relationship between the two is linear.
- d) If the effort increases, the estimated result will become slow to a certain point, improve to a maximum point and will remain at this maximum even if the effort continues to increase.

Question 13 (1197-1.0)

Which statement regarding the calculation of sizes for Product Backlog Elements is correct?

- a) Product Backlog elements are usually measured in clothing sizes (... , S, M, L, ...). Sprint Backlog elements are usually measured in ideal hours.
- b) Backlog elements can be measured in Story Points, ideal days or ideal hours.
- c) Ideal days or ideal hours may not be used.
- d) For Product Backlog elements, calculating in ideal hours is preferable, since this enables a clear statement to be made about the completion date.

Question 14 (1201-1.1)

What supports the self-steering (self-organisation) of a Scrum Team?

- 1. Osmotic communication.
 - 2. Retrospective.
 - 3. Review
 - 4. Daily Scrum
 - 5. Information Radiators
 - 6. Sprint Goal
- a) Everything from the list.
 - b) Only 1, 3 and 6.
 - c) Only 1 and 6.
 - d) Nothing on the list except 3.

Question 15 (1204-1.0)

As a rule, what should the team members, who have to test the increment, NOT do, as long as the increment is not yet completed?

- a) Work on other technical tasks.
- b) Start with the implementation of another User Story.
- c) Do nothing further and wait until the increment is released for testing.
- d) Develop the tests for the increment.

Question 16 (1206-1.0)

Which statement should a good agile coach agree with?

- a) Nexus should always be used to introduce Scrum.
- b) The Scaled Agile Framework should always be used to introduce Scrum.
- c) Nexus should always be used to introduce agile procedures/agile working methods.
- d) Nexus is a process framework for multiple Scrum teams working together to create an integrated increment.

Question 17 (1209-1.1)

The situation: Six weeks before the planned release date, the Product Owner insists that a new function that was not previously included in the Product Backlog still needs to be implemented. The Development Team rates the User Story with 5 Story Points. On average, the development team creates 100 Story Points in a sprint with stories ranging in size from 0.5 to a maximum of 8 Story Points. The Scrum Master and two-thirds of the development team believe that the Story can be easily implemented. How should a good coach who sees the team for the first time behave?

- a) Since the majority thinks that implementation is possible, the coach should not be further interested.
- b) Since there is no unanimous opinion, the coach should speak to the team so that the team can consider how best to deal with this fact.
- c) Since the coach has only just got to know the team, he should be confident that it is doing the right thing.
- d) Functions that are only inserted into the Backlog at the "last second" always pose a great risk, which the coach should point out to the team.

Question 18 (1210-1.0)

Why should Technical Debts not be called "sloppiness"?

- a) Even though it can be colloquially referred to as sloppiness, the use of this term potentially causes the team to close their eyes to Technical Debts.
- b) Technical Debts are not sloppiness, because, for example, deadline pressure leads to testing being less than intended.
- c) Sloppiness is the deliberate omission of necessary work. Technical Debts are inevitable.
- d) Sloppiness is the deliberate omission of necessary work. Technical Debts are avoidable.

Question 19 (1214-1.0)

The "D" in the ADAPT acronym stands for "Desire" (wish, demand). What is this about in connection with the implementation of changes?

- a) Once stakeholders are aware that a change is necessary, they should understand the desire for implementation.
- b) After the stakeholders become aware that a change is necessary, they on their own have the desire for implementation.
- c) In order to be able to successfully implement changes, it should be ensured that the stakeholders not only have the desire but rather the wish to actively support this project.
- d) The desire for change is the beginning of successful implementation.

Question 20 (1219-1.0)

How does a Release Train begin?

- a) With a Release planning meeting in which all developers take part.
- b) With a Release planning meeting, in which only the representatives of the development teams take part, otherwise there would be too many participants.
- c) With the Release planning meeting, in which only the representatives of the development teams take part, otherwise there would be too many participants.
- d) With the Release Train planning meeting, in which only the representatives of the Development Teams take part, otherwise there would be too many participants.

Solution: Test Exam Agile Coach

| Question | A | B | C | D |
|----------|---|---|---|---|
| 1 | | | | X |
| 2 | | X | | |
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| 19 | | | X | |
| 20 | X | | | |



Explanation: Test-Exam Agile Coach

Question 1 (1092-1.0)

- a) Wrong.
- b) Wrong.
- c) Wrong.
- d) Correct.

Question 2 (1102-1.0)

- a) **Wrong.** The "Complex" (mostly due to numerous influencing factors) does not present a clear cause-and-effect relationship. Expertise and a more experimental approach are required here.
- b) **Correct.**
- c) **Wrong.** Situations (or problems) that are assigned to this domain cannot be assigned to any of the other domains and must be divided into assignable sub-areas in order to make them manageable.
- d) **Wrong.** Situations (or problems) that can be assigned to this domain must be dealt with by experts (for troubleshooting, for example).

Question 3 (1104-1.1)

- a) **Correct.**
- b) **Wrong.** The Product Vision only describes the framework for a solution and not its details.
- c) **Wrong.** The statement itself is true, but the reason is not solid enough.
- d) **Wrong.** The statement is generally true, but it does not give a good reason.

Question 4 (1170-1.1)

- a) **Wrong.** The description shows the benefits expected from the Daily Scrum.
- b) **Wrong.** The description shows the benefits expected from the Daily Scrum.
- c) **Wrong.** The description shows the benefits expected from the Daily Scrum.
- d) **Correct.** The Daily Scrum primarily serves to synchronise the developers with each other.

Question 5 (1173-1.1)

- a) **Wrong.**
- b) **Wrong.** The responsibility lies with the Product Owner.
- c) **Correct.**
- d) **Wrong.**

Question 6 (1174-1.0)

- a) **Wrong.** Types of Product Backlog Items (User Stories) include the following: function, change, defect, technical improvement and knowledge acquisition.
- b) **Correct.**
- c) **Wrong.** See explanation for A.
- d) **Wrong.** See explanation for A.

Question 7 (1178-1.0)

- a) **Correct.** This is all solely about improving the team's work, not the product.
- b) **Wrong.**
- c) **Wrong.**
- d) **Wrong.**

Question 8 (1181-1.0)

- a) **Wrong.**
- b) **Wrong.**
- c) **Correct.**
- d) **Wrong.**

Question 9 (1182-1.0)

- a) **Correct.** However, one must check whether and where there are conflicting objectives. As a rule, it is better if the person does not take on any other role in the Scrum Team or of a manager in addition to the "Scrum Master" role.
- b) **Wrong.**
- c) **Wrong.**
- d) **Wrong.**

Question 10 (1192-1.1)

- a) **Wrong.** This may only be the case under certain circumstances.
- b) **Wrong.** This may only be the case under certain circumstances.
- c) **Correct.**
- d) **Wrong.** This may only be the case under certain circumstances.

Question 11 (1193-1.1)

- a) **Wrong.** This can only be done once the Product Vision has been clarified.
- b) **Correct.**
- c) **Wrong.** Without an idea, setting up a schedule is pointless.
- d) **Wrong.**

Question 12 (1196-1.1)

- a) **Wrong.** There is no linear relationship.
- b) **Correct.**
- c) **Wrong.** There is no linear relationship.
- d) **Wrong.**

Question 13 (1197-1.0)

- a) **Wrong.** There is no standard unit. As a rule, Story Points or Ideal Days are used.
- b) **Correct.**
- c) **Wrong.**
- d) **Wrong.**

Question 14 (1201-1.1)

- a) **Correct.** Everything from the list supports the self-organisation of a team.
- b) **Wrong.**
- c) **Wrong.**
- d) **Wrong.**

Question 15 (1204-1.0)

- a) **Wrong.**
- b) **Wrong.**
- c) **Correct.** As a rule, they should not wait, but rather devote themselves to another work in the Sprint.
- d) **Wrong.**

Question 16 (1206-1.0)

- a) **Wrong.** Nexus has nothing to do with the introduction of Scrum. Nexus is about organising multiple Scrum teams that work together to create an integrated increment.
- b) **Wrong.** The Scaled Agile Framework aims to introduce an organisation-wide agile way of working. Scrum is only one topic.
- c) **Wrong.** Nexus has nothing to do with the introduction of Scrum. Nexus is about organising multiple Scrum teams that work together to create an integrated increment.
- d) **Correct.**

Question 17 (1209-1.1)

- a) **Wrong.**
- b) **Correct.** Since you do not know the team, you should at least briefly address the topic.
- c) **Wrong.**
- d) **Wrong.**

Question 18 (1210-1.0)

- a) **Correct.**
- b) **Wrong.**
- c) **Wrong.**
- d) **Wrong.**

Question 19 (1214-1.0)

- a) **Wrong.**
- b) **Wrong.**
- c) **Correct.**
- d) **Wrong.** A wish does not automatically lead to active participation in implementing it, otherwise a lot more people would probably do more sports.

Question 20 (1219-1.0)

- a) **Correct.** It starts with the Release planning meeting with all developers.
- b) **Wrong.** No matter what the meeting is called, all developers take part in it.
- c) **Wrong.** No matter what the meeting is called, all developers take part in it.
- d) **Wrong.** No matter what the meeting is called, all developers take part in it.



Answers:

| Question | A | B | C | D |
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