

## Test Exam: Scrum Master

**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 – 10	0 % – 50 %	–
11 – 14	>50 % – <75 %	Scrum Foundation
15 – 20	75 % – 100 %	Scrum Master

No rights can be derived from this information.

Good luck!

**Question 1** (1003-1.0)

Which three statements are true about Scrum? Scrum ...

- a) ... is lightweight / ... is easy to understand / ... is difficult to master.
- b) ... is a framework / ... is a technology / ... is a process.
- c) ... can only be used for agile software development / ... is lightweight / ... is a framework.
- d) ... is suitable for complex tasks / ... provides defined rules and artefacts / ... defines certain techniques for creating artefacts.

**Question 2** (1009-1.0)

What is NOT an advantage of "transparency" in a project?

- a) Common language.
- b) Common understanding.
- c) The essential aspects are visible to everyone.
- d) Osmotic communication.

**Question 3** (1028-1.0)

A Scrum team still has time in the current Sprint and can complete further product backlog entries. Who decides which additional entries in the current Sprint can be completed?

- a) The Product Owner.
- b) The Scrum Master.
- c) In consultation with the Product Owner, the development team can negotiate the product backlog entries and also drag them to the Sprint Backlog.
- d) The customer.

**Question 4** (1031-1.0)

In the current Sprint, a Scrum team realises that it cannot complete all selected User Stories. Who decides which entries should be completed in the current Sprint?

- a) The Product Owner because he is responsible for the product's success.
- b) Consultation is carried out between the Product Owner and the development team, since the Product Owner knows what is important for the product's success. The development team, on the other hand, can best estimate what else it can do.
- c) The Scrum Master because he alone knows what the Scrum Team can do.
- d) The customer because it pays for the product.

**Question 5** (1037-1.0)

Who is responsible for ensuring that the "Scrum" framework is realised by the entire Scrum team?

- a) Everyone is equally responsible.
- b) The Scrum Master.
- c) The Product Owner.
- d) The Development Team.

**Question 6** (1038-1.0)

Make a sound decision as to who is responsible for ensuring that the "Scrum" framework is realised by the entire Scrum team?

- a) The Scrum Master because the person with this role has been trained accordingly.
- b) The Scrum Master because this role is the most important one.
- c) The Scrum Master because this role has the task of coaching the Scrum team, among other things.
- d) The Scrum Master because this role acts as a project manager according to Scrum.

**Question 7** (1039-1.0)

What is an Information Radiator?

- a) A display panel to display important information.
- b) A tool for the automatic transfer of information to the Product Owner.
- c) A status report from the Scrum Master to the management.
- d) A unit of information.

**Question 8** (1051-1.0)

You follow the progress of the Sprint on a burn-down chart. What does it mean if the line of real progress is above the line of planned progress?

- a) Too many User Stories have been planned for this Sprint.
- b) Too few User Stories have been planned for this Sprint.
- c) The progress achieved so far is slower than the one planned.
- d) The progress achieved so far is faster than the one planned.

**Question 9** (1056-1.0)

What sets a Daily Scrum apart from a Scrum of Scrums?

- a) A Daily Scrum is used to synchronise members within ONE development team. A Scrum of Scrums is used to synchronise several development teams with each other.
- b) A Daily Scrum lasts 15 minutes maximum; a Scrum of Scrums is twice as long so that all topics can be discussed.
- c) The full Scrum team takes part in the Daily Scrum; only the Product Owners are involved in the Scrum of Scrums.
- d) A Daily Scrum takes place on a daily basis, whereas a Scrum of Scrums takes place maximum twice per Sprint.

**Question 10** (1061-1.0)

What does the Agile Manifesto imply?

- a) Individuals and interactions must be supported by clear processes and tools during cooperation.
- b) Working software is just as important as extensive documentation.
- c) Cooperation contracts form the basis for cooperation with those involved in the project.
- d) Responding to changes is more important than following a set plan.

**Question 11** (1063-1.0)

User Stories should correspond to the INVEST acronym. What is the best reason why User Stories should be negotiable?

- a) Because User Stories do not represent a written contract in the form of an unalterable request document.
- b) So that the development team has as much freedom as possible for the implementation in order to find the best technical solution.
- c) So that the Product Owner can pass on detailed work to the development team.
- d) So that constructive collaboration between the Product Owner and the development team can be realised. To do this, both sides coordinate the content and possible implementation options of the story.

**Question 12** (1068-1.0)

Which of the following work would NOT be found in a Definition of Ready?

- a) Unit test successfully completed.
- b) Business value/use updated.
- c) Story is small enough.
- d) Acceptance criteria are clear.

**Question 13** (1074-1.0)

What is Triangulation?

- a) The estimation of numerous User Stories based on a triangular series of numbers.
- b) An estimation method in which the User Stories are estimated using the rule of three.
- c) A method for finding potential for improvement that is often used in the Sprint retrospective.
- d) In Triangulation, the User Story to be estimated is compared with one or more reference stories.

**Question 14** (1077-1.0)

What is the advantage of the Triangulation estimation method?

- a) The estimation of numerous User Stories is faster.
- b) The estimation of large User Stories is better.
- c) The estimation result becomes more precise.
- d) Estimation is more fun.

**Question 15** (1082-1.0)

What is Technical Debt?

- a) The sum of all (technical) omissions (deficiencies) during product development.
- b) Debts that developers have with testers if they have not taught them correctly.
- c) Debts that testers have with developers if they have not taught them correctly.
- d) Duties to inform others that the development team has towards the Product Owner if they have not properly informed them about the advantages and disadvantages of a particular realisation.

**Question 16** (1085-1.0)

When should tests be carried out in a Sprint?

- a) Just before the Sprint Review to make sure the increment works.
- b) When all work is finished, and the Scrum Master orders it.
- c) Only if this is expressly mentioned in the Definition of Ready (DoR).
- d) As often as possible.

**Question 17** (1087-1.0)

What does the acronym ADAPT stand for?

- a) Awareness, Desire, Ability, Promotion, Transfer.
- b) Awareness, Direct, Ability, Promotion, Transfer.
- c) Awareness, Desire, Affinity, Promotion, Transfer.
- d) Awareness, Desire, Ability, Poker, Transfer.

**Question 18** (1095-1.0)

How can the ability of a good Product Owner be best recognised?

- a) Through the content and sequence of the Product Backlog.
- b) Through an extensive feature list in the Product Backlog.
- c) Through a small proportion of basic features in the Product Backlog, since basic features are actively requested by the customer.
- d) Through his active steering of the Daily Scrum so that the Scrum team does not lose focus

**Question 19** (1113-1.0)

User Stories in the Product Backlog should correspond to the INVEST acronym. Among other things, they should be independent of each other. What is the best explanation with which you would try to convince a new Product Owner of the meaningfulness of this requirement?

- a) The closer the individual User Stories are intertwined, the more difficult it becomes for the development team to implement them.
- b) Closely intertwined User Stories indicate a poorly structured Product Backlog.
- c) Tightly intertwined User Stories are usually difficult to understand for the development team.
- d) Tightly intertwined User Stories complicate the estimation of the individual User Stories and make prioritisation impossible in extreme cases. The latter is particularly disadvantageous if the User Stories in the Product Backlog are to be prioritised according to their benefits in order to achieve the best possible Return on Investment (ROI).

**Question 20** (1120-1.0)

On what grounds do you as a Scrum Master propose that the Affinity Estimation technique should be used to estimate the User Stories instead of Planning Poker?

- a) Because more details need to be considered when estimating each individual User Story.
- b) Because the Release Backlog should correspond to the DEEP acronym.
- c) Because only a few User Stories should be estimated.
- d) Because numerous User Stories should be estimated.



Solutions for: Test Exam Scrum Master

Question	A	B	C	D
1	X			
2				X
3			X	
4		X		
5		X		
6			X	
7	X			
8			X	
9	X			
10				X
11				X
12	X			
13				X
14			X	
15	X			
16				X
17	X			
18	X			
19				X
20				X





## Explanation: Test-Exam Scrum Master

### Question 1 (1003-1.0)

- a) **Correct.** [The Scrum Guide™, July 2016]: Scrum is lightweight, easy to understand, but difficult to master.
- b) **Wrong.** [The Scrum Guide™, July 2016]: Scrum is neither a process nor a technique, but a framework.
- c) **Wrong.** [The Scrum Guide™, July 2016]: Scrum can be used for more than developing software.
- d) **Wrong.** [The Scrum Guide™, July 2016]: Scrum is a framework within which various processes and techniques can be used.

### Question 2 (1009-1.0)

- a) **Wrong.** [The Scrum Guide™, July 2016]: Transparency in a project enables the essential aspects to be visible to everyone. This includes, among other things, a common language and a common understanding (-> DoD).
- b) **Wrong.** See explanation for answer A.
- c) **Wrong.** See explanation for answer A.
- d) **Correct.** The transparency in a project can be increased through osmotic communication. But it is not an advantage that is achieved through transparency. Osmotic communication describes the fact that team members can gather information even if they are not directly and actively participating in a conversation.

### Question 3 (1028-1.0)

- a) **Wrong.** See explanation for answer C.
- b) **Wrong.** See explanation for answer C.
- c) **Correct.** According to the Scrum Guide™, the Product Backlog entries are negotiated between the Product Owner and the development team. The customer and the relevant stakeholders do not take part in the planning meeting and are represented by the Product Owner, who is also responsible for the product's success.
- d) **Wrong.** See explanation for answer C.

### Question 4 (1031-1.0)

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

### Question 5 (1037-1.0)

- a) **Wrong.** See explanation for answer B.
- b) **Correct.** The Scrum Master has the responsibility to enable the entire Scrum team to understand the framework and to work according to the guidelines of the framework.
- c) **Wrong.** See explanation for answer B.
- d) **Wrong.** See explanation for answer B.

### Question 6 (1038-1.0)

- a) **Wrong.** The person assuming the role must have the appropriate skills; however, this is not a sufficient justification for the answer.
- b) **Wrong.** The individual roles within the Scrum framework all have the same importance.
- c) **Correct.**
- d) **Wrong.** There is no project manager in a project according to Scrum.

### Question 7 (1039-1.0)

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

**Question 8** (1051-1.0)

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

**Question 9** (1056-1.0)

- a) Correct.
- b) Wrong. A Scrum of Scrums is also limited to 15 minutes.
- c) Wrong. Representatives of the individual development teams take part in a Scrum of Scrums.
- d) Wrong. A Scrum of Scrums takes place as needed, just as communication always has to take place as required.

**Question 10** (1061-1.0)

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

**Question 11** (1063-1.0)

- a) Wrong. Even if this statement is per se correct, it is not the best reason.
- b) Wrong. This statement is only partially correct.
- c) Wrong.
- d) Correct.

**Question 12** (1068-1.0)

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

**Question 13** (1074-1.0)

- a) Wrong. There are no triangular series of numbers. Triangular means "three-cornered".
- b) Wrong.
- c) Wrong.
- d) Correct.

**Question 14** (1077-1.0)

- a) Wrong. That is the case with Affinity Estimation.
- b) Wrong.
- c) Correct. By comparing the User Story to be estimated with one or more reference stories, the estimation result becomes more precise.
- d) Wrong.

**Question 15** (1082-1.0)

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

**Question 16** (1085-1.0)

- a) Wrong.
- b) Wrong. That is not the Scrum Master's job.
- c) Wrong. The Definition of Ready has nothing to do with it.
- d) Correct.

**Question 17** (1087-1.0)

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

**Question 18** (1095-1.0)

- a) **Correct.** The content and sequence of the individual Product Backlog items in the Product Backlog must be selected so that the right mix of basic, performance and excitement factors is included in each Release.
- b) **Wrong.** It's not the quantity that matters, but the right mix.
- c) **Wrong.** A sufficient proportion of basic features must be implemented. Basic features are usually NOT actively requested.
- d) **Wrong.** The Product Owner does not control the daily scrum.

**Question 19** (1113-1.0)

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

**Question 20** (1120-1.0)

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



**Antworten:**

Frage	A	B	C	D
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