[Feb 11, 2023 SMC Exam Brain Dumps - Study Notes and Theory [Q64-Q79
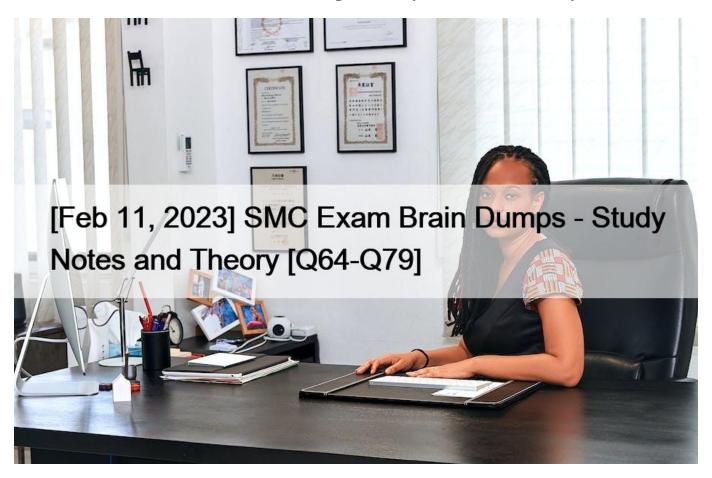

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Pass Scrum SMC Test Practice Test Questions Exam Dumps

What is the duration, language, and format of the Scrum Master Certified (SMC) Exam - Passing Rate: 95%- Type
of Questions: Multiple choice (MCQs)- Language of Exam: English, Spanish, Arabic, Italian, and Mandarin **NEW
QUESTION 64**

To ensure that there is no gap between the customer's expectation from the project, and the deliverables produced, the
Scrum Master has to eliminate environmental obstructions that the team may face, that may affect the quality of the deliverables. To
do so, apart from Quality Planning, the team has to ensure Quality Control, and Quality Assurance. Which of the following
statements is true regarding Quality Assurance and Quality Control?
* Quality Control involves execution of planned quality activities; Quality Assurance involves carrying out integration-type
activities.
* Quality Control lessons are learned during the Sprint Retrospect meeting; Quality Assurance is demonstrated during the Sprint
Review Meeting.
* Quality Control activities are carried out during the process of Creating Deliverables that are potentially shippable; Quality
Assurance activities are usually standalone activities, not carried out as part of the work.
* Specific skills are not required to perform Quality Control activities; Quality Assurance is a significant factor of the definition of
Done.

Quality control refers to the execution of the planned quality activities by the Scrum Team in the process of creating deliverables that are potentially shippable. It also includes learning from each set of completed activities in order to achieve continuous improvement. Within the cross-functional team, it is important to have the skills necessary to perform quality control activities. During the Sprint Retrospect Meeting, team members discuss lessons learned. These lessons act as inputs into continuous improvement and contribute to the improvement of ongoing quality control.

Quality is required not only in products, but also in processes. Quality assurance refers to the evaluation of processes and standards that govern quality management in a project to ensure that they continue to be relevant. Quality assurance activities are carried out as part of the work. In fact, quality assurance is a significant factor of the definition of Done. The deliverable isn’t complete if appropriate quality assurance has not been conducted. Often, quality assurance is demonstrated during the Sprint Review Meeting.

Reference:

http://blog.scrumstudy.com/quality-control-and-quality-assurance-in-scrum/

NEW QUESTION 65

You are the Scrum Master of a project to construct an IT Tech Park. This project requires adhering to stringent quality standards at every stage of development. A Scrum Core Team is formed for this project in which the Scrum Master is supposed to facilitate a “team first” mentality when it comes to quality. You must ensure all of the following to maintain quality in Scrum, EXCEPT:
* Any quality related error must be fixed only at the end to ensure that the deliverable is Done.
* Iterative Product development, repetitive testing, and documentation help ensure quality is inherent in each Done deliverable.
* Any quality requirement must consider the capacity and willingness of the organization to meet the business need.
* The changing needs of the customers must be incorporated during the increments.

NEW QUESTION 66

The Product Owner on a project, on which you are the Scrum Master, has identified disaster situations, such as earthquakes and tsunamis, as potential risks to the underwater transnational communication sea link. The Stakeholders have suggested that steps to safeguard the foundations of the ocean infrastructure be taken at the earliest, and also have recommended that a contingency reserve be created, which could be used in case of disaster situations. This is an example of:
* Risk Mitigation.
* Risk Prioritization.
* Risk Avoidance.
* Risk Assessment.
Explanation/Reference: http://blog.scrumstudy.com/risk-management-in-scrum-2/

NEW QUESTION 67

One of the responsibilities of the Scrum Master is to facilitate timely identification of all risks faced by the Scrum Team. As the Scrum Master for a team working on a banking application project, which of the following techniques would you suggest for comprehensive risk identification?
* Risk Appetite.
* Probability Impact Grid.
* Risk Checklists.
* Risk Meeting.

NEW QUESTION 68

You are a Scrum Master on a project that is preparing to begin its first Sprint. You explain to the Scrum team the concept of Daily Standup Meetings. You include all of the following points in your introduction to the Daily Standup Meeting, EXCEPT:

* The Daily Standup Meeting is a short daily meeting, time-boxed to 15 minutes.
* The meeting may be cancelled or delayed if one or more members are not able to attend.
* Team members assemble to report their progress in the Sprint and plan the day’s activities.
* The information provided by the Team members is used to identify the impediments in the way of project progress.
Reference:

https://www.mountaingoatsoftware.com/agile/scrum/meetings/daily-scrum

NEW QUESTION 69

Which of the following should be cross-functional?
* Development Team
* Product Owner
* All of the above
* Scrum Master

NEW QUESTION 70

Who among the following can directly approve changes recommended in the project?
* Product Owner
* Scrum Guidance Body
* Scrum Master
* Senior Management

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The Scrum Guidance Body usually defines a process for approving and managing changes throughout the organization. In the absence of a formal process, it is recommended that small changes that do not have a significant impact on the project be directly approved by the Product Owner. The tolerance for such small changes could be defined at an organizational level or by the sponsor for a particular project. In most projects,

90% of Change Requests could be classified as small changes that should be approved by the Product Owner. So, the Product Owner plays a very important role in managing changes in a Scrum Project.
Reference:

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NEW QUESTION 71

A CEO asks the Development Team to add a new item to the Sprint. What should the Development Team do in response?
* Refer it to the Product Owner
* Add the item to the Sprint
* Replace an item of the Sprint with the new one
* Add the item to the Product Backlog

NEW QUESTION 72

Which of the following statements about Release Planning Session is/are Correct?

A) Release Planning Sessions are conducted to develop a plan that defines when various sets of usable functionality or products will be delivered to the customer.

B) Release Planning Sessions enable the Scrum Team to have an overview of the releases and delivery schedule for the product they are developing.

C) Whether the releases will follow a phased deployment pattern or a continuous deployment pattern depends on the stakeholder requirements.

D) Release Planning Sessions should produce a detailed Release Plan for the entire project.

* A
* A and B
* B and C
* A and D

Release Planning Sessions are conducted to develop a Release Plan. The plan defines when various sets of usable functionality or products will be delivered to the customer. In Scrum, the major objective of a Release Planning Meeting is to enable the Scrum Team to have an overview of the releases and delivery schedule for the product they are developing so that they can align with the expectations of the Product Owner and relevant stakeholders (primarily the project sponsor).

Reference:

http://blog.scrumstudy.com/release-planning-sessions-in-scrum/

NEW QUESTION 73

Which of the following statements on Risk Management in a Scrum project is INCORRECT?

* The iterative nature of Scrum with its rapid turnaround time and feedback cycles allows for early detection of failures.
* Risks can be managed only at the project level, even if they are related to or originate in portfolios or programs.
* Risk Burndown Charts aye an important tool for communicating information related to risks to the Stakeholders.
* Risk is largely minimized in Scrum due to the flexibility in adding or modifying requirements at any time in the project lifecycle.

Reference:

http://blog.scrumstudy.com/how-scrum-framework-minimizes-risks-threats-in-projects-2/

NEW QUESTION 74

At the end of each Sprint the Scrumboard is _____.

* Updated with new tasks and completed tasks.
* Placed besides the new one to compare team velocities in Sprints.
* Analyzed by the Scrum master to understand the project progress in that particular sprint.
* Reset or wiped off.

Reference:

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AX8DQIwPUTwHssRinUC0HBs1y0G4cueRRcNpGOdv3upGebf3xhz6sZtrd3r_e8p-

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NEW QUESTION 75

Listed below are some risks and issues that might be encountered during the course of a project. Identify which of the following are risks (not issues).

A) After extensive training, marketing representatives might still not be ready to take orders after the project is launched.

B) The painting crew might be delayed due to heavy rain, which could negatively impact the project schedule.

C) Funding was not approved.

D) Requirements, as currently defined, are unclear.
* Only B
* A and C
* B and D
* A and B

NEW QUESTION 76

Which of the following comparisons is true about Scrum and Traditional Project Management?
* In Scrum, upfront planning is high, while in Traditional Project Management it is low.
* In Scrum, performance measurement is based on plan conformity, while in Traditional Project Management it is based on business value.
* In Scrum, customer involvement is high throughput the project, while in Traditional Project it varies according to the project’s lifecycle.
* In Scrum, Quality Assurance is process centric, while in Traditional Project Management it is customer centric.

NEW QUESTION 77

You are a Scrum Master on a project creating an optical fiber cable network across the country. The project has reached the Create User Stories process. Which of the following is NOT an input to this process?
* The Prioritized Product Backlog.
* Identified Risks.
* Personas.
* Done CriteriA.
Explanation

The key inputs of creating user stories are Scrum Core Team, Prioritized Product Backlog, Done Criteria, and Personas. The most import tool is User Story Writing Expertise. And the major outputs are User Stories and User Story Acceptance CriteriA.

NEW QUESTION 78

Which one of the following is NOT a type of identified dependencies in a Scrum project?
* Critical
* Mandatory
* Discretionary

* Internal
Explanation/Reference: http://blog.scrumstudy.com/dependency-determination-in-scrum-project/

NEW QUESTION 79

Which of the following statement(s) is/are true with respect to Change in Scrum projects?

A) The Scrum Master suggests changes in consultation with the Scrum Team.

B) The Scrum Master can recommend changes based on Retrospect Sprint Meetings.

C) Changes that are beyond the tolerance level of the Product Owner may need the assistance of the Scrum Master working with the Product Owner.

D) The Scrum Master finalizes the formal change requests along with the Scrum Team.
* Only D
* C and D
* A and B
* Only A

Topics of Scrum Master Certified (SMC) Exam
The following topics are part of the Scrum Master Certified (SMC) Exam that a candidate must have a firm grip on, to pass the exam:
1. Agile Overview
Developing self-organizing and cross-functional teams to discover requirements and develop solutions. Valuing individuals and interaction, customer collaboration, accomodating changes over time and focus on working software rather than comprehensive documentation. Using agile methods like Scrum and Kanban to manage focus on workflow. Differentiating between Agile and traditional waterfall methodology.
This section constitutes of the following subtopics:
      - Methods of Agile- The Manifesto of the Agile- The Importance and boost of Agile- Agile Manifesto Principles
2. Scrum Overview
Developing an agile framework to break the task in timeboxed iterations (sprints). Encourage teams to learn through interactions, to coordinate themselves when working on an issue, and to focus on wins and losses to constantly improve. Overview of a series of discussions, methods, and roles that work together to help teams coordinate and handle their work.
This section constitutes of the following subtopics:
      - Principles of Scrum- Advantages of Scrum- Processes of Scrum- Characteristics of Scrum
3. Scrum Roles
Learning clearly defined roles of individuals in Scrum to improve efficiency. Scrum roles define the main responsibilities for those on the team. Roles in Scrum aren't job titles. Empiricism, self-organization, and constant development are the core of Scrum. The Scrum roles, therefore, include a minimum description of responsibilities and accountability to encourage teams to conduct work effectively. Scrum Roles can be divided into two main categories; Core and Non-core. The core roles are further divided and

described below:

- Product Owner- Scrum Master- Scrum Team

4. Phases of Scrum Project

Learning the main processes and phases involved in Scrum. These phases can be divided into 3 main groups namely pregame, game and postgame. The phases are listed below:

- Retrospect- Release- Implementation

5. Scaling Scrum

Scaling is becoming more effective as you grow. This refers to connecting several teams to deliver complex solutions that need proper coordinated working. The larger the size of a team, the greater the contact lines between team members, making it more difficult to establish trust and a shared goal. Scaling scrum will, therefore, help to establish personal relationships and maintain desired results. Scaling scrum comprises of the following contents:

- Mapping to Scrum from Traditional Roles- Scrum of Scrums (SoS) Meeting- Scrum Scalability- Significance of Executive Support- Transition to Scrum- Maintaining Stakeholder Engagement- Maintaining Traditional Roles to Scrum

6. Mock Product Development

Develop mock product using the skills learned to practice agile development

7. Case Studies

Using simulated case studies to gain experience in carrying out a Scrum project

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