

Latest Version: 8.0

Question: 1

For a product backlog item, Cycle time is considered a lagging indicator (not a leading indicator) for the length of the Scrum Team's feedback loop.

Response:

- A. False
- B. True

Answer: B

Question: 2

The straight-line horizontal distance between the top line and the bottom line on a Cumulative Flow Diagram is known as:

Response:

- A. Average Cycle Time
- B. Exact Cycle Time
- C. Exact Average Cycle Time
- D. Total Work in Progress
- E. Exact Lead Time
- F. Average Lead Time

Answer: A

Question: 3

True or False: Scrum Events, Scrum Team Accountabilities, and Scrum Artifacts are augmented when using Scrum with Kanban. For example, having a clear indicator of the age of active Sprint Backlog items may help the Scrum Team during the Daily Scrum, helping them to better Inspect and Adapt their daily work.

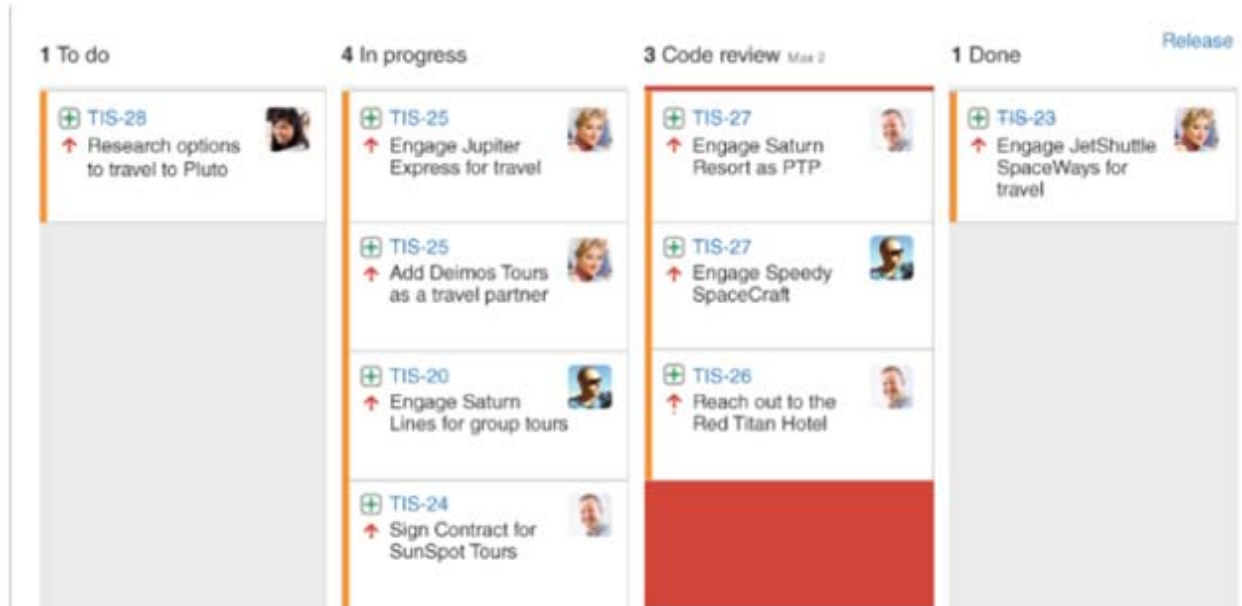
Response:

- A. True
- B. False

Answer: A

Question: 4

Below is a sample agile board with WIP limits used by a typical Scrum team. In this board above, "Ready for dev" signifies that the story has been fully vetted by the Product Owner and team.



The Scrum Team pulls work from "ready for dev" into "in progress" as they start on work items. In the board above, the WP limit for "in progress" items is 7, and there are currently 4 items in that state. This tells the team that:

Response:

- A. They've got capacity to take on more work and can move items in the In-Progress State.
- B. They've got capacity to take on less work and should move items in the In-Progress State.

Answer: A

Question: 5

Kanban Work Flow is the movement of _____ through the product development system.

Response:

- A. Customer Value.
- B. Customer Requirements.
- C. Work Flow Processes.
- D. Rules.

Answer: A

Question: 6

Kanban practitioners follow a set of core principle / principles which are:

Response:

- A. Agree to pursue incremental, evolutionary change.
- B. All of the above / all the listed options.
- C. Respect the current process, roles, responsibilities, and titles.
- D. Start with what you do now.

Answer: B

Question: 7

The Kanban complementary practices invalidate the need for Scrum's Sprint.

Response:

- A. False
- B. True

Answer: A

Question: 8

Work in Progress (WIP) is:

Response:

- A. The number of work items started but not finished.
- B. The number of PBI's being worked on actively by the Developers.
- C. Equal to the number of PBI's in the Sprint Backlog.
- D. The total of all items in the Product Backlog.

Answer: A

Question: 9

True or False: Cycle Time is a direct leading indicator for the length of the Scrum Team's feedback loop for a Product Backlog item.

Response:

- A. True
- B. False

Answer: B

Question: 10

A Service Level Expectation is:
Response:

- A. A commitment
- B. An estimate
- C. All of the above
- D. A forecast

Answer: D

Question: 11

On a Kanban Board, WIP Limits can be set :
Response:

- A. For the whole Kanban board
- B. Per Person
- C. On every swim lane
- D. On every column

Answer: ABCD

Question: 12

Scrum Teams achieve flow optimization by using the following four practices:
(Choose all that apply)
Response:

- A. Limiting WIP.
- B. Updating the States.
- C. Inspecting and adapting their definition of "Workflow".
- D. Visualization of the workflow.
- E. Active management of work items in progress.
- F. Managing the Sprint Backlog dependencies.

Answer: ACDE

Question: 13

If the team decreases their WIP Limit what is likely to happen to the teams cycle time?
Response:

- A. Cycle time is like to increase.
- B. Cycle time is likely to decrease.

Answer: B

Question: 14

A change to the Scrum Team's Definition of Workflow can be done:
Response:

- A. At any time.
- B. When the WIP Limit is crossed.
- C. Scrum Team's Definition of Workflow cannot change.
- D. Only during Sprint retrospective.

Answer: A

Question: 15

It is the Product Owners responsibility to ensure the continuous proactive, active, and reactive management of work items is in progress within the Kanban Workflow.
Response:

- A. True
- B. False

Answer: B