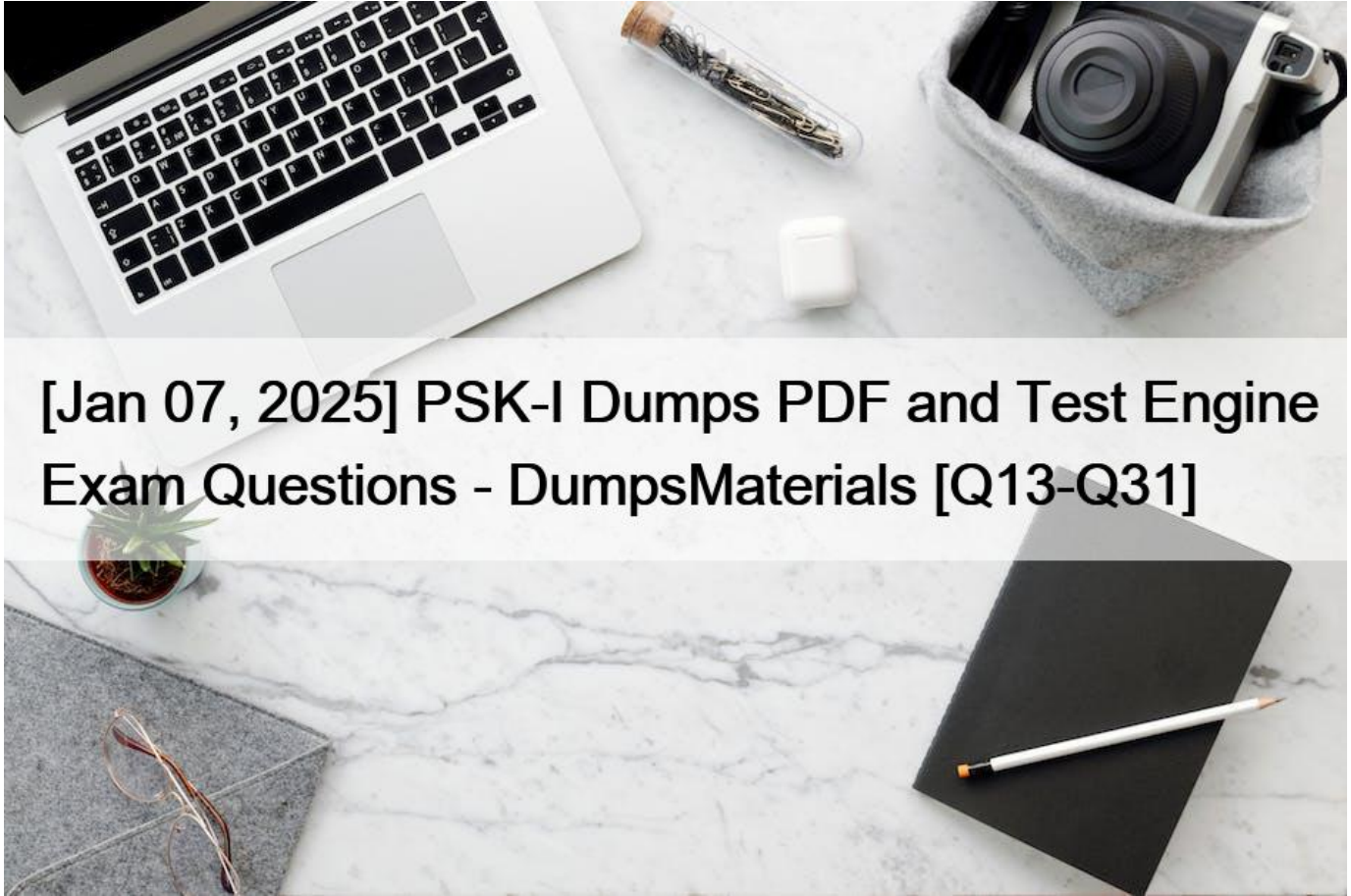


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QUESTION 13

True or False: Work Item Age is a leading indicator for the length of the Scrum Team's feedback loop for that (in progress) item.

- * True
- * False

Work Item Age is the amount of time a work item has been in progress. It acts as a leading indicator for the length of the Scrum Team's feedback loop for that item. If a work item stays in progress for too long, it indicates that feedback is delayed, potentially impacting the team's ability to adapt and respond effectively. Tracking Work Item Age helps the team monitor flow and take timely actions to ensure that feedback loops remain short and effective

QUESTION 14

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.

- * True
- * False

QUESTION 15

Which of the following is NOT a flow metric?

(choose the best answer)

- * Cycle Time.
- * Work in Progress (WIP).
- * Throughput.
- * Work item age.
- * All of the above are flow metrics.

While WIP is a crucial metric for Kanban teams, it is not a flow metric. Flow metrics measure the movement of work through the system, while WIP measures the amount of work currently in progress.

Here's a breakdown of the other options:

- * Cycle Time: The time it takes to complete a piece of work from start to finish.
- * Throughput: The rate at which work is completed.
- * Work item age: The amount of time a work item has spent in the system.

All of these metrics provide insights into the flow of work and can be used to identify bottlenecks and optimize the workflow.

Therefore, option B, Work in Progress (WIP), is the correct answer.

QUESTION 16

A Service Level Expectation (SLE) consists of which two items?

(Choose the best two answers)

- * A period of elapsed days.
- * A cost of delay.
- * A probability.
- * A forecasted date.

An SLE combines a timeframe (elapsed days) and a probability, representing the likelihood that a work item will be completed within that timeframe. This helps to set realistic expectations for stakeholders and guide the team in maintaining a predictable flow.

Reference: The Kanban Guide for Scrum Teams.

QUESTION 17

True or False: Scrum Teams using Kanban can replace Sprint Planning with just-in-time feature planning.

- * TRUE
- * FALSE

QUESTION 18

Who is best to decide if a Scrum Team should apply a Kanban strategy in their Scrum framework? (choose the best answer)

- * The Director of Engineering.
- * The Scrum Team.
- * The Scrum Master.
- * The Product Owner.
- * The Developers.

QUESTION 19

Which of the following metrics are likely to be reviewed during flow-based Daily Scrum?

(choose the best two answers)

- * Work Item Age.
- * Work in Progress (WIP).
- * Process control chart and Scrum Team's 85th percentile.
- * Lead Time.
- * Throughput.
- * Cycle Time.
- * Velocity.

During a flow-based Daily Scrum, the team is likely to review metrics such as Work Item Age and Work in Progress (WIP):

*Work Item Age: Helps to identify items that have been in progress for a longer time than expected, signaling possible impediments or the need for swarming to complete those items.

*Work in Progress (WIP): Indicates the number of items currently being worked on, ensuring that the team is not exceeding the agreed WIP limits, which is crucial for maintaining a steady flow

QUESTION 20

Which is the LEAST accurate description of Cycle Time? (choose the best answer)

- * The quantity/number of items that are delivered within a specified period of time.
- * The length of time a work item takes from idea stage to feedback from users after release to production.
- * The total amount of time an item is in a state/column.
- * The length of time from starting work on the item to when it is finished.

QUESTION 21

Which of the following is TRUE about the relationship between Sprints and Kanban for Scrum? (choose the best three answers)

- * Sprints are examples of cycles and cadence.
- * Sprints are examples of a policy that shows the team's way of working.
- * It is easier to achieve Sprint objectives when applying Kanban practices.
- * A Sprint is an example of limiting Work in Progress (WIP).

QUESTION 22

True or False: A team's future performance can be determined by using Little's Law. (Choose the best answer)

- * TRUE
- * FALSE

QUESTION 23

In the context of Kanban, which statement best describes flow? (choose the best answer)

- * An undesirable effect of too much work being present in the system.
- * A software development technique.
- * The movement of customer value throughout the product development system.
- * The movement of tasks between workflow stages.

QUESTION 24

What is Kanban?

(choose the best answer)

- * A methodology aimed at visualizing your Workflow for effectiveness and enhance productivity within the team.
- * A strategy for optimizing the flow of value through a process that uses a visual, Work in Progress (WIP) limited pull system.
- * A set of practices that are additive to the Scrum framework.
- * None of the above.

Kanban is:

- * A strategy for optimizing the flow of value through a process (Option B): Kanban focuses on improving flow and efficiency by using a visual pull system with limited WIP. This strategy helps teams balance demand against throughput and enhance productivity by limiting the number of work items in progress.

Options A (methodology for visualizing workflow) and C (set of practices additive to Scrum) are partially correct but do not fully capture Kanban's purpose. Kanban is not just a visualization tool (A), and while it can be additive to Scrum (C), it is fundamentally a flow-based strategy

QUESTION 25

Which of these metrics is most valuable for Sprint Planning? (Choose the best answer)

- * Throughput.
- * Points Delivered.
- * Work Item Age.
- * Cycle time.

QUESTION 26

Within the same Kanban system, Work in Progress (WIP), is NOT a leading indicator for:

(choose the best answer)

- * Throughput.
- * Story points delivered.
- * Cycle Time.
- * Number of Product Backlog items finished in a Sprint.

Within the same Kanban system, Work in Progress (WIP) is not a leading indicator for Story points delivered. While WIP can influence throughput and cycle time, it does not directly correlate with story points delivered, as story points are a measure of effort or complexity rather than flow. The number of story points delivered is not directly influenced by the current WIP levels

QUESTION 27

Scrum Teams using Kanban can start to increase predictability by:

- * Visualizing the Workflow using a Kanban board.
- * Improving transparency by having a CFD: Control Chart and Aging chart.
- * Reducing the amount of work in progress by introducing Work in Progress (WIP) Limits.
- * Inspecting and adapting the Product Backlog during the Sprint Review.

By limiting WIP, Scrum Teams using Kanban create a more predictable flow, as it prevents the team from overcommitting and encourages them to finish work items before starting new ones. This aligns with Kanban's principle of optimizing flow and Scrum's iterative delivery approach. Reference: The Kanban Guide for Scrum Teams.

QUESTION 28

True or False: When the Developers add Kanban to Scrum, the way they use the Sprint Goal during their Daily Scrum changes.

- * True
- * False

When Developers add Kanban to Scrum, the way they use the Sprint Goal during their Daily Scrum can change. In traditional Scrum, the Sprint Goal is a shared commitment for the Sprint. However, in Professional Scrum with Kanban, the focus shifts to the flow of work and delivering value incrementally.

While the Sprint Goal still provides direction, the Daily Scrum may involve discussions about:

- * Progress towards the Sprint Goal:How are we progressing towards the overall goal?
- * Work in Progress (WIP):Are we adhering to WIP limits?
- * Blockers and impediments:What is preventing the team from progressing?
- * Prioritization:Are we working on the highest-value items?

By focusing on these aspects, the team can ensure that they are delivering value continuously and efficiently.

QUESTION 29

What are the two things that constitute a Kanban board?

(Choose the best two answers)

- * Swim lanes per Product Backlog item type.
- * Visualization of your Workflow.
- * Work in Progress (WIP) Limits.
- * Class of service.

A Kanban board is primarily used for visualizing the Workflow and managing WIP Limits. This visualization helps Scrum Teams make the flow of work transparent, track progress, and manage bottlenecks effectively. Limiting WIP ensures a pull-based flow, where new tasks are only started when there is available capacity, preventing overburdening the team. Reference: The Kanban Guide for Scrum Teams.

QUESTION 30

What is the flow metric used to forecast the number of items that will be finished per unit of time. (choose the best answer)

- * Cycle time.
- * Work in Progress (WIP).
- * Lead time.

* Throughput.

QUESTION 31

Kanban for Scrum Teams is built upon which Scrum Values? (choose the best three answers)

- * Focus
- * Transparency
- * Professionalism
- * Courage
- * Openness

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