

PMI-ACP - PMI Agile Certified Practitioner (PMI-ACP)[®]

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1. Which answer best describes Wide Band Delphi (e. g. Planning Poker) estimating?

- A. Team members provide story estimates individually and discuss their reasoning until a consensus on the estimate is reached.
- B. Team performance on prior projects is analyzed, and actual hours and durations are used to determine estimates for similar user stories.
- C. Team members apply relative sizing to each task, and story points are triangulated based on the other stories in the Sprint Backlog.
- D. Team members assign a realistic and a pessimistic estimate to each story, and points are assigned based on the calculated average.

Answer: A

2. During iteration planning, the team is discussing the design for a user story. A team member states that a design document should be started since the system is complex in nature. Another team member responds that in Agile there is no documentation. How should the ScrumMaster respond?

- A. Agree that documentation should be avoided, since it slows the progress of the team.
- B. Explain that interactions are valued over documentation, but documentation is not forbidden.
- C. Ask the manager if the technical processes mandate that designs be documented.
- D. Ask the Product Owner if it is acceptable for the resources to spend time on documentation.

Answer: B

3. The team estimation game method mainly consists of a:

- A. Pile of cards with user, capability, and value to be prioritized by the project team.
- B. Spreadsheet with backlog issues to be prioritized and each to be given a prioritization number.
- C. White board session where iterations are estimated and related to the project road map.
- D. Brainstorm session where resources are related to prioritized work packages.

Answer: A

4. Who is responsible for prioritizing the stories that will be included in the iteration?

- A. ScrumMaster
- B. Developer
- C. Product Owner

D. Team

Answer: C

5. In the Lean process, the focus is on:

- A. Managing team efficiency.
- B. Optimizing completed work across the process stream.
- C. Using the optimal resources.
- D. Cross training the team to eliminate bottlenecks.

Answer: B

6. A ScrumMaster consistently holds Daily Scrums and keeps them to 15 minutes or less. The ScrumMaster brings a list of assigned tasks and checks the status of each task with the relevant team members. The ScrumMaster then assigns new tasks for the day and ends the meeting. Is this an appropriate approach to running Daily Scrums?

- A. Yes, the ScrumMaster should get status updates and distribute new tasks to the team.
- B. Yes, the ScrumMaster should hold Scrums daily and keep the time to 15 minutes or less.
- C. No, the ScrumMaster should act in the role of facilitator to foster team self-organization.
- D. No, the ScrumMaster should allow the Scrum to run as long as is required by the team.

Answer: C

7. The primary purpose of a Sprint retrospective is for the team to:

- A. Review stories planned for the next sprint and provide estimates,
- B. Demonstrate completed user stories to the Product Owner.
- C. Discuss what went well, what didn't, and ways to improve.
- D. Individually provide status updates on user stories in progress.

Answer: C

8. An Agile team expects a velocity of 8. During sprint planning, the stories were estimated and prioritized in the following order:

Story A_4Story Points

Story B_2Story Points

Story C_3 Story Points

Story D_2Story Points

Which stories should the team include in Sprint 1, without splitting the stories?

- A. Stories A, C, and D
- B. Stories A, B, and C
- C. Stories A, B, and D
- D. Stories B, C, and D

Answer: C

9. What is the best description of the relationship between Scrum and extremeProgramming(XP)?

- A. XP is a component of Scrum.
- B. The principles of each are often complementary.
- C. Scrum is a component of XP.
- D. The principles of each are often contradictory.

Answer: B

10. How does Empirical Process Control support Agile methodologies?

- A. Testing, requirements, and adaptation
- B. Testing, requirements, and change
- C. Visibility, review, and testing
- D. Visibility, inspection, and adaptation

Answer: D

11. Which of the following is part of the 12 practices defined in eXtreme Programming (XP)?

- A. Risk management
- B. Small releases
- C. Project management

D. Project charter

Answer: B

12. When estimating initial velocity, the team should most likely:

A. Discuss among the team their expectations of how many story points they can address.

B. Use a Kanban workflow to identify steps and calculate velocity.

C. Use velocity of past iterations or make a calculated guess.

D. Discuss with the customer their expectation for the velocity of producing the product.

Answer: C

13. During which activity is the sequence of numbers 0, 1, 2, 3, 5, 8, 13 often used?

A. Denoting development sequence

B. Estimating development hours

C. Indicating priority of a story

D. Estimating points of a story

Answer: C

14. Risk exposure is the:

A. Funds set aside to contain the risk.

B. Probability a risk will occur.

C. Amount of money the risk will cost if it occurs.

D. Amount of damage to the project if the risk occurs.

Answer: A

15. In eXtreme Programming (XP), analysis, design, coding, and testing phases are done:

A. At the beginning of the iteration.

B. Every day.

C. In sequence.

D. Without documentation.

Answer: B

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