Scrum

Exam Questions PSPO-II

Professional Scrum Product Owner™ II (PSPO II)

NEW QUESTION 1
Product A is a big revenue producer; it has:
. High Current Value and Low Unrealized Value. Product B is a new product with a lot of potential; it has:
. Low Current Value and High Unrealized Value.
Using those two data points and taking a long-term view, which of the options below should you pursue?
(choose the best answer)

A. Weight your investment toward Product B; since it has more potential.
B. Weight your investment toward Product A; you do not want to risk losing customers.
C. Invest equally in both products.

Answer: A

Explanation:
According to the Professional Scrum Product Owner™ II certification guide1, the Product Owner is accountable for maximizing the value of the product resulting from the work of the Scrum Team. This means that the Product Owner should have a clear vision of the product, understand the needs and desires of the customers and stakeholders, and prioritize the Product Backlog items based on their value and urgency. The Product Owner should also use evidence-based management to measure the value delivered by the product and make informed decisions about the product strategy and direction.
In this question, Product A has a high current value, which means that it is generating a lot of revenue and satisfying the existing customers. However, it also has a low unrealized value, which means that it has little room for improvement or innovation, and may face competition or obsolescence in the future. Product B has a low current value, which means that it is not generating much revenue or satisfying many customers. However, it also has a high unrealized value, which means that it has a lot of potential for improvement or innovation, and may capture new markets or opportunities in the future.
Taking a long-term view, the Product Owner should weight the investment toward Product B, since it has more potential to deliver value in the future. This does not mean that the Product Owner should neglect Product A, but rather balance the investment between the two products based on the expected return on investment and the risk involved. Investing equally in both products may not be optimal, as it may result in underinvesting in Product B and overinvesting in Product A. Weighting the investment toward Product A may not be wise, as it may result in missing out on the opportunities offered by Product B and losing the competitive edge in the market.
References: 1: Professional Scrum Product Owner™ II Certification | Scrum.org

NEW QUESTION 2
A separate Product Backlog is needed for every: (choose the best answer)

A. Product.
B. Scrum Team.
C. Portfolio.
D. Program.
E. All of the above.

Answer: A

Explanation:
According to the Professional Scrum Product Owner™ II certification guide1, a Product Backlog is an ordered list of what is needed to improve the product. It is the single source of work undertaken by the Scrum Team. The Product Backlog is owned by the Product Owner, who is accountable for maximizing the value of the product resulting from the work of the Scrum Team. Therefore, a separate Product Backlog is needed for every product, not for every Scrum Team, portfolio, program, or all of the above. Multiple Scrum Teams can work on the same product and share the same Product Backlog2. A portfolio or a program may consist of multiple products, each with its own Product Backlog3. References: 1: Professional Scrum Product Owner™ II Certification | Scrum.org 2: What is a Product Backlog? | Scrum.org 3: Product Backlog Explained [+ Examples] | Atlassian

NEW QUESTION 3
Managing a Product Backlog involves which of the following activities? (choose all that apply)

A. Forecasting the effort of Product Backlog items.
B. Reducing or eliminating dependencies between Product Backlog items.
C. Reviewing the Product Backlog with stakeholders.
D. Breaking large Product Backlog items into multiple smaller Product Backlog items.
E. Ordering the Product Backlog.

Answer: BCDE

Explanation:
Product Backlog involves the following activities12:
* Reducing or eliminating dependencies between Product Backlog items. This helps to increase the flexibility and adaptability of the Product Backlog, and enables the Developers to select the most valuable and feasible items to work on in each Sprint3.
* Reviewing the Product Backlog with stakeholders. This helps to ensure that the Product Backlog reflects the needs and expectations of the customers and users, and that the Product Owner receives feedback and input from various perspectives4.
* Breaking large Product Backlog items into multiple smaller Product Backlog items. This helps to create a more granular and transparent Product Backlog, and allows the Product Owner to prioritize and refine the items more effectively5.
* Ordering the Product Backlog. This helps to communicate the relative importance and urgency of the Product Backlog items, and guides the Developers to select the most valuable items for the next Sprint.
Forecasting the effort of Product Backlog items is not an activity that is explicitly required for managing a Product Backlog. The Product Owner is mainly responsible for maximizing the value of the product, not the effort or cost of development. The effort of Product Backlog items may be estimated by the Developers, but
this is not a mandatory practice and it does not affect the ordering of the Product Backlog. References
: 1: Product Backlog Management, 2: Managing Products with Agility, 3: Reducing Dependencies, 4: Reviewi the Product Backlog, 5: Breaking Down Product Backlog Items, : Ordering the Product Backlog, : The Produc Owner, : Estimating Product Backlog Items

NEW QUESTION 4
A Product Owner is needed for every:

(choose the best answer)

A. Product.
B. Portfolio.
C. Program.
D. All of the above.

Answer: A

Explanation:
The Product Owner is the sole person accountable for managing the Product Backlog and ensuring the value of the work the Scrum Team performs. The Product Owner is one person, not a committee. The Product Owner may represent the desires of a committee in the Product Backlog, but those wanting to change a Product Backlog item's priority must address the Product Owner1. The Product Owner is responsible for the product and its outcome2.
A product is a vehicle to deliver value. It has a clear boundary, known stakeholders, well-defined users or customers. A product could be a physical product, a software product, a service, a project, or something else3. A product has a product vision, which is the overarching goal of the product, the reason for creating it, and the impact it should have on its customers and users4.
A portfolio is a collection of products or projects that are aligned with a strategic goal or an organizational unit5. A program is a group of related projects or products that are managed in a coordinated way to obtain benefits and control not available from managing them individually. A portfolio or a program may have a portfolio or program manager, who is responsible for overseeing the alignment, prioritization, and governance of the portfolio or program . However, these roles are not equivalent to the Product Owner role, as they do not have the same accountabilities and authorities as the Product Owner.
Therefore, the correct answer is that a Product Owner is needed for every product, not for every portfolio or program. References: 1: Scrum Guide 2: Understanding and Applying the Scrum Framework 3: Ma Products with Agility 4: [Product Vision] 5: [Portfolio] : [Program] : [Portfolio Management] : [Program Management]

NEW QUESTION 5
What is a benefit of frequent product releases? (choose the best answer)

A. They enable teams to inspect and adapt more frequently.
B. They help teams better understand and meet customer needs.
C. They help teams to learn how to correct and eliminate errors.
D. Smaller, more frequent releases are less risky.
E. All of the above.
F. None of the above.

Answer: E

Explanation:
Frequent product releases are beneficial for several reasons. They enable teams to inspect and adapt more frequently, which means they can get faster feedback, validate their assumptions, and improve their product incrementally. They help teams better understand and meet customer needs, which means they can deliver more value, increase customer satisfaction, and build trust and loyalty. They help teams to learn how to correct and eliminate errors, which means they can reduce waste, improve quality, and prevent technical debt. Smaller, more frequent releases are less risky, which means they can reduce uncertainty, avoid big-bang failures, and enable faster recovery123. References: 1: Managing Products with Agility 2: Understandi Applying the Scrum Framework 3: Evolving the Agile Organization

NEW QUESTION 6
What typically happens if Product Backlog items are not sufficiently clear during Sprint Planning?
(choose the best answer)

A. Nothing, so long as the Product Owner gives the Developers a clear Sprint Goal.
B. The Developers will have difficulty creating a forecast of work for the Sprint.
C. Nothing in particular.
D. The Scrum Master should not allow this to happe
E. Look for a new Scrum Master and re-start the Sprint.
F. The meeting is cancelled so refinement can be done first.

Answer: B

Explanation:
If Product Backlog items are not sufficiently clear during Sprint Planning, the Developers will typically have difficulty creating a forecast of work for the Sprint (B). This is because the clarity of the Product Backlog items is crucial for the Developers to understand what is expected and to plan their work accordingly. The Scrum framework emphasizes the importance of a well-refined Product Backlog for effective Sprint Planning

NEW QUESTION 7
Complete this sentence: The more uncertain you are about customer needs or market desires (choose the best two answers)

A. the smaller each release should be.
B. the more you should focus on validating customer needs.
C. the more likely it is that you should invest in a different product.
D. the more important a risk management plan becomes.

Answer: AB

Explanation:
 Verified Answer: A, B
Very Very Short Explanation
In the context of Scrum and the PSPO II guidelines, when there is uncertainty about customer needs or market desires, it is recommended to make smaller releases to allow for quicker feedback and adaptation (A), and to increase the focus on validating customer needs to ensure that the product development is aligned with what customers actually want (B). This approach is consistent with the principles of empiricism and agility, which emphasize the importance of transparency, inspection, and adaptation123.

NEW QUESTION 8
Which of the following activities should a Product Owner never do? (choose the best answer)

A. Decide when to release the product Increment.
B. Dictate the Sprint Goal.
C. Accept work done during the Sprint.
D. Establish a Product Goal.

Answer: B

Explanation:
According to the Professional Scrum Product Owner™ II certification guide1, the Sprint Goal is the single objective for the Sprint. It is a commitment made by the Scrum Team during Sprint Planning. The Sprint Goal provides guidance to the Developers on why it is valuable to build a coherent Increment. The Product Owner proposes how the product could increase its value and utility in the current Sprint. The whole Scrum Team then collaborates to define a Sprint Goal that communicates why the Sprint is valuable to stakeholders. The Product Owner should not dictate the Sprint Goal, but rather collaborate with the Developers and the Scrum Master to create a shared understanding and alignment. The other options are not activities that a Product Owner should never do, because they are either part of the Product Owner's accountabilities (A, C, D) or may be done in collaboration with others (A, D). References: 1: Professional Scrum Product Owner™ II Certification | Scrum.org

NEW QUESTION 9
The only person who can abnormally terminate a Sprint is?
(choose the best answer)

A. The Developers.
B. The Scrum Master.
C. The Product Owner.
D. The Stakeholders.

Answer: C

Explanation:
The Scrum Guide specifies that only the Product Owner has the authority to cancel a Sprint. This is because the Product Owner is responsible for maximizing the value of the product and may decide to cancel a Sprint if the Sprint Goal becomes obsolete or if they foresee that the current direction will not lead to a valuable outcome

NEW QUESTION 10
Which of the following would likely be the least effective way to enhance the agility of your future product development?
(choose the least effective approach)

A. Consider whether there is a significantly large enough market for your product.
B. Form a holistic view of how the customer sees your product.
C. Clearly understand the producer, buyer/consumer relationship.
D. Lean on your organizational efficiency and existing architecture to build your product aligned to the current organization.

Answer: D

Explanation:
As a Product Owner, you need to embrace agility and empiricism in your product development. This means that you should be able to inspect and adapt your product based on feedback from the market, customers, users, and stakeholders. You should also be able to experiment and learn from your failures and successes. To do this, you need to have a flexible and adaptable product architecture that can support frequent changes and new features. You also need to collaborate with your Scrum Team and other teams in the organization to deliver value incrementally and iteratively. Therefore, leaning on your organizational efficiency and existing architecture to build your product aligned to the current organization is the least effective way to enhance your agility. This approach can limit your innovation, creativity, and responsiveness to the changing needs and expectations of your customers and users. It can also create silos, dependencies, and conflicts within and across teams, and reduce the quality and value of your product.
References:
* Professional Scrum Product Owner™ II Certification
* Evolving the Agile Organization
* Managing Products with Agility

NEW QUESTION 10
A "cone of uncertainty" can be used to do what? (choose the best answer)

A. Represent the relative level of difficulty for predicting the velocity of individual team members.
B. Rapidly identify and prioritize all uncertainties.
C. Determine whether to cut quality, similar to the "Iron Triangle" of project management.
D. Visualize the uncertainty of the potential value that a Scrum Team delivers over time.

Answer: D

Explanation:
A "cone of uncertainty" is a graphical representation of the evolution of the amount of uncertainty during a project. It shows that at the beginning of a project, there is a high degree of variability and unpredictability in the estimates of the scope, cost, time, and value of the product. As the project progresses, more information and feedback are gathered, and the uncertainty decreases, reaching zero when the product is delivered and validated. A "cone of uncertainty" can be used to visualize the uncertainty of the potential value that a Scrum Team delivers over time, and to guide the empirical process of inspection and adaptation. By using a "cone of uncertainty", a Scrum Team can:
* Align the expectations of the stakeholders and customers with the reality of the complex and dynamic environment.
* Avoid making premature or unrealistic commitments based on inaccurate or incomplete estimates.
* Embrace change and experimentation as opportunities to learn and deliver more value.
* Inspect the actual value delivered and the feedback received, and adapt the product vision, strategy, and backlog accordingly.
* Forecast the range of possible outcomes and the level of confidence for each Sprint and release.

The other options are not valid uses of a "cone of uncertainty". A "cone of uncertainty" does not represent the relative level of difficulty for predicting the velocity of individual team members, as velocity is a measure of the amount of work done by the whole Scrum Team, not by individuals. A "cone of uncertainty" does not rapidly identify and prioritize all uncertainties, as uncertainties are not always known or quantifiable, and may change over time. A "cone of uncertainty" does not determine whether to cut quality, similar to the "Iron Triangle" of project management, as quality is not a variable that can be traded off in Scrum, but a non-negotiable aspect of the Definition of Done and the value proposition of the product.
References:
* Professional Scrum Product Owner™ II Certification
* Managing Products with Agility
* Cone of Uncertainty - Wikipedia

NEW QUESTION 14
The Developers have struggled to get all of their forecasted work done during the last three Sprints. As a Product Owner what steps could you take to help the Developers improve their ability to deliver a done Increment?
(choose the best two answers)

A. Ask the Scrum Master to help the Developers learn techniques for improving their ability to forecast work.
B. The Product Owner can spend more time with the Developers.
C. Ensure that all Developers are top performers.
D. Add more people to the team so they can get more done.

Answer: AB

Explanation:
= As a Product Owner, you are accountable for maximizing the value of the product and the work of the Developers. To do this, you need to collaborate with the Developers and the Scrum Master to ensure that the Product Backlog is clear, ordered, and refined, and that the Sprint Goal and the Sprint Backlog are aligned with the product vision and strategy. You also need to provide feedback and guidance to the Developers throughout the Sprint, and to inspect and adapt the product based on the Sprint Review and the stakeholders' input.
One of the challenges that the Developers may face is to forecast the amount of work that they can complete within a Sprint, and to deliver a potentially releasable Increment that meets the Definition of Done. This requires the Developers to have the skills and the tools to estimate the complexity and the effort of the Product Backlog items, to plan and manage their work effectively, and to adhere to the quality standards and the technical practices that enable them to build a valuable and usable product increment.
To help the Developers improve their ability to deliver a done Increment, the Product Owner can take the following steps:
* Ask the Scrum Master to help the Developers learn techniques for improving their ability to forecast work. The Scrum Master is accountable for establishing an environment where the Developers can work effectively, and for coaching the Developers on self-organizing and cross-functionality. The Scrum Master can also help the Developers to apply empirical process control, to use various estimation methods, to monitor and visualize their progress, and to inspect and adapt their plan based on the Sprint Backlog and the Sprint Burndown Chart.
* The Product Owner can spend more time with the Developers. The Product Owner can support the Developers by clarifying the Product Backlog items, providing the acceptance criteria, explaining the customer needs and the business value, and answering any questions that the Developers may have. The
Product Owner can also participate in the Sprint Planning, the Daily Scrum, and the Sprint Retrospective, to share their insights, expectations, and feedback, and to collaborate with the Developers on creating and refining the Sprint Goal and the Sprint Backlog.
The other options are not the best steps to take, because they either do not address the root cause of the problem, or they may have negative consequences. Ensuring that all Developers are top performers may not be realistic or feasible, and it may also create a culture of blame or competition, rather than collaboration and learning. Adding more people to the team may not necessarily increase the productivity or the quality of the work, and it may also introduce communication and coordination challenges, as well as additional costs and risks.
References:=Scrum Guide, Understanding and Applying the Scrum Framework, Managing Products with Agility

NEW QUESTION 15
Who is accountable for creating a valuable, useful Increment every Sprint? (choose the best answer)

A. The Scrum Team.
B. The Product Owner.
C. The Scrum Master.
D. The Developers.
E. The Project Manager.

Answer: A

Explanation:
According to the Scrum Guide, the Scrum Team consists of one Scrum Master, one Product Owner, and Developers. The entire Scrum Team is accountable for creating a valuable, useful Increment every
Sprint1. The Increment is a concrete step toward achieving the Product Goal, and it must meet the Definition of Done and be usable by the stakeholders1. The Product Owner is accountable for maximizing the value of the product and the work of the Developers1. The Scrum Master is accountable for establishing Scrum as defined in the Scrum Guide, helping everyone understand Scrum theory and practice, and removing impediments to the Scrum Team's progress1. The Developers are accountable for creating any aspect of a usable Increment each Sprint1. All three roles must collaborate and coordinate their efforts to deliver the best possible product2.

NEW QUESTION 16
What are the attributes of a good Product Vision and Strategy? (choose all that apply)

A. It describes how the product compares to competitor products.
B. It describes who will use the product and what they would like to achieve.
C. It describes how people will use the product to achieve potential outcomes.
D. It describes what value means in the context of the product, and how it can be measured.

Answer: BCD

Explanation:
A good Product Vision and Strategy should have the following attributes12:
* It describes who will use the product and what they would like to achieve. This helps to define the target market, the customer segments, and the user personas,

as well as their needs, goals, and problems.
* It describes how people will use the product to achieve potential outcomes. This helps to articulate the value proposition, the benefits, and the features of the product, as well as the assumptions and hypotheses that need to be validated.
* It describes what value means in the context of the product, and how it can be measured. This helps to establish the objectives, the key results, and the metrics that will guide the product development and evaluation.
It is not necessary for a good Product Vision and Strategy to describe how the product compares to competitor products. This may be part of the market analysis or the competitive advantage, but it is not a core attribute of the Product Vision and Strategy. Moreover, focusing too much on the competitors may distract from the customer needs and the product value. References: 1: Product Vision, 2: Product Strategy

NEW QUESTION 19
The Developers inform the Product Owner during the Sprint that they are not likely to complete everything they forecasted. What would you expect a Product Owner to do?
(choose the best answer)

A. Reduce the scope of the Sprint, if possible, to still meet the Sprint Goal.
B. Skip Product Backlog refinement activities.
C. End the Sprint, since the goal cannot be achieved.
D. Change the Sprint Goal to match what the Developers can deliver.
E. Inform management that more resources are needed.

Answer: A

Explanation:
According to the Professional Scrum Product Owner™ II certification guide1, the Product Owner is accountable for maximizing the value of the product resulting from the work of the Scrum Team. This means that the Product Owner should collaborate with the Developers and the Scrum Master to find the best way to deliver value in the current Sprint, even if the initial forecast is not met. The Product Owner should not change or abandon the Sprint Goal, as it is a commitment made by the Scrum Team during Sprint Planning. The Product Owner should also not skip Product Backlog refinement activities, as they are essential for preparing the Product Backlog for future Sprints. The Product Owner should not end the Sprint prematurely, as it may cause more disruption and waste than delivering a potentially releasable Increment. The Product Owner should not inform management that more resources are needed, as it may imply that the Scrum Team is not self-organizing and cross-functional. The Product Owner should respect the Developers' autonomy and professionalism and support them in finding the best solution to the problem. Therefore, the best answer is to reduce the scope of the Sprint, if possible, to still meet the Sprint Goal. This means that the Product Owner and the Developers should negotiate the scope of the Sprint Backlog within the Sprint, removing or adding Product Backlog items that are aligned with the Sprint Goal and the value delivery. References: 1: Profession Scrum Product Owner™ II Certification | Scrum.org

NEW QUESTION 22
The smallest product Increment that is valuable enough to release is one that:
(choose the best answer)

A. Delivers a single new or improved outcome.
B. Adds a new feature.
C. Fixes at least one defect.
D. Delivers all 'must do' Product Backlog items.

Answer: A

Explanation:
The smallest product Increment that is valuable enough to release is one that delivers a single new or improved outcome for the customers or users of the product.This is because the outcome is the ultimate measure of value, not the output or the features1.An outcome is a change in behavior, attitude, or situation that results from using the product2.An outcome can be achieved by delivering a single feature, fixing a defect, or improving an existing functionality, as long as it meets the Definition of Done and the Sprint Goal3. Therefore, the best answer is A.
The other options are not correct because:
B) Adds a new feature.This is not a sufficient condition, as a new feature may not deliver a valuable outcome if it is not aligned with the product vision, the customer needs, or the market conditions4.
C) Fixes at least one defect.This is not a necessary condition, as a defect may not affect the value of the product if it is minor, rare, or irrelevant to the customer5.
D) Delivers all "must do" Product Backlog items. This is not a realistic condition, as the Product Backlog is a dynamic and emergent artifact that changes based on feedback, learning, and discovery.There is no fixed set of "must do" items that can guarantee the delivery of value.Reference:1: Outcome vs.Output,2: What is an Outcome?,3: The Definition of Done,4: Feature vs.Outcome,5: Defect vs. Value, : The Product Backlog

NEW QUESTION 26
A user satisfaction gap exists when there is a difference between: (choose the best two answers)

A. The total market size.
B. The user's desired outcome.
C. The market share of the product.
D. The user's actual experience.

Answer: BD

Explanation:
A user satisfaction gap exists when there is a difference between what the user expects from a product or service and what the user actually experiences12.The user's desired outcome is the goal or benefit that the user wants to achieve by using the product or service3.The user's actual experience is the perception and evaluation of the product or service by the user4. If the user's actual experience does not meet or exceed the user's desired outcome, the user will be dissatisfied and may switch to a different product or service.Reference:
1:Identifying and Closing the Customer Satisfaction Gap
2:Find the Gaps in Your User Experience
3: [Outcome-Driven Innovation]
4: [User Experience]
:Measure Business Opportunities with Unrealized Value

NEW QUESTION 30
You are the Product Owner at a small company with a single product. You have authority over pricing, promotion, and how much is invested in new features or capabilities. Your product has:
. High Current Value - as indicated by high customer satisfaction.
. High Unrealized Value - as indicated by low market share.
Using those two data points, what is the first action you should take to increase the business performance of the product?
(choose the best answer)

A. Increase the number of product features to attract a greater number of customers.
B. Release an identical product to market, but give it a new product name.
C. Drop the price for the product to attract a greater number of customers.
D. Improve the marketing of the product to attract a greater number of customers.

Answer: D

Explanation:
Based on the Evidence-Based Management (EBM) framework, your product has a high Current Value (CV), which means that it delivers value to the existing customers and meets their needs and expectations. However, it also has a high Unrealized Value (UV), which means that there is a large gap between the potential and actual use of the product in the market. This indicates that your product has a low awareness, reach, or appeal among the potential customers who could benefit from it.
To increase the business performance of the product, you need to reduce the UV and increase the Ability to Innovate (A2I), which is the ability to deliver future value. One way to do this is to improve the marketing of the product, which can help you to communicate the value proposition, differentiate the product from the competitors, and attract a greater number of customers. This can also provide you with more feedback and data to inform your product strategy and backlog prioritization.
The other options are not the best actions to take, because they either do not address the root cause of the high UV, or they may compromise the CV or A2I of the product. Increasing the number of product features may not necessarily increase the value or the demand for the product, and it may also increase the complexity and the cost of development. Releasing an identical product with a new name may confuse the customers and dilute the brand identity, and it may also create legal or ethical issues. Dropping the price for the product may not be a sustainable or profitable strategy, and it may also affect the perceived quality or value of the product.Reference:=Professional Scrum Product Owner II Certification, Managing Products with Agility,Evidence-Based Management

NEW QUESTION 35
As a Product Owner you become aware that the quality assurance criteria, defined in the Definition of Done, were not met for the latest Increment. Which of the following statements are true? (choose the best four answers)

A. The next Sprint may be interrupted when quality issues are encountered.
B. The project manager cannot effectively update the plan.
C. The indication of progress on the Product Backlog is not transparent.
D. The Scrum Team should not release the Increment.
E. The incomplete Sprint Backlog items should be returned to the Product Backlog.

Answer: ACDE

Explanation:
According to the Professional Scrum Product Owner II certification guide1, the Definition of Done is a formal description of the state of the Increment when it meets the quality measures required for the product. The Definition of Done creates transparency by providing everyone a shared understanding of what work was completed and what standards were met as part of the Increment. If the Definition of Done is not met, the Increment is not Done and cannot be released. Therefore, the following statements are true:
A) The next Sprint may be interrupted when quality issues are encountered. This is true because the Scrum Team may have to spend time fixing the quality issues in the previous Increment before working on the new Sprint Backlog items. This may affect the Sprint Goal and the delivery of value.
C) The indication of progress on the Product Backlog is not transparent. This is true because the Product Backlog items that were supposedly Done in the previous Sprint are actually not Done according to the Definition of Done. This means that the Product Owner cannot accurately forecast the release plan and the stakeholders cannot trust the progress reports.
D) The Scrum Team should not release the Increment. This is true because releasing an Increment that does not meet the Definition of Done may compromise the quality, usability, and value of the product. It may also damage the reputation and trust of the Scrum Team and the organization.
E) The incomplete Sprint Backlog items should be returned to the Product Backlog. This is true because the Sprint Backlog items that were not Done according to the Definition of Done are still part of the Product Backlog. The Product Owner should re-order them based on their value and priority and decide when to include them in the next Sprint.
The following statement is false:
B) The project manager cannot effectively update the plan. This is false because there is no project manager role in Scrum. The Product Owner is responsible for managing the Product Backlog and the value delivery, while the Scrum Master is responsible for facilitating the Scrum process and removing impediments. The Developers are responsible for managing the Sprint Backlog and the quality of the Increment.

NEW QUESTION 38
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