

Scrum

Exam Questions SAFe-POPM

SAFe Product Owner-Product Manager (POPM)



NEW QUESTION 1

What is one tool that visualizes Features representing a workflow?

- A. Team Kanban
- B. Story Maps
- C. User Experience Design
- D. Continuous Delivery Pipeline

Answer: B

Explanation:

A story map is a tool that visualizes features representing a workflow. A story map is a two-dimensional arrangement of user stories that shows the relationship between the user activities and the features that support them¹. A story map helps the team to understand the user journey, prioritize the features based on value and dependencies, and plan the releases and iterations².

References:

- Story Mapping - Scaled Agile Framework
- What is User Story Mapping? | Definition and Overview

NEW QUESTION 2

What is one method for designing the end-to-end Customer experience?

- A. Journey mapping
- B. Whole-product thinking
- C. Feature storming
- D. Persona development

Answer: A

Explanation:

Journey mapping is one method for designing the end-to-end customer experience. It is a visual representation of the steps, emotions, and pain points that a customer goes through when interacting with a product or service. It helps to identify the customer needs, expectations, and goals, as well as the gaps and opportunities for improvement in the current experience. Journey mapping also helps to align the stakeholders on the customer perspective and prioritize the features and solutions that will deliver the most value and satisfaction¹²³

References:

- The expanding role of design in creating an end-to-end customer experience
- End to End Customer Experience: Know and Control its 3 Elements - HEFLO BPM
- How Design thinking Can Shape end to end Customer Experience

NEW QUESTION 3

What is the primary purpose of PO Sync?

- A. To assess progress of the PI and adjust scope and priority as needed
- B. To build PI Objectives and improve alignment
- C. To align with Coach Sync participants on the status of the PI
- D. To conduct backlog refinement

Answer: A

Explanation:

The primary purpose of PO Sync is to assess progress of the Program Increment (PI) and adjust scope and priority as needed¹². PO Sync is a regular event that involves the Product Owners from all the Agile teams in an Agile Release Train (ART)¹². In PO Sync, they share the status of their work, identify dependencies, risks, and impediments, and align on the product vision and roadmap¹². PO Sync helps to ensure that the ART delivers value to the customers and meets the PI objectives¹².

Some additional information that might be helpful for you are:

- The other options (B, C, and D) are not the primary purpose of PO Sync, but rather purposes of other events or activities.
- Building PI Objectives and improving alignment is the purpose of PI Planning, which is a two-day event that occurs at the beginning of each PI³. In PI Planning, all the members of the ART collaborate to define, prioritize, and plan the work for the next PI³.
- Aligning with Coach Sync participants on the status of the PI is the purpose of Scrum of Scrums (SoS), which is a regular event that involves the Scrum Masters from all the Agile teams in an ART⁴. In SoS, they coordinate and synchronize the work of the teams, resolve cross-team impediments, and report the progress and risks to the RTE⁴.
- Conducting backlog refinement is an activity that occurs throughout the PI, where the Product Owner and the Development team review and update the Team Backlog to prepare for the upcoming Iterations. Backlog refinement helps to ensure that the work items are clear, feasible, and valuable

NEW QUESTION 4

What is one influence on Solution and PI Roadmaps?

- A. Value Streams
- B. Customer-centric Features
- C. Market dynamics
- D. ART capacity

Answer: C

Explanation:

Market dynamics are one of the influences on Solution and PI Roadmaps, which are visual tools that forecast and communicate the planned deliverables, milestones, and investments over a time horizon¹². Market dynamics are the external factors that affect the demand and supply of a product or service in the market, such as customer needs, competitor actions, regulatory changes, technological trends, and economic conditions³. Market dynamics influence Solution and PI Roadmaps in the following ways:

- They help identify the market problems or opportunities that the solution aims to address or capture¹².
- They help prioritize the features and capabilities that deliver the most value to the customers and stakeholders¹².
- They help align the solution delivery with the market rhythms and events, which are the periodic or one-time occurrences that have a significant impact on the solution adoption or performance¹².
- They help validate the assumptions and hypotheses about the customer and the solution through feedback and learning¹².

Some additional information that might be helpful for you are:

- The other options (A, B, and D) are not influences on Solution and PI Roadmaps, but rather elements or outcomes of the roadmaps.
- Value Streams are the primary constructs for understanding, organizing, and delivering value to the customer. Value Streams are the basis for defining the solution vision, strategy, and roadmap⁴.
- Customer-centric Features are the work items that represent the benefits or outcomes that the solution provides to the customer or user. Customer-centric Features are the main content of the Solution and PI Roadmaps⁵.
- ART capacity is the amount of work that an Agile Release Train (ART) can handle in a Program Increment (PI). ART capacity is a factor that determines the feasibility and scope of the Solution and PI Roadmaps.

NEW QUESTION 5

In a 12-week PI, how often does the Innovation and Planning (IP) Iteration occur?

- A. Every quarter
- B. Once per year
- C. Every two PIs
- D. Every two Iterations

Answer: A

Explanation:

The Innovation and Planning (IP) Iteration is a unique, dedicated iteration that occurs every Program Increment (PI). A PI is a timebox of 8 to 12 weeks, during which an Agile Release Train (ART) delivers incremental value in the form of working, tested software and systems. Therefore, in a 12-week PI, the IP Iteration occurs every quarter

NEW QUESTION 6

What is one characteristic of writing effective PI Objectives?

- A. Listing out committed Features
- B. Describing the value
- C. Identifying significant risks
- D. Including critical Stories

Answer: B

Explanation:

One characteristic of writing effective PI Objectives is describing the value that the objectives will deliver to the customers and stakeholders. PI Objectives are a summary of the business and technical goals that the Agile Release Train (ART) intends to achieve in the upcoming Program Increment (PI)¹. They are not just a list of features or stories, but rather a statement of the outcomes and benefits that the features or stories will provide². By describing the value, the PI Objectives help align the teams and stakeholders to a shared vision and mission, and provide a basis for measuring the progress and performance of the ART³.

References:

- PI Objectives - Scaled Agile Framework
- Your Guide to Writing Great Iteration and PI Objectives - Scaled Agile
- How to Write PI Objectives - ValueGlide

NEW QUESTION 7

In the first step of SAFe's Continuous Delivery Pipeline, Product Owners and Product Managers do what activity?

- A. Ensure the Architecture team has sufficient capacity
- B. Negotiate Supplier contracts
- C. Prioritize the Team Backlog
- D. Hypothesize what would create value for Customers

Answer: D

Explanation:

Hypothesizing what would create value for customers is the main activity of Product Owners and Product Managers in the first step of SAFe's Continuous Delivery Pipeline, which is Continuous Exploration (CE)¹². In CE, they use design thinking to understand the market problem or customer need and the solution required to meet that need¹². They start with a hypothesis of something that will provide value to customers, such as a new feature, capability, or enhancement¹². They then validate or invalidate their hypothesis through experimentation, feedback, and learning¹².

Some additional information that might be helpful for you are:

- The other options (A, B, and C) are not the main activity of Product Owners and Product Managers in the first step of SAFe's Continuous Delivery Pipeline, but rather activities that may occur in other steps or roles.
- Ensuring the Architecture team has sufficient capacity is an activity that may occur in the second step of SAFe's Continuous Delivery Pipeline, which is Continuous Integration (CI)¹². In CI, the Architecture team works with the Development teams to ensure the technical quality and integrity of the solution¹².
- Negotiating Supplier contracts is an activity that may occur in the fourth step of SAFe's Continuous Delivery Pipeline, which is Release on Demand¹². In Release on Demand, the Solution Management team works with the Suppliers to coordinate the release of the solution components that are provided by them¹².
- Prioritizing the Team Backlog is an activity that occurs in the Program Increment (PI) Planning event, which is part of the Agile Product Delivery competency³. In PI Planning, the Product Owner works with the Development team and other stakeholders to define, prioritize, and estimate the work items for the upcoming PI³.

NEW QUESTION 8

What are the minimum requirements for a Feature?

- A. Acceptance criteria, data models, and priority

- B. Name, benefit hypothesis, and acceptance criteria
- C. Benefit hypothesis, acceptance criteria, and priority
- D. Non-functional requirements, data models, and architecture

Answer: B

Explanation:

The minimum requirements for a feature are a name, a benefit hypothesis, and acceptance criteria¹². A name is a brief and descriptive phrase that summarizes the feature. A benefit hypothesis is a statement that describes the expected outcome and value of the feature for the customer or user. Acceptance criteria are a set of conditions that the feature must satisfy to be accepted by the customer or stakeholder¹². Some additional information that might be helpful for you are:

- The other options (A, C, and D) are not the minimum requirements for a feature, but rather additional or optional elements that may be included in the feature definition.
- Data models are representations of the data structures and relationships that the feature requires or affects. Data models are not mandatory for a feature, but they may be useful for complex or data-intensive features³.
- Priority is the relative importance or urgency of a feature compared to other features. Priority is not a requirement for a feature, but it is a factor that influences the feature selection and sequencing⁴.
- Non-functional requirements (NFRs) are system qualities that guide the design of the solution and often serve as constraints across the relevant backlogs. NFRs are not specific to a feature, but they may affect the feature implementation or testing⁵.
- Architecture is the design and structure of the system that supports the solution. Architecture is not a requirement for a feature, but it is an enabler that facilitates the feature delivery.

NEW QUESTION 9

What is one responsibility of the Product Owner during Team Sync?

- A. To add new work into the Iteration
- B. To clarify Story intent
- C. To facilitate the event
- D. To relay Customer feedback

Answer: B

Explanation:

One responsibility of the Product Owner during Team Sync is to clarify the intent behind each user story or backlog item. This includes providing additional context, details, and answering any queries raised by the development team¹. The Team Sync is a daily event where the members of the Agile team synchronize their work and plan for the next 24 hours². The Product Owner participates in the Team Sync to ensure that the team is working on the right things and that the stories are aligned with the customer and stakeholder needs³.

References:

- What is one responsibility of the Product Owner during Team sync ??
- Team Sync - Scaled Agile Framework
- What??s a Product Owner to Do – PO role within SAFe

NEW QUESTION 10

What system delivers a product or service to a Customer?

- A. Kanban System
- B. Operational Value Stream
- C. Development Value Stream
- D. Dual Operating System

Answer: B

Explanation:

An Operational Value Stream (OVS) is the sequence of activities needed to deliver a product or service to a customer¹. Examples include manufacturing a product, fulfilling an order, admitting and treating a medical patient, providing a loan, or delivering a professional service¹. An OVS is the system that delivers value to the customer and generates revenue for the enterprise². In SAFe®, OVSs are the primary focus of the Customer Centricity competency, which aims to understand and meet the needs and expectations of the customer³.

Some additional information that might be helpful for you are:

- The other options (A, C, and D) are not systems that deliver a product or service to a customer, but rather systems or concepts that support or enable the delivery of value.
- A Kanban System is a method of visualizing and managing the flow of work in a value stream⁴. A Kanban System can be applied to any type of value stream, whether operational or developmental, to improve efficiency, quality, and predictability⁴.
- A Development Value Stream (DVS) is the sequence of activities needed to convert a business hypothesis into a digitally-enabled solution that delivers customer value. A DVS is the system that develops and supports the solutions used by the OVSs. In SAFe®, DVSs are the primary focus of the Agile Product Delivery competency, which aims to continuously explore, integrate, deploy, and release value.
- A Dual Operating System is a concept proposed by John Kotter that describes the need for organizations to balance the traditional hierarchical structure with a more agile and networked structure. A Dual Operating System enables organizations to exploit their existing capabilities while exploring new opportunities for innovation and growth. In SAFe®, a Dual Operating System is achieved by applying the Lean-Agile Leadership competency, which fosters a culture of learning and empowerment.

NEW QUESTION 10

What does a Kanban board demonstrate?

- A. The cost of delay of each item on the board
- B. Where a team has too much work-in-process (WIP)
- C. The accumulated value of a team's work
- D. A burndown chart of work completed in the Iteration

Answer: B

Explanation:

A Kanban board is a visual tool that helps teams manage the flow of work from start to finish. It shows the steps of the team's workflow, the work items in each step, and the work-in-process (WIP) limits for each step¹. A Kanban board demonstrates where a team has too much work-in-process (WIP), which is the number of work items that are being worked on at any given time. Having too much WIP can cause delays, bottlenecks, and waste in the value stream². By using a Kanban board, teams can identify and resolve the sources of excessive WIP, and optimize their flow and throughput³.

References:

- SAFe Team Kanban - Scaled Agile Framework
- Applying Kanban in SAFe - Scaled Agile Framework
- What is a Kanban Board, and How Do You Use It? - How-To Geek

NEW QUESTION 11

What is one method to establish a team's velocity?

- A. Calculate the percentage planned versus actual Stories completed during an Iteration
- B. Add the Story points for all Features completed in the Iteration
- C. Compare the average Story points completed throughout the previous Iterations
- D. Add the Story points for all the Stories planned for the Iteration

Answer: C

Explanation:

One method to establish a team's velocity is to compare the average story points completed throughout the previous iterations. This gives an indication of how much work the team can realistically deliver in a given time frame, based on their past performance. To calculate the team's velocity, you can use the following formula: Team velocity = total story points completed / number of iterations. You can also use various charts and tools to visualize the team's velocity and track its progress over time¹²³⁴

References:

- Velocity in Scrum: How to Measure and Improve Performance - Atlassian
- Discover the Concept of Team Velocity - OpenClassrooms
- A Word on Velocity - LeadingAgile
- Increasing Your Scrum Team's Velocity — ClearlyAgile

NEW QUESTION 13

Which Product Owner responsibility supports the team with value delivery?

- A. Understanding market forces
- B. Supporting the Architectural Runway
- C. Testing benefit hypotheses
- D. Fostering Built-in Quality

Answer: D

Explanation:

Fostering Built-in Quality is a Product Owner responsibility that supports the team with value delivery. Built-in Quality is one of the four core values of SAFe® and it means that every aspect of the solution is continuously verified for quality¹. The Product Owner fosters Built-in Quality in the following ways:

- Collaborating with the Development team and other stakeholders to define clear and testable acceptance criteria for each work item².
- Participating in team events such as Iteration Planning, Backlog Refinement, and Iteration

Review to provide feedback and guidance on the quality of the work².

- Reviewing and approving the work items that meet the Definition of Done and the acceptance criteria².
- Encouraging the team to apply Agile testing practices such as Test-First, Test-Driven Development, and Behavior-Driven Development³.
- Supporting the team's continuous integration and continuous delivery practices to ensure fast and frequent feedback on the quality of the solution³.

Some additional information that might be helpful for you are:

- The other options (A, B, and C) are not Product Owner responsibilities that support the team with value delivery, but rather responsibilities that belong to other roles or activities.
- Understanding market forces is a responsibility of Product Management, who is accountable for the market and business aspects of the solution⁴.
- Supporting the Architectural Runway is a responsibility of System Architects/Engineers, who provide technical guidance and enablement to the teams.
- Testing benefit hypotheses is an activity that occurs in the Continuous Exploration step of the Continuous Delivery Pipeline, where Product Owners and Product Managers collaborate to validate their assumptions about the customer and the solution.

NEW QUESTION 16

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