

## PMI.PMI-200.v2022-06-24.q52

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### NEW QUESTION: 1

Which of the following is most appropriate to always participate in Planning Poker?

- A. Product Owner
- B. Stakeholders
- C. Project manager
- D. Team members

Answer: ([SHOW ANSWER](#))

### NEW QUESTION: 2

Who is responsible for the "definition of done"?

- A. Project manager
- B. The team
- C. The Product Owner
- D. Management

Answer: ([SHOW ANSWER](#))

### NEW QUESTION: 3

In a Lean project environment, visual controls:

- A. Should be kept to a minimum to avoid distracting the team from high-value activities.
- B. Can be used by management for communicating specific corrective direction.
- C. Are helpful while the team is forming but are less important for more experienced teams.
- D. Are easy to use, reflect the team's progress, and show the team what to do next.

Answer: ([SHOW ANSWER](#))

### NEW QUESTION: 4

Which tool allows the Product Owner to focus on providing the greatest value and Return on Investment (ROI) to the organization?

- A. Cost Benefit Analysis (CBA)
- B. Product Backlog
- C. Affinity estimate
- D. Burn up chart

**Answer: B ([LEAVE A REPLY](#))**

#### **NEW QUESTION: 5**

The advantage of face-to-face collaboration emphasized in eXtreme Programming (XP) is that it:

- A. delays feedback much more than scheduled inspections.
- B. eliminates communication delays and misunderstandings.
- C. allows team members to correct some mistakes on the fly.
- D. allows team members to use common language in their design and code.

**Answer: B ([LEAVE A REPLY](#))**

#### **NEW QUESTION: 6**

How is the participatory design process characterized?

- A. A well-planned and well-documented process is documented for each of the iterations in the project.
- B. Users including project team members participate in the planning process for the project plan.
- C. End users participate and assist in the design process from the beginning of the project.
- D. A high level brainstorming process is conducted for the project team and the project sponsor.

**Answer: C ([LEAVE A REPLY](#))**

#### **NEW QUESTION: 7**

What is the common communication bridge between the team and the Product Owner?

- A. Scrum team meeting
- B. Sprint release plan
- C. Burndown chart
- D. Product Backlog

**Answer: ([SHOW ANSWER](#))**

#### **NEW QUESTION: 8**

Which management style does Agile advocate?


- A. Team
- B. Task
- C. Product

D. Performance

Answer: A ([LEAVE A REPLY](#))

**NEW QUESTION: 9**

The following chart lists stories for a release of an Agile project:



Story	Story Points
A	4
B	5
C	6
D	5
E	4
F	6
G	1

If the velocity of the team is 10, how many iterations will be needed to complete all of the stories?

- A. 5
- B. 3
- C. 4
- D. 7

Answer: ([SHOW ANSWER](#))

**NEW QUESTION: 10**

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

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

Answer: D ([LEAVE A REPLY](#))

**NEW QUESTION: 11**

Applying the Pareto rule when prioritizing the Product Backlog means that:

- A. a small percentage of the work will provide a large percentage of the value.
- B. the value of a feature is not realized until the feature is complete.
- C. features that are lower priority are more likely to slip to the next iteration.
- D. more recent requests are usually more important to the business.

Answer: A ([LEAVE A REPLY](#))

**NEW QUESTION: 12**

In Agile risk management, a risk burndown chart is best used to:

- A. Track progress on risk reduction of technical risks.
- B. Illustrate the project risk profile and new and changing risks.

- C. Document the external risks that could impact the project.
- D. Qualitatively analyze the probability of a risk occurring.

**Answer: B ([LEAVE A REPLY](#))**

### **NEW QUESTION: 13**

Velocity is the:

- A. measured rate at which the project manager turns the Product Backlog into tested features.
- B. total number of Product Backlog hours completed in an iteration divided by the number of developers.
- C. total number of Product Backlog hours completed when developers work in pairs.
- D. measured rate at which teams turn Product Backlog items into running, tested features.

**Answer: ([SHOW ANSWER](#))**

### **NEW QUESTION: 14**

Which of the seven principles of software development is best intended to solve the problem of inventories causing hidden errors in the process?

- A. Fast-Flexible-Flow
- B. Eliminate Waste
- C. Deliver Early and Often
- D. Optimize the Whole

**Answer: B ([LEAVE A REPLY](#))**

### **NEW QUESTION: 15**

What is used to provide a simple medium for gathering basic information about stories, recording high-level requirements, developing work estimates, and defining acceptance tests?

- A. Retrospective
- B. Story card
- C. Storyboard
- D. Burndown chart

**Answer: ([SHOW ANSWER](#))**

### **NEW QUESTION: 16**

Which layer of the product planning structure defines details at the capability or feature level?

- A. Wave
- B. Iteration
- C. Roadmap
- D. Release

**Answer: D ([LEAVE A REPLY](#))**

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#### **NEW QUESTION: 17**

According to the fundamental principles of Lean Management, errors result from:

- A. Misjudgment made by project teams and operations staff.
- B. Insufficient management oversight of projects and operations.
- C. Inadequate user requirements and documentation.
- D. Flaws in development and production systems.

**Answer: (SHOW ANSWER)**

#### **NEW QUESTION: 18**

A business analyst has identified a new risk in an Agile project. What is the best first step the business analyst should take regarding this risk?

- A. Call an immediate meeting with all team members to discuss the newly identified risk.
- B. Call a meeting with the project manager and senior management to determine how the risk will be managed.
- C. Add the risk in a clearly visible location and ensure it is discussed after the next daily stand up.
- D. Email the project manager and add it to the risk register so that it is discussed during the next daily standup.

**Answer: C (LEAVE A REPLY)**

#### **NEW QUESTION: 19**

When developing user stories, user expectations are best captured in what form?

- A. Done criteria
- B. Go and no-go limits
- C. Entrance criteria
- D. Acceptance tests

**Answer: D (LEAVE A REPLY)**

#### **NEW QUESTION: 20**

The smallest amount of functionality that delivers customer value is best described as a:

- A. Function point analysis.
- B. Userstory map.

- C. Minimum marketable feature.
- D. Right sized story.

**Answer: C (LEAVE A REPLY)**

**NEW QUESTION: 21**

In Agile projects, how are planning outputs shared with stakeholders?

- A. Using the most highly visible method possible
- B. Through a series of stakeholder meetings
- C. On a need-to-know basis depending on role
- D. According to the project communications plan

**Answer: A (LEAVE A REPLY)**

**NEW QUESTION: 22**

User stories are temporary artifacts.They are considered relevant until the:

- A. End of the sprint.
- B. End of the project.
- C. Release is complete.
- D. Team completes them.

**Answer: D (LEAVE A REPLY)**

**NEW QUESTION: 23**

When interacting with team members, the Agile project manager should:

- A. Ignore team member input and emotions when important decisions have to be made.
- B. Ask team members to do things by phrasing the statement as a request rather than as a demand.
- C. Disagree with the team based on the merit of the issue without considering how the team is feeling.
- D. Proceed cautiously when requesting team members to do something likely to make them unhappy.

**Answer: B (LEAVE A REPLY)**

**NEW QUESTION: 24**

Which of the following is a list of valid Agile project planning practices?

- A. Estimation, Spike Solutions, and Iteration planning
- B. Release planning, Iteration planning, and Estimation
- C. Iteration planning, Continuous Integration, and Estimation
- D. Vision, Release planning, and Performance Optimization

**Answer: B (LEAVE A REPLY)**

**NEW QUESTION: 25**

A project team is distributed across multiple countries, and they are having issues agreeing on what is being delivered and how it should be developed. Which of the following should the project manager do to alleviate some of the tension between team members, break down cultural barriers, and improve communication?

- A. Discuss this issue with senior management and recommend that the team be colocated.
- B. Monitor performance and discuss the issues in detail at the next retrospective.
- C. Ask the team to communicate only through email to clearly document issues.
- D. Hold daily standup meetings with the two teams at a time that works best for everyone.

**Answer: D (LEAVE A REPLY)**

#### **NEW QUESTION: 26**

On a project using eXtreme Programming (XP), a customer test is a:

- A. Technique to determine if a customer will use a software feature.
- B. Test for determining if a customer will purchase the product.
- C. Technique to determine if the software is easy for customer use.
- D. Tool for a customer to verify the business requirements.

**Answer: D (LEAVE A REPLY)**

#### **NEW QUESTION: 27**

Information transmission is greatest amongst team members who are working on:

- A. Individual tasks in the same work area.
- B. The same group of tasks individually.
- C. Different tasks on the same project.
- D. The same task through pair programming.

**Answer: (SHOW ANSWER)**

#### **NEW QUESTION: 28**

Team A is producing 61 points per iteration and Team B is producing 20 points per iteration. Team A has more senior engineers. A manager demands that Team B match Team A's points in the next iteration. Based on this information, it is reasonable to tell the manager that:

- A. it is impossible to compare two separate teams on points alone.
- B. Team B must have help self-organizing so their points match Team A.
- C. Team B's points will match Team A if Team B gets more senior engineers.
- D. Team B's points will increase if the Product Owner becomes more involved.

**Answer: A (LEAVE A REPLY)**

#### **NEW QUESTION: 29**

What are three processes used to begin an Agile project?

- A. Iterations, Product Road map Planning, and Number of Sprint Iterations
- B. Visioning, Product Roadmap Planning, and Product Backlog Definition

- C. Visioning, Product Backlog Definition, and Project Charter Creation
- D. Burndown chart, Product Roadmap, and sprints'length

**Answer: B (LEAVE A REPLY)**

**NEW QUESTION: 30**

Agile Earned Value Management (EVM) would be a valuable technique for managing a project because the:

- A. team is newly formed or new to Agile.
- B. project is in a CM MI-certified organization.
- C. cost performance must be reported.
- D. customer wants to maximize delivered value,

**Answer: (SHOW ANSWER)**

**NEW QUESTION: 31**

A common estimation unit for Agile projects is:

- A. Function points
- B. Story points.
- C. Lines of code.
- D. Use-case points.

**Answer: (SHOW ANSWER)**

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**NEW QUESTION: 32**

The best approach to estimate the work on a project when using story points is to have:

- A. Team members assign estimates by averaging Planning Poker cards.
- B. Two or three senior team members estimate and take the average of their times.
- C. The most senior team member prepare the estimates.
- D. The team work together to agree on estimates in a group setting.

**Answer: (SHOW ANSWER)**

**NEW QUESTION: 33**

A project team estimates that they should complete 30 story points in the current iteration. Partway through the iteration they realize that they will complete 50 story points at their current rate. The team should:

- A. Shorten the iteration to meet the estimated velocity.
- B. Increase their estimated velocity.
- C. Release members to meet the estimated velocity.
- D. Continue to work with the estimated velocity.

**Answer: C (LEAVE A REPLY)**

#### **NEW QUESTION: 34**

Agile communication is effective because:

- A. release and iteration planning keep team members aligned, daily synchronization eliminates confusion, and iteration demonstrations keep the team focused on deliverables.
- B. the use of charts and diagrams over written reports creates clear, targeted communication, and customer involvement in monthly reviews eliminates changes in requirements.
- C. Agile communication methods focus on detailed, written requirements and specifications that are more complete and allow the team to manage change more effectively.
- D. daily iteration planning allows change to be managed, and weekly standup meetings ensure that impediments are quickly identified and effectively managed or removed.

**Answer: A (LEAVE A REPLY)**

#### **NEW QUESTION: 35**

The Kaizen philosophy is change:

- A. For small groups.
- B. For the better.
- C. Driven by teams.
- D. Driven by process improvement.

**Answer: A (LEAVE A REPLY)**

#### **NEW QUESTION: 36**

Refactoring, as it applies to the practice of extreme Programming (XP), refers to:

- A. Restructuring the estimate by applying a higher cost performance index during what if analysis.
- B. Modifying the cost baseline due to an increased estimate at completion and a negative cost variance.
- C. Restructuring of code so as to improve the code without changing its external behavior.
- D. Modifying the project due to scope changes, resource availability, and cost and schedule variances.

**Answer: C (LEAVE A REPLY)**

#### **NEW QUESTION: 37**

At a strategic level, what is the most appropriate way for an Agile team to estimate a project?

- A. Using an abstract measurement to estimate Product Backlog items
- B. Creating a strategic plan by estimating hours and days required
- C. Estimating source lines of code needed to implement the features
- D. Taking an initial set of estimates and adding an appropriate risk factor

**Answer: A (LEAVE A REPLY)**

#### **NEW QUESTION: 38**

A story point is the:

- A. Relative measure of the size of a user story.
- B. Priority of the user story in the backlog.
- C. Business value of the user story.
- D. Duration it takes to complete a user story.

**Answer: A (LEAVE A REPLY)**

#### **NEW QUESTION: 39**

The purpose of the iteration retrospective is to:

- A. Report progress of the work effort, what work will be done next, and review impediments to progress.
- B. Prioritize the Product Backlog, generate development and testing estimates, and plan the next iteration.
- C. Provide a demonstration of the features developed during the iteration, get feedback from users, and begin testing.
- D. Identify what worked well, what did not work well, and what actions should be taken to improve the process.

**Answer: (SHOW ANSWER)**

#### **NEW QUESTION: 40**

What is the best description of the relationship between Scrum and extreme Programming (XP)?

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

**Answer: A (LEAVE A REPLY)**

#### **NEW QUESTION: 41**

The purpose of a project burndown chart is to:

- A. Display the level of effort and resources utilized.
- B. Identify dependencies between sprints or iterations.

- C. Identify and communicate upcoming milestones.
- D. Display the remaining work across time.

**Answer: D ([LEAVE A REPLY](#))**

#### **NEW QUESTION: 42**

eXtreme Programming (XP) teams strive to avoid:

- A. Incremental design and architecture.
- B. Manual regression testing.
- C. Test-Driven Development (TDD).
- D. Pair programming.

**Answer: B ([LEAVE A REPLY](#))**

#### **NEW QUESTION: 43**

The most powerful capability of Scrum teams is that they:

- A. Work from a prioritized backlog.
- B. Work in timeboxed sprints.
- C. Are self-organized and empowered.
- D. Value individuals and interactions.

**Answer: ([SHOW ANSWER](#))**

#### **NEW QUESTION: 44**

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: ([SHOW ANSWER](#))**

#### **NEW QUESTION: 45**

The term last responsible moment refers to the moment at which:

- A. the implementation date is set and sponsor approval has been received.
- B. the iteration testing deadline arrives and code testing must stop.
- C. failing to make a decision eliminates an important alternative.
- D. release planning is complete and the first iteration planning starts.

**Answer: ([SHOW ANSWER](#))**

#### **NEW QUESTION: 46**

A ScrumMaster:

- A. directs the activities of the team.
- B. prioritizes the work for each iteration.
- C. provides leadership, guidance, and coaching.
- D. manages the project scope and budget.

**Answer: C (LEAVE A REPLY)**

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#### NEW QUESTION: 47

What do project reports show during the Sprint review meeting?

- A. Actual results to the plan
- B. Estimates compared to the baseline
- C. Return on investment (ROI)
- D. Earned value measurement (EVM)

**Answer: C (LEAVE A REPLY)**

#### NEW QUESTION: 48

An Agile team best ensures product quality through:

- A. More frequent inspection after each iteration.
- B. The development team's use of pair programming.
- C. Feedback gathered during iteration retrospectives.
- D. Quality assurance's daily collaboration with the development team.

**Answer: (SHOW ANSWER)**

#### NEW QUESTION: 49

Which three criteria should be looked at when setting iteration length?

- A. Timeframe in which the stories must be released, the cost to deliver the features to market, and product team acceptance of the stories
- B. Time needed to complete a user story, time needed to build and test the stories, and product team acceptance of the stories
- C. Features that categorize the product, the time needed to complete the features, and the cost to deliver the features to market
- D. Delivering chunks of user-valued functionality, time needed to build and test the stories, and product team acceptance of the stories

Answer: ([SHOW ANSWER](#))

**NEW QUESTION: 50**

The ScrumMaster notices repeated friction between two team members in the Daily Scrum meetings. The next step should be to:

- A. Schedule a meeting with them after a Daily Scrum meeting to explore and resolve the issue.
- B. Attempt to resolve the problem directly and immediately during a Daily Scrum meeting.
- C. Ask for new resources to replace them before the friction undermines the team's productivity.
- D. Ignore the friction because a self-organizing team must sort out team conflict issues.

Answer: A ([LEAVE A REPLY](#))

**NEW QUESTION: 51**

A common reason that a story may not be estimable is that the:

- A. team has no experience in estimating.
- B. team lacks domain knowledge.
- C. business needs are prioritized over the system design.
- D. developers do not understand the tasks related to the story.

Answer: ([SHOW ANSWER](#))

**NEW QUESTION: 52**

Which of the following techniques best encourages osmotic communication?

- A. Inviting the customer to attend every iteration demo
- B. Having the Product Owner attend daily standups
- C. Reviewing requirements frequently with the Product Owner
- D. Seating the team members together in a work area

Answer: ([SHOW ANSWER](#))

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