

## PMI-200 Actual Questions - Instant Download 145 Questions [Q54-Q74]



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#### PMI PMI-200 Exam Syllabus Topics:

TopicDetailsTopic 1- Contribute to a safe and trustful team environment by allowing everyone to experiment and make mistakes- Conduct frequent reviews of work products by performing inspections, reviewsTopic 2- Encourage team members to become generalizing specialists in order to reduce team size and bottlenecks- Re-prioritize requirements periodically in order to reflect changes in the environment and stakeholderTopic 3- Enhance creativitybyexperimentingwith new techniques and process ideas- Establish collaborative behaviors among the members of the organizationTopic 4- Establish stakeholder relationships by forming a working agreement among key stakeholders- Define deliverables by identifying units that can be produced incrementally in order to maximize their value to stakeholdersTopic 5- Support change at the system or organization levelby educating the organization and influencing processes- Limit increment size and increase review frequencywith appropriate stakeholdersTopic 6- Help ensure that everyone has a common understanding of the values and principles of agile- Elicit and prioritize relevant non-functional requirements

**Q54.** The team estimation game method mainly consists of a:

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

**Q55.** 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?

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

**Q56.** An Agile team expects a velocity of 8. During sprint planning, the stories were estimated and prioritized in the following order:

Story A\_4 Story Points Story B\_2 Story Points Story C\_3 Story Points Story D\_2 Story Points

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

- \* Stories A, C, and D
- \* Stories A, B, and C
- \* Stories A, B, and D
- \* Stories B, C, and D

**Q57.** Which best describes the attributes of the INVEST criteria in a user story?

- \* Incremental, Net, Variation, Exceed, Scope, and Training
- \* Interdependent, Nonfunctional, Value, Exploratory, Sprint, and Timebox
- \* Innovation, Nested, Vision, Estimating, Scalable, and Team
- \* Independent, Negotiable, Valuable, Estimable, Small, and Testable

**Q58.** The cost estimation techniques used on Agile projects are:

- \* Rule of thumb
- \* Bottom-up
- \* Parametric
- \* Top-down

**Q59.** When moving to Agile project management, a key factor for the project manager's success will be:

- \* shifting from a controlling mindset to a facilitating mindset
- \* directing the work in a more incremental fashion
- \* only assigning tasks for the next iteration
- \* giving up control and rotating management through the team

**Q60.** A common estimation unit for Agile projects is:

- \* Lines of code.
- \* Function points
- \* Story points.
- \* Use-case points.

**Q61.** At a strategic level, what is the most appropriate way for an Agile team to estimate a project?

- \* Creating a strategic plan by estimating hours and days required
- \* Using an abstract measurement to estimate Product Backlog items

- \* Estimating source lines of code needed to implement the features
- \* Taking an initial set of estimates and adding an appropriate risk factor

**Q62.** The most appropriate model for a geographically distributed project team is one in which the team is distributed across:

- \* relatively few locations, with each location team comprised of a complete development group developing decoupled subsystems.
- \* locations in the same time zone, working on the same systems while leveraging rich communication channels.
- \* relatively few locations, and tasks are divided along functional lines with design in one location, coding in another, and testing in another.
- \* many locations, with relatively few people at each location developing and testing decoupled subsystems.

**Q63.** How does Empirical Process Control support Agile methodologies?

- \* Testing, requirements, and adaptation
- \* Testing, requirements, and change
- \* Visibility, review, and testing
- \* Visibility, inspection, and adaptation

**Q64.** The key elements of a user story in Agile development are:

- \* a written description, the story points estimate, and the planned release.
- \* conversations about the story, a written description, and success criteria about the story.
- \* the story points estimate, conversations about the story, and an agreed priority.
- \* tests to determine when the story is done, a written description, and the planned release.

**Q65.** What is one of the main benefits that Lean portfolio management provides to a business?

- \* Maximizing work-in-progress
- \* Quality and thoughtfulness
- \* Line of sight to business needs
- \* Maximizing multitasking

**Q66.** What is one of the benefits of incremental delivery?

- \* Value is delivered more quickly, as software can be released after every iteration.
- \* More customers can be handled simultaneously, as each regularly receives a delivery.
- \* Fewer bugs are introduced, as code is delivered to users more frequently.
- \* Costs are reduced, as less verification is required to regression test each iteration.

**Q67.** The most powerful capability of Scrum teams is that they:

- \* Work in timeboxed sprints.
- \* Are self-organized and empowered.
- \* Work from a prioritized backlog.
- \* Value individuals and interactions.

**Q68.** Which answer best describes Wide Band Delphi (e.g.Planning Poker) estimating?

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

**Q69.** Team velocity is used to:

- \* Measure the percentage of features completed.

- \* Judge productivity within the iteration.
- \* Predict schedules for mature teams.
- \* Give feedback on delivered value.

**Q70.** When are acceptance tests typically written for a user story?

- \* After coding the story, but before user acceptance testing begins
- \* After writing the story, but before coding begins
- \* At the start of Product Backlog prioritization planning
- \* After estimating the Product Backlog, but before Sprint planning begins

**Q71.** An Agile team best ensures product quality through:

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

**Q72.** Which technique is used by a project team to estimate the amount of work that can be done per iteration?

- \* Velocity measurement
- \* Relative prioritization
- \* Planning Poker
- \* Release planning

**Q73.** When using Agile Earned Value Management (EVM), progress should be measured at which level?

- \* Task
- \* Iteration
- \* Product
- \* Release

**Q74.** On a team new to Scrum, two team members are disrupting the daily standup with a side conversation. The ScrumMaster should:

- \* wait until the standup is over and then talk to the disruptive team members.
- \* immediately intervene to remedy the disruptive situation.
- \* record the issue and then raise the issue at the Sprint Retrospective.
- \* wait for the empowered, self-organizing team to resolve the issue.

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