

# DumpsCafe

## Scrum

### SAFe-POPM



SAFe Product  
Owner/Product  
Manager POPM (6.0)

**Version: Demo**

**[ Total Questions: 10]**

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**Question #:1**

Which of the following Agile Manifesto principles aligns with conducting a System Demo?

- A. Welcome changing requirements, even late in development
- B. The team reflects on how to become more effective at regular intervals
- C. The best way to convey information is a face-to-face conversation
- D. Working software is the primary measure of progress

**Answer: D**

**Explanation**

The System Demo is an event where the Agile Release Train (ART) demonstrates the integrated and working software to the stakeholders and customers<sup>1</sup>. The System Demo aligns with the Agile Manifesto principle that states: "Working software is the primary measure of progress"<sup>2</sup>. This principle emphasizes the value of delivering functional and usable software over comprehensive documentation or adherence to a plan<sup>3</sup>. The System Demo provides feedback on the quality, usability, and value of the software, as well as the effectiveness of the ART<sup>1</sup>.

References:

- System Demo - Scaled Agile Framework
- 12 Principles Behind the Agile Manifesto | Agile Alliance
- Manifesto for Agile Software Development

**Question #:2**

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

### 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

#### Question #:4

Why do Agile Teams use Iteration Goals?

- A. To summarize the business outcomes an Agile Team intends to achieve during the PI
- B. To ensure the team accomplishes the committed Stories for each Iteration
- C. To align the team members and the Product Owner to a common purpose
- D. To hold the team accountable to their PI Objectives

**Answer: C**

#### Explanation

Iteration Goals are a high-level summary of the business and technical goals that an Agile Team agrees to accomplish in an Iteration. They are vital to coordinating an Agile Release Train (ART) as a self-organizing, self-managing team of teams<sup>1</sup>. Iteration Goals help the team and the Product Owner to reach agreement on the business value they intend to deliver, align their work to their team PI objectives, and ground everyone on their shared purpose<sup>2</sup>.

References:

- Iteration Goals - Scaled Agile Framework
- What Is The Purpose Of Iteration Goals? - GoRetro

#### Question #:5

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 horizon<sup>12</sup>. 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 conditions<sup>3</sup>. 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 capture<sup>12</sup>.
- They help prioritize the features and capabilities that deliver the most value to the customers and stakeholders<sup>12</sup>.
- 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 performance<sup>12</sup>.
- They help validate the assumptions and hypotheses about the customer and the solution through feedback and learning<sup>12</sup>.

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 roadmap<sup>4</sup>.
- 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 Roadmaps<sup>5</sup>.
- 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.

#### Question #:6

Communicating and refining the Vision to the Agile Release Train during PI Planning supports which SAFe Core Value?

- A. Relentless Improvement
- B. Alignment
- C. Respect for People
- D. Transparency

**Answer: B**

#### Explanation

Communicating and refining the Vision to the Agile Release Train (ART) during PI Planning supports the SAFe Core Value of Alignment. Alignment is one of the four core values of SAFe that guides the behaviors and actions of the people who work under the framework<sup>1</sup>. Alignment means that everyone understands the

strategic direction, the value streams, and the solution intent, and how their role and work contribute to them<sup>2</sup>. PI Planning is a crucial event in SAFe where all the teams within the ART come together to plan their work for the upcoming Program Increment (PI)<sup>3</sup>. During PI Planning, the Product Management presents the Vision, which describes the future state of the solution and its features<sup>4</sup>. The Vision helps align the teams and stakeholders to a shared mission and goal, and provides the context and purpose for the PI objectives.

References:

- SAFe Core Values - Scaled Agile Framework
- Alignment - Scaled Agile Framework
- PI Planning - Scaled Agile Framework
- Vision - Scaled Agile Framework

#### Question #:7

Which is developed by teams and rolled up to the ART level during PI Planning?

- A. Dependencies
- B. Milestones
- C. Objectives
- D. Risks

**Answer: C**

#### Explanation

Objectives are developed by teams and rolled up to the ART level during PI Planning. Objectives are a summary of the business and technical goals that the teams and the ART intend to achieve in the upcoming Program Increment (PI)<sup>1</sup>. During PI Planning, each team creates their own team PI objectives, which are then presented and reviewed by the ART and the stakeholders<sup>2</sup>. The aggregated team PI objectives form the ART PI objectives, which provide a common vision and alignment for the ART<sup>3</sup>.

References:

- PI Objectives - Scaled Agile Framework
- PI Planning - Scaled Agile Framework

#### Question #:8

What is a pattern for splitting Features into Stories?

- A. Tasks to complete

- B. Variations in data
- C. Team skills
- D. Layers of the technology stack

**Answer: B**

### **Explanation**

A pattern for splitting Features into Stories is to use variations in data, which means identifying different types of data that the feature can handle and creating a story for each type. For example, a feature that allows users to upload files can be split into stories for different file formats, sizes, or sources. This way, the stories are independent, testable, and valuable<sup>12</sup>

References:

- Story - Scaled Agile Framework
- User stories splitting by data variations and interfaces

### **Question #:9**

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 satisfaction<sup>123</sup>

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

#### Question #:10

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)<sup>12</sup>. In CE, they use design thinking to understand the market problem or customer need and the solution required to meet that need<sup>12</sup>. They start with a hypothesis of something that will provide value to customers, such as a new feature, capability, or enhancement<sup>12</sup>. They then validate or invalidate their hypothesis through experimentation, feedback, and learning<sup>12</sup>.

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)<sup>12</sup>. In CI, the Architecture team works with the Development teams to ensure the technical quality and integrity of the solution<sup>12</sup>.
- Negotiating Supplier contracts is an activity that may occur in the fourth step of SAFe's Continuous Delivery Pipeline, which is Release on Demand<sup>12</sup>. In Release on Demand, the Solution Management team works with the Suppliers to coordinate the release of the solution components that are provided by them<sup>12</sup>.
- Prioritizing the Team Backlog is an activity that occurs in the Program Increment (PI) Planning event, which is part of the Agile Product Delivery competency<sup>3</sup>. 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 PI<sup>3</sup>.

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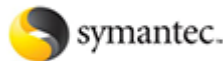
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