

# CSM Exam Topics Study Guide and Practice Questions

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## Certified ScrumMaster (CSM) Exam Topics

Here's a comprehensive list of **exam topics for the Certified ScrumMaster (CSM®) exam**, based on the **Scrum Alliance®** guidelines and the **Scrum Guide**. The CSM exam is designed to assess your understanding of **Scrum roles, events, artifacts, and principles**—with a focus on how to facilitate Agile teams using Scrum.

The CSM exam content is generally organized into the following **knowledge areas**:

### 1. Scrum Framework

- **Scrum theory and values**
  - Empiricism: Transparency, Inspection, Adaptation
  - Scrum values: Courage, Focus, Commitment, Respect, Openness
- **Scrum roles**
  - Scrum Master: Servant-leader, facilitator, impediment remover
  - Product Owner: Manages backlog, sets priorities, owns ROI
  - Developers: Cross-functional team delivering increments
- **Scrum events**
  - Sprint: Time-boxed iteration (1–4 weeks)
  - Sprint Planning: Sets sprint goal, backlog items, and work plan
  - Daily Scrum: 15-minute stand-up to inspect and adapt
  - Sprint Review: Inspect product increment with stakeholders
  - Sprint Retrospective: Continuous improvement for the team
- **Scrum artifacts**
  - Product Backlog: Ordered list of all desired work
  - Sprint Backlog: Items selected for the current sprint + plan
  - Increment: Working product delivered at the end of the sprint
- **Artifact commitments**
  - Product Goal (Product Backlog)
  - Sprint Goal (Sprint Backlog)
  - Definition of Done (Increment)

## 2. Scrum Master Core Responsibilities

- Facilitating Scrum events effectively
- Coaching the team and the organization on Agile practices
- Servant leadership and team empowerment
- Identifying and removing impediments
- Shielding the team from external disruptions
- Fostering collaboration and team dynamics

## 3. Agile Principles and Mindset

- Agile Manifesto and 12 Principles
- Incremental vs. Iterative development
- Focus on customer collaboration, responding to change
- Delivering value early and often

## 4. Product Backlog Management

- Refinement (backlog grooming)
- Writing and slicing user stories
- Acceptance criteria
- Estimation techniques (Planning Poker, T-shirt sizing)
- Prioritization techniques (MoSCoW, WSJF)

## 5. Metrics and Reporting in Scrum

- Burndown charts (Sprint, Release)
- Burnup charts
- Velocity tracking
- Sprint goals and progress toward Product Goal

## 6. Scaling Scrum (Basics)

- Basic awareness of frameworks like SAFe, Nexus, LeSS (not deeply tested)
- Coordination of multiple Scrum Teams working on the same product

## 7. Anti-Patterns and Misconceptions

- Misuse of Scrum roles (e.g., Scrum Master as project manager)
- Skipping Scrum events
- Having multiple Product Owners
- Overcommitting in Sprints
- Not delivering a “Done” increment

## Exam Format

Detail	Info
<b>Number of Questions</b>	50 multiple-choice
<b>Passing Score</b>	74% (37 correct out of 50)
<b>Time Limit</b>	60 minutes
<b>Open Book?</b>	No (but it's untimed in some platforms and retake is free)
<b>Delivery Method</b>	Online via Scrum Alliance platform (after completing a CSM course)

## Certified ScrumMaster (CSM) Study Guide

Here is a concise and structured **Certified ScrumMaster (CSM) Study Guide** to help you prepare for the Scrum Alliance® exam. It's designed to align with the **Scrum Guide** and the **Scrum Alliance CSM Learning Objectives**.

### 1. Scrum Framework Overview

#### Scrum Theory

- **Empiricism:** Knowledge comes from experience and decision-making based on what is known.
- **Three Pillars:**
  - **Transparency:** All aspects of the process must be visible.
  - **Inspection:** Regular checks on progress toward goals.
  - **Adaptation:** Adjust as needed to minimize issues.

#### Scrum Values

- **Courage**
- **Focus**
- **Commitment**
- **Respect**
- **Openness**

### 2. Scrum Roles

#### Scrum Master

- Servant leader, facilitator
- Removes impediments

- Shields team from distractions
- Coaches on Scrum and Agile practices

#### **Product Owner**

- Owns the Product Backlog
- Maximizes product value
- Prioritizes and refines items
- Interfaces with stakeholders

#### **Developers (Development Team)**

- Cross-functional and self-managing
- Responsible for delivering a “Done” increment
- Collaborates daily and participates in all Scrum events

### 3. Scrum Events (Ceremonies)

Event	Timebox	Purpose
<b>Sprint</b>	1–4 weeks	Iteration that delivers a potentially shippable increment
<b>Sprint Planning</b>	8 hrs (max) for 1-month Sprint	Define Sprint Goal and select backlog items
<b>Daily Scrum</b>	15 min	Inspect progress, adapt plan
<b>Sprint Review</b>	4 hrs (max) for 1-month Sprint	Present increment and get feedback
<b>Sprint Retrospective</b>	3 hrs (max) for 1-month Sprint	Improve team processes and interactions

### 4. Scrum Artifacts

Artifact	Description	Commitment
<b>Product Backlog</b>	Ordered list of everything that might be needed in the product	<b>Product Goal</b>
<b>Sprint Backlog</b>	Items selected for the Sprint + plan to deliver them	<b>Sprint Goal</b>

Artifact	Description	Commitment
Increment	Working product delivered at the end of a Sprint	Definition of Done

## 5. Product Backlog Items (PBIs)

- User stories (common format):  
**As a [user], I want [feature] so that [benefit]**
- Must be: **INVEST**
  - Independent
  - Negotiable
  - Valuable
  - Estimable
  - Small
  - Testable

## 6. Metrics & Estimation

- **Burndown Chart:** Tracks remaining work
- **Burnup Chart:** Tracks work completed
- **Velocity:** Average story points completed per Sprint
- **Estimation Techniques:**
  - Planning Poker
  - T-shirt sizing
  - Affinity mapping

## 7. Key Concepts

- **Definition of Done (DoD):** Shared understanding of what it means for work to be complete
- **Increment:** Sum of all the Product Backlog items completed during a Sprint
- **Servant Leadership:** Putting the needs of the team first
- **Timeboxing:** Limiting events to fixed durations
- **Cross functionality:** Team possesses all skills needed to deliver the increment
- **Self-management:** Team decides how to accomplish work

## 8. Common Misconceptions (Exam Traps)

- The Scrum Master **does not manage the team**
- There is **only one Product Owner** per product

- Scrum **does not mandate user stories**, but they're commonly used
- The **Daily Scrum is for the Developers**, not status reports to the Scrum Master
- Scrum **is not a methodology**, it's a **framework**

## Exam Tips

- Focus on **servant leadership, team collaboration, and empirical thinking**
- Understand the **purpose** of each event—not just definitions
- Know the **accountabilities** (not responsibilities) of each Scrum role
- Be able to **spot anti-patterns** (e.g., skipping retrospectives, Scrum Master assigning tasks)

## CSM Practice Quiz (10 Questions)

Absolutely! Here's a **Certified ScrumMaster (CSM®)** practice quiz with **10 multiple-choice questions, answers, and detailed explanations** to help reinforce your knowledge of Scrum concepts and prepare for the exam.

### 1. Who is responsible for maximizing the value of the product resulting from the work of the Scrum Team?

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

 **Answer: C. Product Owner**

**Explanation:** The Product Owner is accountable for maximizing the value of the product and managing the Product Backlog.

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### 2. Which of the following best describes the Scrum Master's role during Sprint Planning?

- A. Assigning tasks to team members
- B. Facilitating the event and removing blockers
- C. Deciding which items to include in the Sprint
- D. Estimating the user stories

 **Answer: B. Facilitating the event and removing blockers**

**Explanation:** The Scrum Master ensures that the meeting happens and supports the team by facilitating and coaching but does not assign work.

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### 3. What happens if the Product Owner is not available during a Sprint?

- A. The Scrum Master takes over the Product Owner's responsibilities
- B. The team selects items based on previous Sprints
- C. The Sprint is canceled
- D. The Developers proceed with the existing Sprint Goal and backlog items

 **Answer: D. The Developers proceed with the existing Sprint Goal and backlog items**

**Explanation:** Once the Sprint starts, the team should continue working toward the Sprint Goal even if the Product Owner is unavailable.

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### 4. When is a Sprint considered complete?

- A. When the Product Owner accepts all items
- B. When all tasks are completed
- C. When the timebox expires
- D. When all backlog items are tested

 **Answer: C. When the timebox expires**

**Explanation:** A Sprint always ends when the timebox ends. Incomplete items return to the Product Backlog for future prioritization.

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### 5. What is the purpose of the Sprint Retrospective?

- A. To demonstrate the product increment
- B. To update the Product Backlog
- C. To inspect and adapt the process
- D. To estimate backlog items

 **Answer: C. To inspect and adapt the process**

**Explanation:** The Sprint Retrospective helps the Scrum Team reflect on how they worked and identify improvements for the next Sprint.

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### 6. Who creates the Definition of Done (DoD)?

- A. Product Owner
- B. Scrum Master

- C. The Scrum Team collaboratively
- D. Stakeholders

☒ **Answer: C. The Scrum Team collaboratively**

**Explanation:** The Scrum Team agrees on the Definition of Done together to ensure a shared understanding of what "done" means.

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**7. Which artifact shows the work the team plans to complete during the current Sprint?**

- A. Product Backlog
- B. Sprint Backlog
- C. Increment
- D. Roadmap

☒ **Answer: B. Sprint Backlog**

**Explanation:** The Sprint Backlog includes the Product Backlog items selected for the Sprint plus the plan for delivering them.

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**8. What is the ideal size of a Scrum Team (including all roles)?**

- A. 3–5 people
- B. 5–11 people
- C. 10–15 people
- D. No size limit

☒ **Answer: B. 5–11 people**

**Explanation:** Scrum recommends a team size small enough to remain nimble and large enough to complete meaningful work, typically 5–11 people including Scrum Master and Product Owner.

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**9. Which of the following is NOT a pillar of Scrum?**

- A. Transparency
- B. Accountability
- C. Inspection
- D. Adaptation



 **Answer: B. Accountability**

**Explanation:** While accountability is important in Scrum, it is not one of the three pillars (Transparency, Inspection, Adaptation).

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**10. What does the term "increment" mean in Scrum?**

- A. A summary of lessons learned
- B. A subset of the Product Backlog
- C. A potentially shippable product
- D. A backlog refinement session

 **Answer: C. A potentially shippable product**

**Explanation:** An increment is the sum of all completed Product Backlog items in a Sprint and must be in a usable condition regardless of whether it is released.

## CSM Practice Quiz – Part 2 (20 Questions)

Absolutely! Here's a second **set of 20 Certified ScrumMaster (CSM) practice questions** with **answers and explanations** to help you solidify your understanding.

**1. Who is responsible for crafting the Sprint Goal?**

- A. Product Owner
- B. Scrum Master
- C. Developers
- D. Scrum Team

 **Answer: D. Scrum Team**

**Explanation:** The Sprint Goal is defined collaboratively by the entire Scrum Team during Sprint Planning.

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**2. What is the maximum timebox for a Sprint Review in a one-month Sprint?**

- A. 2 hours
- B. 3 hours
- C. 4 hours
- D. 8 hours

 **Answer: C. 4 hours**

**Explanation:** For a one-month Sprint, the Sprint Review is timeboxed to a maximum of 4 hours.

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### 3. When can a Sprint be canceled?

- A. When Developers fall behind
- B. When the Product Owner decides the Sprint Goal is no longer valid
- C. When the Scrum Master decides the work is too difficult
- D. When stakeholders change priorities

 **Answer: B. When the Product Owner decides the Sprint Goal is no longer valid**

**Explanation:** Only the Product Owner has the authority to cancel a Sprint.

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### 4. What is the purpose of the Daily Scrum?

- A. Report status to the Product Owner
- B. Assign tasks
- C. Inspect progress toward the Sprint Goal and adapt the plan
- D. Estimate backlog items

 **Answer: C. Inspect progress toward the Sprint Goal and adapt the plan**

**Explanation:** The Daily Scrum is for the Developers to self-manage and inspect/adapt their work.

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### 5. What is the main output of a Sprint Planning meeting?

- A. A new Product Backlog
- B. A refined Definition of Done
- C. A Sprint Goal and a Sprint Backlog
- D. A revised Product Goal

 **Answer: C. A Sprint Goal and a Sprint Backlog**

**Explanation:** These are the key outcomes that guide the work during the Sprint.

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### 6. Who owns the Product Backlog?

- A. Developers
- B. Scrum Master

- C. Product Owner
- D. The Scrum Team

 **Answer: C. Product Owner**

**Explanation:** The Product Owner is accountable for the Product Backlog, including its content and prioritization.

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## 7. What happens during a Sprint Review?

- A. Team presents the process improvements
- B. Developers report completed tasks
- C. The team discusses what went wrong
- D. The increment is inspected and feedback is gathered

 **Answer: D. The increment is inspected and feedback is gathered**

**Explanation:** The Sprint Review is a working session to review the product and plan next steps.

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## 8. Which event is timeboxed to 15 minutes regardless of Sprint length?

- A. Sprint Planning
- B. Sprint Review
- C. Daily Scrum
- D. Retrospective

 **Answer: C. Daily Scrum**

**Explanation:** The Daily Scrum is always 15 minutes, no matter the Sprint length.

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## 9. What is NOT a responsibility of the Scrum Master?

- A. Coaching the team in self-management
- B. Assigning tasks to Developers
- C. Facilitating Scrum events
- D. Helping the team remove impediments

 **Answer: B. Assigning tasks to Developers**

**Explanation:** The team self-manages task assignments; the Scrum Master does not assign work.

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## 10. What is the purpose of a Product Goal?

- A. Describes the Scrum Team's short-term vision
- B. Defines the Product Backlog
- C. Sets the plan for the Sprint
- D. Aligns stakeholders with the roadmap

 **Answer: A. Describes the Scrum Team's short-term vision**

**Explanation:** The Product Goal is the long-term objective the Scrum Team works toward.

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## 11. Which of the following best describes an Increment?

- A. A subset of the Sprint Backlog
- B. A tested and potentially shippable piece of the product
- C. A group of unfinished tasks
- D. A team meeting

 **Answer: B. A tested and potentially shippable piece of the product**

**Explanation:** Each increment must meet the Definition of Done and be usable.

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## 12. What is the minimum requirement for the Definition of Done?

- A. It is written by the Product Owner
- B. It varies for each item
- C. It must be agreed upon and transparent to all
- D. It only applies to QA

 **Answer: C. It must be agreed upon and transparent to all**

**Explanation:** The DoD ensures shared understanding of when work is complete.

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## 13. Which of the following describes backlog refinement?

- A. Rewriting all items from scratch
- B. Estimating only the first three items
- C. Ongoing effort to add detail, estimates, and order to backlog items
- D. Deleting old backlog items

 **Answer: C. Ongoing effort to add detail, estimates, and order to backlog items**

**Explanation:** Refinement is continuous and prepares items for future Sprints.

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**14. When are new Product Backlog items discovered?**

- A. Only at Sprint Planning
- B. During backlog refinement and throughout the project
- C. Only during the Daily Scrum
- D. After the project ends

☒ **Answer: B. During backlog refinement and throughout the project**

**Explanation:** Scrum is adaptive; new items emerge throughout development.

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**15. How often should a Scrum Team do a Retrospective?**

- A. Once per month
- B. At the start of a project
- C. At the end of every Sprint
- D. When requested by management

☒ **Answer: C. At the end of every Sprint**

**Explanation:** The Retrospective is held after the Sprint Review and before the next Sprint.

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**16. What is the role of stakeholders during a Sprint?**

- A. Participate in Daily Scrums
- B. Request new features directly from Developers
- C. Review and provide feedback at the Sprint Review
- D. Assign tasks to the team

☒ **Answer: C. Review and provide feedback at the Sprint Review**

**Explanation:** Stakeholders inspect the increment and provide input during the Sprint Review.

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**17. What should a Scrum Master do if a team member is frequently late to the Daily Scrum?**

- A. Report the member to HR
- B. Remove the member from the team
- C. Remind the team of the Scrum values and facilitate a conversation about its impact
- D. Cancel the Daily Scrum

☒ **Answer: C. Remind the team of the Scrum values and facilitate a conversation about its impact**

**Explanation:** The Scrum Master fosters self-management and reinforces team norms.

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**18. What defines a self-managing team?**

- A. They choose their own salaries
- B. They decide who works on what, when, and how
- C. They don't follow Scrum roles
- D. They require micromanagement

☒ **Answer: B. They decide who works on what, when, and how**

**Explanation:** Scrum Teams are self-managing and cross-functional.

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**19. Which of these is a characteristic of an Agile mindset?**

- A. Rigid planning
- B. Big upfront design
- C. Continuous improvement
- D. Top-down control

☒ **Answer: C. Continuous improvement**

**Explanation:** Agile encourages adapting and improving iteratively.

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**20. What does Scrum say about project documentation?**

- A. No documentation is allowed
- B. Minimal documentation that supports working software
- C. All documentation must follow PMBOK® standards
- D. Documentation must be done at project close

☒ **Answer: B. Minimal documentation that supports working software**

**Explanation:** Scrum values working software over comprehensive documentation, but some documentation is still needed.

## CSM Practice Quiz – Part 3 (30 Unique Questions)

Absolutely! Below is a third set of **30 new Certified ScrumMaster (CSM®) practice questions**, each with **correct answers and explanations**. These questions avoid repetition from the first two sets and dive deeper into Scrum theory, best practices, and real-world scenarios.

### 1. What is timeboxing in Scrum?

- A. Limiting work to a specific number of backlog items
- B. Allowing team members to log time daily
- C. Setting a fixed maximum duration for an activity
- D. Estimating how long a project will take


 **Answer: C. Setting a fixed maximum duration for an activity**

**Explanation:** Timeboxing ensures focus and encourages prioritization within defined limits.

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### 2. Who is responsible for ensuring Scrum is understood and enacted?

- A. Product Owner
- B. Scrum Master
- C. Project Manager
- D. Developers

 **Answer: B. Scrum Master**

**Explanation:** The Scrum Master helps everyone understand and apply Scrum effectively.

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### 3. What is the role of the Scrum Master in product backlog refinement?

- A. Prioritize backlog items
- B. Approve technical designs
- C. Facilitate the refinement process
- D. Assign backlog items to team members


 **Answer: C. Facilitate the refinement process**

**Explanation:** The Scrum Master ensures the session is productive but does not own the backlog.

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### 4. What is the Scrum term for a deliverable that meets the Definition of Done?

- A. Feature
- B. Task
- C. Increment
- D. Epic

 **Answer: C. Increment**

**Explanation:** An Increment is a potentially shippable piece of the product completed during the Sprint.

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#### **5. What is the ideal outcome of every Sprint?**

- A. Complete all backlog items
- B. Create a report for management
- C. Deliver a usable Increment
- D. Get sign-off from stakeholders

 **Answer: C. Deliver a usable Increment**

**Explanation:** A working and potentially releasable Increment should be delivered each Sprint.

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#### **6. In Scrum, who decides how the work will be accomplished?**

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

 **Answer: D. Developers**

**Explanation:** Developers are self-managing and determine how to get the work done.

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#### **7. Which of the following is a Scrum artifact?**

- A. Status report
- B. Gantt chart
- C. Product Backlog
- D. WBS (Work Breakdown Structure)

 **Answer: C. Product Backlog**

**Explanation:** The Product Backlog is a key Scrum artifact listing all known product work.



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### 8. Who participates in the Sprint Retrospective?

- A. Scrum Master and Product Owner only
- B. Developers and stakeholders
- C. Scrum Team (Scrum Master, Product Owner, Developers)
- D. Only Developers

☒ **Answer: C. Scrum Team (Scrum Master, Product Owner, Developers)**

**Explanation:** The full Scrum Team inspects how they worked and identifies improvements.

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### 9. Which of the following is true about the Product Backlog?

- A. It is static once created
- B. It contains only user stories
- C. It evolves as the product and environment change
- D. It is managed by the Scrum Master

☒ **Answer: C. It evolves as the product and environment change**

**Explanation:** The Product Backlog is a living artifact and is updated continuously.

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### 10. When should the Definition of Done be reviewed or updated?

- A. Once at project kickoff
- B. Only when management asks
- C. During Retrospectives or as needed
- D. During Sprint Planning

☒ **Answer: C. During Retrospectives or as needed**

**Explanation:** Teams may inspect and adapt their Definition of Done in Retrospectives.

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### 11. What does “cross-functional” mean in a Scrum Team?

- A. Team members switch roles frequently
- B. Team is distributed across locations
- C. Team has all skills needed to deliver an Increment
- D. Team works in multiple departments

 **Answer: C. Team has all skills needed to deliver an Increment**

**Explanation:** Cross-functional teams are self-sufficient and don't rely on external help.

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**12. Who ensures that impediments are removed during the Sprint?**

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

 **Answer: C. Scrum Master**

**Explanation:** The Scrum Master removes impediments or facilitates resolution.

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**13. Which of the following best reflects a Sprint Goal?**

- A. Finish 10 backlog items
- B. Release to production
- C. Implement login functionality
- D. Enable secure user authentication

 **Answer: D. Enable secure user authentication**

**Explanation:** A Sprint Goal should be outcome-focused, not a checklist.

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**14. How does Scrum handle incomplete backlog items at the end of a Sprint?**

- A. Move them to the next Sprint automatically
- B. Reprioritize in the Product Backlog
- C. Delete them
- D. Add them to the Increment

 **Answer: B. Reprioritize in the Product Backlog**

**Explanation:** Incomplete items return to the Product Backlog for reevaluation.

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**15. What's a good use of velocity in Scrum?**

- A. To compare teams
- B. To assign individual performance

- C. To plan future Sprints
- D. To calculate ROI


 **Answer: C. To plan future Sprints**

**Explanation:** Velocity helps teams estimate how much work they can handle in future Sprints.

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**16. Which event inspects the Increment and adapts the Product Backlog if needed?**

- A. Sprint Planning
- B. Sprint Review
- C. Daily Scrum
- D. Sprint Retrospective

 **Answer: B. Sprint Review**

**Explanation:** The Sprint Review is where the product is inspected and direction adjusted.

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**17. Who can add items to the Product Backlog?**

- A. Only the Product Owner
- B. Anyone, but the Product Owner controls order
- C. Only stakeholders
- D. Scrum Master

 **Answer: B. Anyone, but the Product Owner controls order**

**Explanation:** Suggestions can come from anyone, but the Product Owner manages the backlog.

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**18. What should Developers do if they realize during the Sprint they won't complete all work?**

- A. Cancel the Sprint
- B. Ask Scrum Master to remove items
- C. Collaborate with the Product Owner to replan or adjust scope
- D. Extend the Sprint

 **Answer: C. Collaborate with the Product Owner to replan or adjust scope**

**Explanation:** The team should adapt to new information and replan collaboratively.

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**19. Which Scrum event promotes continuous improvement?**

- A. Sprint Review
- B. Retrospective
- C. Backlog Refinement
- D. Release Planning

 **Answer: B. Retrospective**

**Explanation:** The Retrospective helps the team inspect how they work and improve.

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**20. Which technique helps a team estimate effort in relative terms?**

- A. Monte Carlo simulation
- B. Timeboxing
- C. Planning Poker
- D. SWOT analysis

 **Answer: C. Planning Poker**

**Explanation:** Planning Poker uses consensus to estimate effort using story points.

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**21. Which type of work should be avoided during a Sprint?**

- A. Unplanned work that disrupts the Sprint Goal
- B. Technical tasks
- C. Bug fixes
- D. Design spikes

 **Answer: A. Unplanned work that disrupts the Sprint Goal**

**Explanation:** Focus should remain on delivering the Sprint Goal.

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**22. What is a servant leader in Scrum?**

- A. A project manager who delegates
- B. A manager who reports to stakeholders
- C. A leader who focuses on supporting the team's success
- D. A coach from outside the company

 **Answer: C. A leader who focuses on supporting the team's success**

**Explanation:** The Scrum Master is a servant leader who puts the team's needs first.

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**23. Which of these is an Agile principle?**

- A. Rigidly follow the plan
- B. Deliver working software frequently
- C. Eliminate customer involvement
- D. Always use Gantt charts

 **Answer: B. Deliver working software frequently**

**Explanation:** Agile encourages frequent delivery of working software for feedback.

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**24. What is the benefit of using timeboxes in Scrum?**

- A. Tracks hours spent per task
- B. Prevents gold-plating and scope creep
- C. Ensures only senior staff can lead events
- D. Avoids the need for documentation

 **Answer: B. Prevents gold-plating and scope creep**

**Explanation:** Timeboxing promotes discipline and focus on priority.

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**25. What is typically used to visualize progress in a Sprint?**

- A. Kanban board
- B. Burndown chart
- C. Flowchart
- D. Fishbone diagram

 **Answer: B. Burndown chart**

**Explanation:** A burndown chart shows remaining work over time during a Sprint.

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**26. How does Scrum address uncertainty and complexity?**

- A. By requiring complete plans upfront
- B. Through predictive documentation
- C. By inspecting and adapting frequently
- D. By avoiding change

 **Answer: C. By inspecting and adapting frequently**

**Explanation:** Scrum is designed to manage uncertainty through regular feedback loops.

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**27. What is the best time to update the Product Backlog?**

- A. At the end of the project
- B. During the Retrospective
- C. Continuously throughout the project
- D. Once a month

☒ **Answer: C. Continuously throughout the project**

**Explanation:** The Product Backlog is a living artifact updated at any time.

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**28. What is a spike in Scrum?**

- A. A sudden increase in velocity
- B. A task to research or experiment to reduce uncertainty
- C. A failed Sprint
- D. A delay in a deliverable

☒ **Answer: B. A task to research or experiment to reduce uncertainty**

**Explanation:** Spikes help teams explore solutions or estimate complex items.

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**29. What's the best way to manage technical debt in Scrum?**

- A. Ignore it during development
- B. Log it in the Product Backlog and address it iteratively
- C. Track it separately from product work
- D. Assign it only to junior developers

☒ **Answer: B. Log it in the Product Backlog and address it iteratively**

**Explanation:** Technical debt should be visible and prioritized like other backlog items.

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**30. What's a key characteristic of a high-performing Scrum Team?**

- A. Constant supervision
- B. Dependence on external roles
- C. Trust, collaboration, and self-management
- D. High turnover and individual accountability

✅ **Answer: C. Trust, collaboration, and self-management**

**Explanation:** High-performing teams are cohesive, autonomous, and aligned.

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Would you like all **60+ questions in a printable PDF**, or should I build a **CSM mock exam** with scoring and timed options for you next?