Free Questions for SAFe-SASM

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Question 1

Question Type: MultipleChoice

What should be the first step a team should take to feed potential problems into the Problem Solving workshop?

Options:

A- Identify enablers needed to build out the Architectural Runway

B- Conduct a short team retrospective

C- Review feedback from the System Demo

D- Analyze quantitative & qualitative metrics

Answer:

D

Explanation:

The first step a team should take to feed potential problems into the Problem Solving workshop is to analyze quantitative and qualitative metrics. These metrics provide objective data about the team's performance and can highlight areas where issues may be occurring. By

reviewing these metrics, the team can identify trends, pinpoint specific problems, and prioritize them for discussion in the Problem Solving workshop. This approach ensures that the workshop focuses on data-driven issues, leading to more effective and targeted solutions.

SAFe Scrum Master Reference

SAFe 5.0 framework: importance of data-driven decision-making and problem-solving

SAFe Advanced Scrum Master learning materials: analyzing metrics for continuous improvement

Question 2

Question Type: MultipleChoice

What are two ways a Scrum Master promotes T-shaped skill development across the team? (Choose two.)

Options:

A- By having team members pair when working on Stories

B- By requesting the Managers add skills training to the team members' development plans

C- By having teams swap one of their members every other Iteration for cross-training

D- By delivering cross-functional skills training

E- By defining Stories that need cross-functional skills for the team to implement

Answer:

A

Explanation:

Promoting T-shaped skill development means encouraging team members to develop a broad set of skills in addition to their specialization. This enhances team flexibility and resilience.

Pairing on Stories (A): By having team members pair up on stories, knowledge is shared, and members can learn from each other's expertise. This practice helps in building secondary skills and fosters a collaborative learning environment.

Cross-Functional Stories (E): Defining stories that require cross-functional skills ensures that team members have to work together, leveraging and developing a broader range of skills. This practice helps in cross-training and builds a more versatile team.

These methods help in breaking down silos within the team and promote a culture of continuous learning and skill development.

SAFe Scrum Master Reference:

SAFe Advanced Scrum Master Training Material, Chapter on Team Dynamics and Collaboration.

Question 3

Question Type: MultipleChoice

What is the purpose of the fishbone diagram?

Options:

A- To identify the biggest root cause

B- To brainstorm solutions to problems

C- To identify improvement backlog items

D- To identify potential root causes to problems

Answer:

D

Explanation:

The fishbone diagram, also known as an Ishikawa diagram or cause-and-effect diagram, is a tool used to systematically identify potential root causes of a problem. It helps teams brainstorm and categorize the possible causes of problems to identify root issues.

Problem Statement: Clearly defines the problem at the head of the fishbone diagram.

Categories: Major categories (e.g., methods, materials, equipment, people, environment, etc.) are identified and drawn as 'bones' branching off from the main 'spine.'

Brainstorming: Each category is explored to list possible causes, which are added as smaller bones off the main categories.

Analysis: The team analyzes the diagram to identify which causes are most likely contributing to the problem.

This method helps teams to visually map out and drill down into all possible causes of a problem, leading to more thorough and effective problem-solving.

SAFe Scrum Master Reference:

SAFe Advanced Scrum Master Training Material, Chapter on Problem-Solving Techniques.

Question 4

Question Type: **MultipleChoice**

What is the output of an Inspect and Adapt event?

Options:

A- An updated Program Board

B- A refined understanding of the problem statement

C- A set of improvement items for the upcoming PI Planning event

D- A new backlog for the team to work on in the upcoming PI

Answer:

C

Explanation:

The Inspect and Adapt (I&A) event is a critical component in the SAFe framework, held at the end of each Program Increment (PI). The main output of the I&A event is a set of improvement items that are intended to be actioned in the next PI Planning event. This helps in ensuring continuous improvement in the process and products.

PI System Demo: Demonstrates the current state of the solution and provides an opportunity for the stakeholders to inspect the progress.

Quantitative Measurement: Teams review metrics that reflect the current state of the development process.

Problem-Solving Workshop: Identifies root causes of the biggest problems and formulates improvement items.

Improvement Backlog: The improvement items identified are prioritized and added to the team's backlog for the next PI.

This cycle of continuous feedback and improvement helps in refining the development process and enhancing the team's performance.

SAFe Scrum Master Reference:

SAFe Advanced Scrum Master Training Material, Chapter on Inspect and Adapt.

Question 5

Question Type: **MultipleChoice**

The purpose of Continuous Integration is to deliver what?

Options:

A- Potentially deployable code

B- New builds on the test environment

C- Smaller batch sizes

D- Specific customer functionality

Answer:

A

Explanation:

Continuous Integration (CI) is a practice where code changes are automatically built, tested, and merged into a shared repository multiple times a day. The main purpose of CI is to ensure that the codebase is always in a state that could be potentially deployable. This means that any integration issues are identified and addressed as soon as possible, reducing the chances of bugs slipping into production.

Frequent Integration: Developers frequently integrate their code changes into the main repository, often several times a day.

Automated Builds: Each integration is verified by an automated build to detect integration errors as quickly as possible.

Automated Testing: Along with building, automated tests are run to ensure new changes do not break existing functionality.

Feedback Loop: Quick feedback is provided to the development team, allowing them to fix issues promptly.

By maintaining a potentially deployable codebase, teams can deliver high-quality software more rapidly and with greater confidence.

SAFe Scrum Master Reference:

SAFe Advanced Scrum Master Training Material, Chapter on Continuous Integration.

Question 6

Question Type: MultipleChoice

Why are phase-gate Milestones problematic?

Options:

A- They prohibit decision-making at the Large-Solution level

B- They only allow integration on PI boundaries

C- They use documentation as a proxy for Solution progress

D- They fix designs too late in the process

Answer:

C

Explanation:

Phase-gate milestones are problematic because they often use documentation as a proxy for solution progress. This approach assumes that completing certain documents or passing through predefined gates accurately reflects the progress of the solution. However, in Agile methodologies, working software is the primary measure of progress. Relying on documentation can lead to a false sense of

security, where teams believe they are on track based on completed paperwork rather than actual working software. This can delay the discovery of issues and hinder the ability to make necessary adjustments in a timely manner.

SAFe Scrum Master Reference

SAFe Principles: valuing working software over comprehensive documentation

SAFe 5.0 framework: the drawbacks of phase-gate milestones and the emphasis on iterative progress with working solutions

Question 7

Question Type: MultipleChoice

A Scrum Master is frustrated that her team finds no value during Iteration retrospectives, and the team has asked that she cancel all future ones. Which two specific anti-patterns are most likely present within the team's retrospectives? (Choose two.)

Options:

A- The team does not feel valued by the Enterprise

B- The team identifies improvements but is not allowed to address them

C- The team does not identify and commit to improvement items for how they do their work

D- The team does not inspect the Program Increment and revise the product backlog

Answer:

B, C

Explanation:

Two specific anti-patterns likely present within the team's retrospectives are:

The team identifies improvements but is not allowed to address them (B): This anti-pattern occurs when the team discusses potential improvements but lacks the authority or support to implement them. This leads to frustration and a sense of futility, as the team feels their efforts in retrospectives do not result in meaningful change.

The team does not identify and commit to improvement items for how they do their work (C): Effective retrospectives should result in actionable items that the team commits to addressing in the next iteration. If the team fails to identify and commit to these improvements, the retrospective becomes an empty ritual without real impact on the team's performance or processes.

SAFe Scrum Master Reference

SAFe Principles: continuous improvement and the importance of retrospectives

SAFe 5.0 framework: best practices for effective retrospectives

Question 8

Question Type: MultipleChoice

A team consistently receives defect reports from production even though each Story is thoroughly tested. What is the first step to solve this problem?

Options:

A- Invest in better Story and unit-test automation

B- Represent a strict definition of done

C- Ensure that development and testing environments are equivalent to production

D- Create a story dependency with the systems team to collaborate on deployment

Answer:

C

Explanation:

If a team consistently receives defect reports from production despite thorough testing of each story, the first step to address this issue is to ensure that development and testing environments are equivalent to production. Differences between environments can lead to undetected issues that only surface in the production environment. By aligning these environments, teams can ensure that tests accurately reflect real-world conditions, reducing the likelihood of defects slipping through.

SAFe Scrum Master Reference

SAFe Principles: ensuring quality by maintaining equivalent environments

SAFe 5.0 framework: best practices for aligning development, testing, and production environments