



**Free Questions for SAFe-APM by vceexamstest**

**Shared by Boyd on 09-08-2024**

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# Question 1

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**Question Type:** MultipleChoice

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Feature estimates are aggregated back into the Epic estimate as part of which artifact?

## Options:

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- A- Portfolio Roadmap
- B- Lean business case
- C- Customer journey map
- D- Capabilities

## Answer:

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B

## Explanation:

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Feature estimates are aggregated back into the Epic estimate as part of the lean business case. The lean business case is a lightweight and collaborative artifact that captures the rationale, assumptions, and financial projections for an Epic. The lean business case includes

the Epic value statement, which consists of the value proposition, the benefit hypothesis, and the Epic estimate. The Epic estimate is the total effort required to implement the Epic, expressed in story points. The Epic estimate is derived from the sum of the Feature estimates, which are the effort required to implement each Feature that contributes to the Epic, also expressed in story points. The Feature estimates are aggregated back into the Epic estimate as part of the lean business case to provide a realistic and data-driven projection of the cost and duration of the Epic.

[Lean Business Case - Scaled Agile Framework](#)

[Epic - Scaled Agile Framework](#)

[Feature estimates are aggregated back into the Epic estimate as part of ...](#)

## Question 2

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**Question Type:** MultipleChoice

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What does a successful minimum viable product (MVP) that has value in the market reveal about an Epic?

**Options:**

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**A-** Development should continue

- B-** The Solution will be profitable
- C-** Development is complete
- D-** The Epic's state should be moved to MVP

**Answer:**

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A

**Explanation:**

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A successful minimum viable product (MVP) that has value in the market reveals that the Epic hypothesis has been validated and that development should continue. An MVP is an early and minimal version of a new product or solution that is used to test the assumptions and hypotheses behind an Epic. An MVP provides the fastest and cheapest way to learn from real customers and to measure the impact and value of the Epic. A successful MVP means that the Epic has proven its desirability, viability, feasibility, and sustainability, and that there is still more value to be delivered by implementing additional features and capabilities. Therefore, development should continue until the Epic is completed or the value hypothesis changes.

[Epic - Scaled Agile Framework](#)

[Minimum Viable Product \(MVP\) - Scaled Agile Framework](#)

[Innovation Accounting in SAFe - Scaled Agile Framework](#)

## Question 3

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**Question Type:** MultipleChoice

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What is a result of using personas and empathy maps together?

### Options:

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- A- Improved product design
- B- Ability to project the value of the market
- C- A better understanding of supplier license agreements
- D- Actionable research

### Answer:

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A

### Explanation:

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Using personas and empathy maps together is a result of applying design thinking, which is a customer-centric development process that creates desirable products that are profitable and sustainable over their lifecycle. Personas are fictional characters that represent

archetypal users of a product or service, while empathy maps are visual tools that capture the thoughts, feelings, behaviors, and needs of the users. Using personas and empathy maps together can help to improve product design by:

Understanding the problem and the context from the user's perspective

Generating ideas and solutions that address the user's pain points and goals

Testing and validating the assumptions and hypotheses behind the product

Aligning the stakeholders on the scope, value, and quality of the product

[Design Thinking - Scaled Agile Framework](#)

[Personas - Scaled Agile Framework](#)

[Empathy Map vs Persona: What's the Difference and Why You ... - Userpilot](#)

## Question 4

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**Question Type:** MultipleChoice

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Which of the following is a customer-centric requirement artifact?

### Options:

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- A- Security
- B- Compliance enabler
- C- Story map
- D- Usability

### Answer:

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C

### Explanation:

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A story map is a customer-centric requirement artifact that represents the user journey and the features that support it. A story map is a visual tool that helps to organize and prioritize user stories based on the user goals, activities, and tasks. A story map also helps to align the stakeholders on the scope, value, and dependencies of the product, and to plan the releases and iterations.

[Story Mapping - Scaled Agile Framework](#)

[What are some example artifacts from product definition?](#)

[User Story Mapping: A Complete Guide | Miro](#)

## Question 5

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**Question Type:** MultipleChoice

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What is an example of a measurement that can help drive Value Stream innovation and improvements?

### Options:

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- A- Percentage of Customers activating the product
- B- Iteration velocity measured on a quarterly basis
- C- Number of Customers added during the quarter
- D- Average Customer acquisition costs

### Answer:

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A

### Explanation:

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A measurement that can help drive Value Stream innovation and improvements is the percentage of Customers activating the product. This metric indicates how many Customers are actually using the product after acquiring it, and how well the product meets their needs



and expectations. A high percentage of Customers activating the product means that the product delivers value and solves a problem for the Customers, and that the Value Stream is aligned with the Customer-centric mindset. A low percentage of Customers activating the product means that there is a gap between the product offering and the Customer demand, and that the Value Stream needs to innovate and improve the product design, delivery, and marketing.

[Value Stream KPIs - Scaled Agile Framework](#)

[The Four Most Useful Value Stream Metrics in Software](#)

[What is an example of a measurement that can be used to help drive ...](#)

## Question 6

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**Question Type:** MultipleChoice

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What metric should Product Managers primarily focus on to help guide the evolution of the products?

**Options:**

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**A-** Vanity Metrics

**B-** Output Metrics

**C-** Outcome Metrics

**D-** Flow Metrics

### **Answer:**

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C

### **Explanation:**

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Outcome metrics are the metrics that measure the impact and value of a product on the customers and the business. Outcome metrics help product managers to guide the evolution of the products by focusing on the desired outcomes and benefits, rather than the outputs and features. Outcome metrics also help product managers to validate the assumptions and hypotheses behind the product strategy, and to iterate and improve the product based on customer feedback and data.

[Outcome Metrics - Scaled Agile Framework](#)

[5 Essential Metrics for Product Managers](#)

[Output vs. Outcome Metrics: What's the Difference? | ProductPlan](#)

## **Question 7**

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**Question Type: MultipleChoice**

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When estimating Feature effort in the analysis stage of the ART Kanban, which sizing standard is used?

**Options:**

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- A- Estimated days
- B- Story points
- C- T-Shirt sizing
- D- Estimated hours

**Answer:**

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C

**Explanation:**

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T-Shirt sizing is a sizing standard that is used to estimate Feature effort in the analysis stage of the ART Kanban. T-Shirt sizing is a relative estimation technique that uses predefined categories, such as XS, S, M, L, XL, to assign a size to a Feature based on its complexity, uncertainty, and dependencies. T-Shirt sizing is a quick and simple way to compare and prioritize Features without getting into too much detail or precision. T-Shirt sizing also helps to calculate the Weighted Shortest Job First (WSJF) value of a Feature, which is a prioritization method that considers the cost of delay and the job size.

[ART and Solution Train Backlogs - Scaled Agile Framework](#)

[ART Kanban - Scaled Agile Framework](#)

[New and Updated Kanban Articles provide more effective guidance for ...](#)

[Program and Solution Kanbans - Scaled Agile Framework](#)

## Question 8

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**Question Type: MultipleChoice**

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Which research activity primarily drives product strategy instead of product design?

### Options:

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- A- Reviewing long-term Architectural Runway Enablers
- B- Observing what people do with the product
- C- Understanding Customers and values
- D- Focusing on product requirements

## Answer:

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C

## Explanation:

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Product strategy is the high-level plan that defines the vision, goals, and direction of a product. Product strategy guides the development and delivery of a product that meets the needs and expectations of the customers and the business. Product strategy is primarily driven by the research activity of understanding Customers and values. This activity involves identifying and segmenting the target market, analyzing the customer needs, problems, and opportunities, defining the value proposition and the benefit hypothesis, and validating the assumptions and hypotheses with customer feedback. Understanding Customers and values helps to align the product strategy with the customer-centric mindset and the business outcomes.

[Customer Centricity - Scaled Agile Framework](#)

[Product and Solution Management - Scaled Agile Framework](#)

[Using Market Research To Drive Business Strategy | PlanBeyond](#)

## Question 9

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**Question Type:** MultipleChoice

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When dealing with a complex product, what is best defined as a secondary persona?

**Options:**

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- A-** Another user of the primary interface can be accommodated as long as the targeted persona's experience is not compromised
- B-** Someone the product is explicitly not going to satisfy
- C-** The consumer whose experience is essential to the degree that it is acceptable to alter the product experience of the primary persona
- D-** A persona that must be satisfied for the product such that the goals should drive the design process

**Answer:**

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A

**Explanation:**

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A secondary persona is a type of persona that represents another user of the primary interface who can be accommodated as long as the targeted persona's experience is not compromised. A secondary persona is not the main focus of the product design, but still has some needs and expectations that should be considered. A secondary persona can help to identify additional features, functionalities, or scenarios that can enhance the product value and usability, without sacrificing the primary persona's satisfaction.

When dealing with a complex product, a secondary persona could be best defined as what?

## Question 10

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**Question Type:** MultipleChoice

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Which key job function differentiates a Product Manager from a Product Owner (PO)?

### Options:

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- A- Focusing on the short-term Vision
- B- Accepting Stories
- C- Reviewing legal agreements
- D- Prioritizing the backlog

### Answer:

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D

## **Explanation:**

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One of the key job functions that differentiates a Product Manager from a Product Owner (PO) in SAFe is prioritizing the backlog. A Product Manager is responsible for defining and prioritizing the features and capabilities that deliver value to the customers and the business. A Product Manager owns and maintains the Program Backlog, which is the single source of truth for the work that needs to be done by the Agile Release Train (ART). A Product Owner, on the other hand, is responsible for defining and accepting the user stories that implement the features and capabilities. A Product Owner owns and maintains the Team Backlog, which is the subset of the Program Backlog that the Agile Team works on. A Product Owner collaborates with the Product Manager to align the Team Backlog with the Program Backlog and the Vision.

[Product and Solution Management - Scaled Agile Framework](#)

[Product Owner \(PO\) Sync - Scaled Agile Framework](#)

[SAFe Product Manager vs Product Owner - Striking Differences - KnowledgeHut](#)

## **Question 11**

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**Question Type: MultipleChoice**

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Who commonly facilitates the PO Sync event?



## Options:

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- A- A Release Train Engineer (RTE)
- B- A Solution Train Engineer (STE)
- C- An Agile Coach
- D- A Scrum Master/Team Coach (SM/TC)

## Answer:

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A

## Explanation:

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The PO Sync is an ART event used to gain visibility into the ART's progress toward meeting its PI objectives and to make any necessary adjustments. The PO Sync is commonly facilitated by the Release Train Engineer (RTE), who is the servant leader and chief Scrum Master for the ART. The RTE helps to coordinate the PO Sync by inviting the Product Owners and Product Management, setting the agenda, managing the timebox, and resolving any impediments or conflicts.

[Product Owner \(PO\) Sync - Scaled Agile Framework](#)

[Release Train Engineer and Solution Train Engineer - Scaled Agile Framework](#)

[5 Practices to Start Scaling Agile by Mike Hall | Agile Velocity](#)

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