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**Exam** : **DASM**

**Title** : Disciplined Agile Scrum  
Master

**Version** : DEMO

1.Push is when work is:

- A. Expedited to meet a deadline.
- B. Delayed until later.
- C. Given to people.
- D. Outsourced to a vendor.

**Answer: C**

**Explanation:**

Push and pull are techniques of working

2.How should iterations for an agile project be planned?

- A. Throughout the project by using iteration reviews to continuously improve quality.
- B. Iteratively by the product owner to ensure global optimization.
- C. At the beginning of each iteration by pulling from product backlog.
- D. At the retrospective meetings to ensure nothing is missed from one iteration to the next.

**Answer: C**

3.What are the eight principles of Disciplined Agile?

- A. Customer Satisfaction, Market Awareness, Be Awesome, Pragmatism, Quick Decisions, Fail Fast, Choice is Good, Customer Satisfaction.
- B. Delight Customers, Be Awesome, Pragmatism, Context Counts, Choice Good, Optimize Flow, Enterprise Awareness, Organize around products/services.
- C. Customer Satisfaction, Market Awareness, Be Awesome, Pragmatism, Context Counts, Minimize Cost, Choice is Good, Use Logic.
- D. Delight Customers, Be Awesome, Use Logic, Fail Fast, Enterprise Awareness, Optimize Process, Choice is Good, Organize around products/services.

**Answer: B**

**Explanation:**

In fact, the DA tool kit has always been a hybrid of great strategies from the very beginning, with the focus being on how all of these strategies fit together in practice. (Choose Your WoW, We Believe in These Principles, page 24).

4.Identify three principles of the Disciplined Agile mindset. (Choose three)

- A. Delight customers.
- B. Accelerate delivery.
- C. Enterprise awareness.
- D. Be a servant leader.
- E. Be pragmatic.

**Answer: A,C,E**

**Explanation:**

(Choose Your WoW, The Disciplined Agile Mindset, page 23).

5.Which is not a feature of a user story?

- A. Testable
- B. Estimable

C. Negotiable

D. Achievable

**Answer:** D

**Explanation:**

One or two sentences to describe something of value to a user [W, ObjectPrimer]. (Choose Your WoW, Explore Usage, page 139).