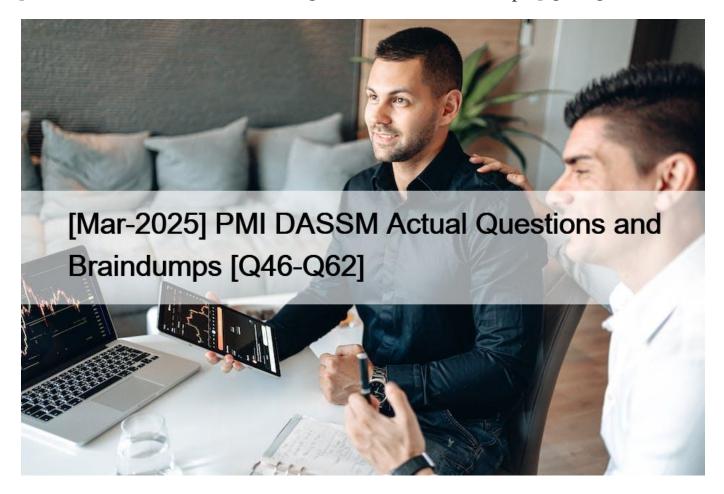# [Mar-2025 PMI DASSM Actual Questions and Braindumps [Q46-Q62

[Mar-2025] PMI DASSM Actual Questions and Braindumps
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The DASSM certification exam is based on the Disciplined Agile Delivery (DAD) framework, which is a hybrid approach to Agile that incorporates elements from Scrum, Kanban, Lean, and other Agile methodologies. The DAD framework is designed to help organizations tailor their Agile approach to meet the unique needs and challenges of their specific environment. The DASSM certification exam covers a broad range of Agile topics, including Agile planning and estimation, team leadership, continuous improvement, and stakeholder engagement.

NEW QUESTION 46

Who is ultimately accountable for the timely delivery of the product as committed?
* Product owner
* Team lead
* Team members
* Gold user

* Architecture owner

NEW QUESTION 47

What is the purpose of an Iteration retrospective?
* To transfer knowledge and improvements to the next iteration.
* To identify progress and to note encountered impediments.
* To prioritize stories and concrete tasks for the next iteration.
* To showcase what the team accomplished in an iteration.

NEW QUESTION 48

The primary purpose of a community of practice is:
* To share knowledge among a group of like-minded people
* To bring all the experts in an organization together
* To sell a particular competency to potential customers
* To mentor, coach and guide others in a particular craft
The primary purpose of a Community of Practice (CoP) in the Disciplined Agile (DA) framework is to share knowledge among a group of like-minded people. CoPs bring together people who share a common interest or practice, enabling them to exchange insights, experiences, and best practices to enhance their collective expertise. Options B (bringing all the experts together) and D (mentoring, coaching, and guiding others) are secondary benefits but not the primary purpose. Option C (selling a competency) does not align with the purpose of a CoP.

NEW QUESTION 49

Which of the following best expresses the meaning of a Value Stream Map?
* The physical movement of parts or people in a process
* A pictorial representation of the organization’s product or offerings
* A method used to quantify the return on investment for an organization
* A series of steps that are carried out to deliver something of value to the customer

NEW QUESTION 50

True or False: In a program team, each sub-team must have the same WoW
* True
* False
In a program team within the Disciplined Agile (DA) framework, each sub-team does not need to have the same Way of Working (WoW). DA promotes flexibility and recognizes that different teams may choose different WoWs that best fit their specific context, goals, and constraints. This approach allows each sub-team to optimize its process for maximum effectiveness, even if that means adopting different methodologies or practices.

NEW QUESTION 51

True or False: To understand a complex adaptive system, the best way is to develop a perfect understanding of the individual parts.
* True
* False
According to Disciplined Agile and broader agile principles, complex adaptive systems, such as software development environments, cannot be fully understood by analyzing individual parts in isolation. The nature of complex adaptive systems is that they involve multiple interacting components, and their behaviors emerge from these interactions. Therefore, understanding the whole system requires examining the relationships, feedback loops, and patterns that arise within the entire context, not just the

individual parts. This concept is grounded in systems thinking, a key component in agile methodologies, which encourages viewing the system holistically.

NEW QUESTION 52

What is the primary advantage of working in an agile team?
* We can guarantee timely delivery of the product
* We can specialize in an area of our choice
* We can adjust quickly to changing customer needs
* Customers will not need to bother much due to self-organized teams

The primary advantage of working in an Agile team, according to the PMI Disciplined Agile framework, is the ability to quickly adapt to changing customer needs (Option C). Agile teams emphasize flexibility, responsiveness, and continuous improvement, enabling them to respond effectively to feedback and evolving requirements. Options A, B, and D do not reflect the core value proposition of Agile. While agile teams may aim for timely delivery, specialization, andreduced customer intervention, their core strength lies in adaptability and responsiveness to change, ensuring that the product remains aligned with customer needs.

Top of Form

Bottom of Form

NEW QUESTION 53

The primary benefit of DevOps is that:
* Decision to release can be taken by anybody in the team
* Creating strong business justification for products
* Reduced cost of deployments
* Increased mean time between successive deployments

NEW QUESTION 54

When would you adopt the Exploratory Life cycle?
* We are evolving an existing product or service and the customer requirements are well understood
* We are evolving an existing product or service and the customer requirements are uncertain
* We are bringing a new product or service to market and the customer requirements are uncertain
* All of the above
* We are bringing a new product or service to market and the customer requirements are well understood

The Exploratory Life Cycle is adopted when there is a need to bring a new product or service to market, and the customer requirements are uncertain. This life cycle is characterized by a high degree of exploration and experimentation, where the team continuously learns and adapts based on customer feedback and market conditions. Options A and B are incorrect because they refer to evolving an existing product or service rather than bringing a new one to market. Option E is also incorrect because it assumes the requirements are well understood, which would not necessitate an exploratory approach.

NEW QUESTION 55

A team decided to skip the daily standup meetings as they were co-located and meeting daily was not adding value. This is an example of:
* Being awesome
* Enterprise awareness
* Context counts
* Choice is good

In the Disciplined Agile framework, the principle of “Context Counts” emphasizes the importance of tailoring practices to fit the specific situation or context of the team. In this scenario,the team decided to skip the daily standup meetings because they were co-located, and the meetings were not adding value. This is an example of making a context-specific decision based on the team’s unique circumstances, which aligns with the DA principle of “Context Counts.” Options A (Being awesome), B (Enterprise awareness), and D (Choice is good) do not accurately capture the rationale behind the decision to modify the practice based on context.

NEW QUESTION 56

What are two of the ways that Disciplined Agile provides a solid foundation for business agility?
* Creates awesome teams that foster joy.
* Defines a framework for agility at scale.
* Enforces adherence to organizational standards.
* Describes the trade-offs associated with a range of options.

NEW QUESTION 57

Which is not a feature of a user story?
* Achievable
* Estimable
* Testable
* Negotiable
User stories are a key component in Agile practices, including the Disciplined Agile (DA) framework. They are typically described by the acronym INVEST, which stands for:

* Independent: User stories should be self-contained, so they do not overlap with others.

* Negotiable: User stories are not contracts; they should leave room for discussion and refinement.

* Valuable: Each user story must deliver value to the end user or customer.

* Estimable: A good user story can be estimated in terms of the effort required to complete it.

* Small: User stories should be small enough to be completed within a single iteration.

* Testable: A user story must be testable, meaning it should be possible to determine whether the user story has been completed successfully.

Based on the INVEST criteria, “Achievable” is not a recognized feature of a user story. While achieving a user story is an implicit goal, it is not explicitly mentioned in the standard definition or characteristics used in Agile frameworks such as Disciplined Agile. The features that are essential to a user story are “Negotiable,”

“Estimable,” and “Testable,” as they ensure the story is clearly defined, measurable, and valuable to the user.

References:

* Disciplined Agile Delivery: A Practitioner’s Guide to Agile Software Delivery in the Enterprise, Scott Ambler & Mark Lines.

* PMI’s Disciplined Agile Scrum Master (DASM) and Disciplined Agile Senior Scrum Master (DASSM) training materials.

NEW QUESTION 58

Which of the following is NOT one of the benefits of reducing work-in-progress?
* Allows you to multi-task between many high priority items
* Reduces the lead time
* Creates a greater incentive to prioritize
* Create focus

NEW QUESTION 59

True or False: A project that follows a Scrum or Agile life-cycle still needs the Inception, Construction or Transition phases.
* True
* False
Even when a project follows a Scrum or Agile lifecycle, it still needs the Inception, Construction, or Transition phases as described in Disciplined Agile (DA). These phases provide a structured approach to project delivery. The “Inception” phase involves initial planning and alignment, “Construction” focuses on iterative development, and “Transition” ensures the final product is ready for release. While Scrum and Agile frameworks focus on iterative and incremental development, DA uses these phases to ensure a comprehensive approach to project management.

NEW QUESTION 60

The Kaizen feedback loop can be summarized as:
* Plan, Do, Monitor, Study
* Study, Act, React, Demo
* Plan, Implement, Demo, Study
* Plan, Do, Study, Act

NEW QUESTION 61

We do Plan Do Study Act (PDSA) to:
* Better understand the effectiveness of our actions and to be able to improve our results
* Reflect if we’re working on the correct things
* Improve our plans
* Provide justification when something goes wrong

NEW QUESTION 62

What is the role of the product owner?
* Coordinate the product
* Organize the product team
* Inspect the product
* Build the right product

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