

PMI AGILE CERTIFIED PRACTITIONER (ACP) PRACTICE EXAM (SAMPLE)

STUDY GUIDE



SAMPLE STUDY GUIDE WITH LIMITED QUESTIONS

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Introduction

Preparing for a certification exam can feel overwhelming, but with the right tools, it becomes an opportunity to build confidence, sharpen your skills, and move one step closer to your goals. At Examzify, we believe that effective exam preparation isn't just about memorization, it's about understanding the material, identifying knowledge gaps, and building the test-taking strategies that lead to success.

This guide was designed to help you do exactly that.

Whether you're preparing for a licensing exam, professional certification, or entry-level qualification, this book offers structured practice to reinforce key concepts. You'll find a wide range of multiple-choice questions, each followed by clear explanations to help you understand not just the right answer, but why it's correct.

The content in this guide is based on real-world exam objectives and aligned with the types of questions and topics commonly found on official tests. It's ideal for learners who want to:

- Practice answering questions under realistic conditions,
- Improve accuracy and speed,
- Review explanations to strengthen weak areas, and
- Approach the exam with greater confidence.

We recommend using this book not as a stand-alone study tool, but alongside other resources like flashcards, textbooks, or hands-on training. For best results, we recommend working through each question, reflecting on the explanation provided, and revisiting the topics that challenge you most.

Remember: successful test preparation isn't about getting every question right the first time, it's about learning from your mistakes and improving over time. Stay focused, trust the process, and know that every page you turn brings you closer to success.

Let's begin.

How to Use This Guide

This guide is designed to help you study more effectively and approach your exam with confidence. Whether you're reviewing for the first time or doing a final refresh, here's how to get the most out of your Examzify study guide:

1. Start with a Diagnostic Review

Skim through the questions to get a sense of what you know and what you need to focus on. Your goal is to identify knowledge gaps early.

2. Study in Short, Focused Sessions

Break your study time into manageable blocks (e.g. 30 – 45 minutes). Review a handful of questions, reflect on the explanations.

3. Learn from the Explanations

After answering a question, always read the explanation, even if you got it right. It reinforces key points, corrects misunderstandings, and teaches subtle distinctions between similar answers.

4. Track Your Progress

Use bookmarks or notes (if reading digitally) to mark difficult questions. Revisit these regularly and track improvements over time.

5. Simulate the Real Exam

Once you're comfortable, try taking a full set of questions without pausing. Set a timer and simulate test-day conditions to build confidence and time management skills.

6. Repeat and Review

Don't just study once, repetition builds retention. Re-attempt questions after a few days and revisit explanations to reinforce learning. Pair this guide with other Examzify tools like flashcards, and digital practice tests to strengthen your preparation across formats.

There's no single right way to study, but consistent, thoughtful effort always wins. Use this guide flexibly, adapt the tips above to fit your pace and learning style. You've got this!

Questions

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- 1. What does the term 'Minimal Marketable Feature' refer to in Agile methodology?**
 - A. The smallest feature that can deliver value to users
 - B. A feature with maximum complexity and user appeal
 - C. The most innovative feature present in the current release
 - D. A detailed specification of all future features
- 2. What is a release in project management?**
 - A. A specific update to project documentation
 - B. A group of iteration outcomes delivered to users
 - C. A meeting to discuss project progress
 - D. A process for closing a project
- 3. What is the purpose of prototyping in project management?**
 - A. To finalize the budget of the project
 - B. To model and refine project requirements
 - C. To create a final product for market release
 - D. To conduct risk assessments
- 4. What process emphasizes making decisions based on direct experience and observation in Agile?**
 - A. Crystal methodology
 - B. Empirical process control
 - C. Predictive control
 - D. Iterative design
- 5. What is considered the most effective method of conveying information in Agile development?**
 - A. Written reports and documents
 - B. Face-to-face conversations
 - C. Email communication
 - D. Video conferences

- 6. What is the purpose of a story point in Agile methodology?**
- A. To express the estimated duration of a project
 - B. To measure the team's velocity over time
 - C. To express the estimated difficulty (effort) of a user story
 - D. To quantify the financial investment required for a story
- 7. What does swarming aim to achieve in Agile project management?**
- A. To distribute tasks among different teams
 - B. To have the team focus collectively on one challenging user story
 - C. To minimize the number of meetings in a project
 - D. To allow for parallel processing of multiple stories
- 8. What is meant by high-bandwidth communication?**
- A. Communication that is primarily written
 - B. Face-to-face communication that includes non-verbal cues
 - C. Remote communication through emails
 - D. Using project management software for team updates
- 9. What is the primary purpose of brainstorming in Agile?**
- A. A method for evaluating completed work
 - B. To gather a large number of ideas from a group in a short time
 - C. A technique for analyzing project risks
 - D. A strategy for measuring team performance
- 10. What aspect of agile methodology does the term 'Scrum Master' directly relate to?**
- A. Quality Assurance Role
 - B. Project Planning Role
 - C. Team Facilitation Role
 - D. Corporate Management Role

Answers

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1. A
2. B
3. B
4. B
5. B
6. C
7. B
8. B
9. B
10. C

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Explanations

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1. What does the term 'Minimal Marketable Feature' refer to in Agile methodology?

- A. The smallest feature that can deliver value to users**
- B. A feature with maximum complexity and user appeal
- C. The most innovative feature present in the current release
- D. A detailed specification of all future features

The term 'Minimal Marketable Feature' in Agile methodology refers to the smallest feature that can deliver value to users. This concept emphasizes the importance of focusing on the core functionality that provides immediate benefits to customers, allowing teams to prioritize and develop features that have a marketable impact. By concentrating on these minimal features, Agile teams can ensure that they are delivering tangible value in shorter iterations, which is fundamental to Agile practices. This approach aligns with the Agile principle of delivering working software frequently and adapting based on user feedback, facilitating a quicker response to changing market needs. It encourages teams to avoid overengineering and to focus on delivering features that users actually want, thereby maximizing both development efficiency and customer satisfaction. Other options presented reflect misunderstandings of the concept. For instance, a feature with maximum complexity or user appeal does not align with the idea of being minimal; it might complicate the development process rather than simplify it. The most innovative feature is not necessarily marketable or minimal; innovation must also deliver real user value. Lastly, a detailed specification of all future features contradicts the Agile principle of flexibility and adaptability to change, which focuses on delivering increments and iterating based on feedback rather than strict, upfront planning.

2. What is a release in project management?

- A. A specific update to project documentation
- B. A group of iteration outcomes delivered to users**
- C. A meeting to discuss project progress
- D. A process for closing a project

In project management, particularly within Agile methodology, a release refers to a group of iteration outcomes delivered to users. This signifies a point in time when a set of features or functionalities, developed over multiple iterations, is made available to the end-users or stakeholders. The primary goal of a release is to deliver value incrementally and allow users to gain access to new features or improvements that have been developed based on feedback and prioritization. Releases are important as they help in validating the product against user needs, enable testing in real-world scenarios, and facilitate user feedback, which can inform future iterations. It captures the essence of Agile principles by emphasizing customer collaboration and responsiveness to change. Other choices present different concepts within project management but do not define a release. For instance, an update to project documentation does not encapsulate the idea of delivering functionality or features. Meetings to discuss project progress highlight communication aspects but do not constitute a release in a tangible sense. Similarly, a process for closing a project pertains to finalizing project work and does not involve delivering usable increments to stakeholders.

3. What is the purpose of prototyping in project management?

- A. To finalize the budget of the project
- B. To model and refine project requirements**
- C. To create a final product for market release
- D. To conduct risk assessments

Prototyping serves a crucial role in project management, primarily focused on modeling and refining project requirements. This iterative process allows stakeholders to visualize how a system or product will function before its full-scale implementation. By developing prototypes, teams can gather feedback from users and other stakeholders, which in turn helps to identify potential issues or misalignments with user expectations early in the development process. This feedback loop is essential for defining and refining requirements, ensuring the final product accurately meets stakeholder needs. By testing concepts through prototypes, teams can make informed decisions and adjustments, which can lead to more successful project outcomes. Finalizing the budget is not typically a direct purpose of prototyping; instead, budgeting generally occurs after requirements are gathered. Prototypes are not created as a final product for market release but as tools for discussion and feedback. While some aspects of risk may be assessed during prototyping, the primary objective is to clarify and enhance requirements rather than conduct formal risk assessments.

4. What process emphasizes making decisions based on direct experience and observation in Agile?

- A. Crystal methodology
- B. Empirical process control**
- C. Predictive control
- D. Iterative design

The emphasized process of making decisions based on direct experience and observation in Agile is best represented by empirical process control. This approach is foundational to Agile methodologies, where decisions are grounded in what is known through observation and experimentation rather than on preconceived notions or detailed predictions. Empirical process control fosters a cycle of experimentation, inspection, and adaptation. It encourages teams to work in iterative increments, allowing them to learn from their experiences as the project progresses. By assessing outcomes and modifying the approach based on real-world feedback, teams can navigate uncertainty more effectively and respond to changing requirements or stakeholder needs. In contrast, other processes like Crystal methodology focus on the importance of team communication and tailored practices for different project sizes and complexities, which, while useful, do not encapsulate the broader principle of making decisions based on empirical data. Predictive control emphasizes upfront planning and predictions rather than adaptability and responsiveness, and iterative design is more about revisiting and refining design throughout the project rather than decision-making rooted in empirical evidence. Thus, the correct response centers around the essence of the Agile philosophy, where empirical process control is the core method for informed decision-making.

5. What is considered the most effective method of conveying information in Agile development?

- A. Written reports and documents
- B. Face-to-face conversations**
- C. Email communication
- D. Video conferences

The most effective method of conveying information in Agile development is face-to-face conversations. This approach emphasizes direct communication, which fosters clarity and reduces the risk of misunderstandings that can arise with written documentation or electronic communication. When team members engage in conversations directly, they can ask questions, clarify doubts immediately, and provide instant feedback, which enhances collaboration and builds trust among the team. In Agile, where changes and adaptations are common, the ability to communicate verbally allows teams to quickly discuss changes in requirements, challenges, and progress. It also promotes stronger relationships among team members, which is vital for a collaborative work environment. The Agile Manifesto values individuals and interactions over processes and tools, highlighting the importance of personal communication. While written reports, emails, and video conferences can serve as supplementary communication methods, they often lack the immediacy and personal touch that face-to-face conversations provide. These other methods may lead to delays in communication or interpretation issues, whereas direct dialogue facilitates a more efficient exchange of information and encourages active participation.

6. What is the purpose of a story point in Agile methodology?

- A. To express the estimated duration of a project
- B. To measure the team's velocity over time
- C. To express the estimated difficulty (effort) of a user story**
- D. To quantify the financial investment required for a story

The purpose of a story point in Agile methodology is to express the estimated difficulty (effort) of a user story. Story points are a unit of measure used in Agile project management to assess the complexity involved in completing a user story or task. This assessment allows teams to estimate the amount of work required relative to other user stories, enabling them to prioritize and plan their releases effectively. Story points help teams account for various factors such as effort, complexity, risks, and uncertainty associated with implementation rather than providing a direct time estimate. This enables better forecasting and helps the team understand their capacity for delivering work. By focusing on the relative estimation of difficulty, teams can engage in productive discussions regarding the requirements and complexities of their work. In contrast, options addressing duration, velocity, and financial investment do not align with the primary purpose of story points. Duration focuses on time estimation rather than complexity. Velocity, while an important Agile metric, measures the amount of work completed in a given iteration, not the difficulty of individual stories. Financial investment is typically captured through other means, such as cost estimations or budgeting, rather than through story points.

7. What does swarming aim to achieve in Agile project management?

- A. To distribute tasks among different teams
- B. To have the team focus collectively on one challenging user story**
- C. To minimize the number of meetings in a project
- D. To allow for parallel processing of multiple stories

Swarming in Agile project management is focused on having the entire team collectively concentrate their efforts on a single challenging user story or task. This approach allows team members to leverage their diverse skills and perspectives, fostering collaboration and creativity to resolve complex issues quickly. When the team converges on one task, they can address blockers, expedite problem-solving, and enhance the quality of the output due to the collaboration of multiple team members with varying expertise. This collective focus encourages communication and faster iteration, ultimately leading to improved efficiency and effectiveness in delivering value. The aim of swarming is to overcome obstacles swiftly by pooling resources and knowledge to achieve a common goal, rather than spreading efforts thinly across multiple tasks or user stories.

8. What is meant by high-bandwidth communication?

- A. Communication that is primarily written
- B. Face-to-face communication that includes non-verbal cues**
- C. Remote communication through emails
- D. Using project management software for team updates

High-bandwidth communication refers to forms of interaction that convey a wealth of information in a single exchange, allowing for clarity, quick feedback, and understanding. Face-to-face communication is considered high-bandwidth because it enables participants to share not only words but also non-verbal cues such as body language, facial expressions, and tone of voice. These elements enhance the message being communicated, allowing for more nuanced understanding and immediate clarification of any misunderstandings. In Agile environments, this type of communication is particularly valued as it fosters collaboration and rapid decision-making. Teams can effectively share ideas, ask questions, and engage in discussions that lead to better outcomes compared to more transactional methods of communication. This richness of interaction contributes significantly to building relationships, fostering trust, and enabling quicker resolutions to problems. While other forms of communication, such as written communication or project management software, are useful, they do not provide the same depth and richness that face-to-face interactions offer, making high-bandwidth communication a critical component in effective team dynamics and agile practices.

9. What is the primary purpose of brainstorming in Agile?

- A. A method for evaluating completed work
- B. To gather a large number of ideas from a group in a short time**
- C. A technique for analyzing project risks
- D. A strategy for measuring team performance

Brainstorming serves a crucial role in the Agile process by fostering an environment where team members can collaborate and generate a significant number of ideas in a short time frame. This method encourages creative thinking, helps in identifying new solutions to problems, and allows for diverse perspectives to be shared, which is essential in Agile's iterative and collaborative nature. The focus is on quantity over quality during the initial phase, aiming to draw out as many ideas as possible without immediate judgment or criticism. This approach can lead to innovative solutions and ideas that might not surface in a more structured or restrictive setting, thus making it a valuable tool in Agile practices. This method is especially beneficial in Agile environments where rapid adaptation to change is necessary, as it enables teams to explore various possibilities before narrowing down to the most viable solutions. Additionally, the collaborative nature of brainstorming helps strengthen team dynamics and engagement, which contributes positively to the overall Agile process.

10. What aspect of agile methodology does the term 'Scrum Master' directly relate to?

- A. Quality Assurance Role
- B. Project Planning Role
- C. Team Facilitation Role**
- D. Corporate Management Role

The term 'Scrum Master' is directly associated with the team facilitation role within the Agile methodology, particularly in the Scrum framework. The primary responsibility of a Scrum Master is to facilitate the Scrum process, ensuring that the team adheres to Agile principles and Scrum practices. This includes guiding the team during Scrum events (such as daily stand-ups, sprint planning, and retrospectives), helping to remove obstacles that may impede the team's progress, and fostering an environment where the team can self-organize and improve. The role focuses on enhancing communication, collaboration, and efficiency within the team, allowing team members to work together effectively to deliver high-quality products. By supporting the team in navigating challenges and promoting a culture of continuous improvement, the Scrum Master plays a vital part in the agile process, ensuring adherence to the Scrum framework and practices. While other roles in the choices presented may relate to different aspects of a project, the Scrum Master is fundamentally about facilitating the team's functionality and efforts, making team facilitation the essence of this role.

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Next Steps

Congratulations on reaching the final section of this guide. You've taken a meaningful step toward passing your certification exam and advancing your career.

As you continue preparing, remember that consistent practice, review, and self-reflection are key to success. Make time to revisit difficult topics, simulate exam conditions, and track your progress along the way.

If you need help, have suggestions, or want to share feedback, we'd love to hear from you. Reach out to our team at hello@examzify.com.

Or visit your dedicated course page for more study tools and resources:

<https://pmiacp.examzify.com>

We wish you the very best on your exam journey. You've got this!

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