

SAFE SCALED AGILE FOR ENTERPRISE CERTIFICATION 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 is shown in the Team Sprint Demo?**
 - A. Only the UI changes
 - B. The project budget
 - C. The risk register
 - D. Every story, Spike, Refactor, NFR
- 2. Which of the following is NOT part of the I&A three parts?**
 - A. Sprint retrospective
 - B. PI demo
 - C. Quantitative measurement
 - D. Problem solving workshop
- 3. How often is the team demo conducted in the ART?**
 - A. Every week
 - B. Every sprint
 - C. Every month
 - D. Every two weeks
- 4. Why start CoD component estimates with a baseline value of 1?**
 - A. To reflect absolute cost
 - B. To expedite decision making by skipping discussion
 - C. To anchor estimates and enable relative sizing
 - D. To confuse team members
- 5. What is emergent design?**
 - A. Teams grow the system design as user stories require
 - B. Design is completed upfront and never changes
 - C. The architecture is dictated by external consultants
 - D. Architects redesign the system every sprint
- 6. What does the ART program vision express?**
 - A. Expresses the detailed technical design of the system
 - B. Specifies quarterly budgets for teams
 - C. Expresses strategic intent, may be expressed in a variety of forms
 - D. Defines the exact features to be delivered in the next PI

- 7. What practice defines acceptance criteria during backlog refinement?**
- A. During system demo
 - B. During sprint planning
 - C. After release
 - D. During program backlog refinement
- 8. Which artifact expresses the team's commitment for the current sprint?**
- A. The Sprint backlog and program increment
 - B. The risk register and quality plan
 - C. Sprint goals and backlog of the team's commitment
 - D. The product roadmap and release plan
- 9. Which statement best describes ATTD?**
- A. ATTD stands for Agile Test Driven Design
 - B. ATTD stands for Acceptance Test Driven Deployment
 - C. ATTD stands for Acceptance Testing Driven Development
 - D. ATTD stands for Acceptance Test Driven Development
- 10. What does Planning include in IP Sprint?**
- A. Is solely about coding standards
 - B. Is about hardware procurement
 - C. Provides cadence based planning and resource flexibility
 - D. Is about user acceptance tests

Answers

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

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Explanations

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1. What is shown in the Team Sprint Demo?

- A. Only the UI changes
- B. The project budget
- C. The risk register
- D. Every story, Spike, Refactor, NFR**

The Team Sprint Demo is about showing the complete increment produced in the sprint. It should display the working, integrated result of all completed work, which includes every story, any spikes, refactors, and nonfunctional requirements that were finished during the sprint. The point is to present a potentially releasable product increment to stakeholders and gather feedback, not to review the budget or risk registers. UI changes are part of the demo only to the extent they're included in the finished work, but the focus is on demonstrating all completed items from the sprint.

2. Which of the following is NOT part of the I&A three parts?

- A. Sprint retrospective
- B. PI demo
- C. Quantitative measurement
- D. Problem solving workshop**

Inspect and Adapt at the end of a Program Increment brings together three activities: a System Demo that shows the integrated solution to stakeholders, quantitative measurement that provides data on how the system is performing, and a Problem-Solving Workshop to address the largest gaps and root causes found. The sprint retrospective belongs to the team level and happens within each iteration to improve the team's own process, not the ART-wide I&A agenda. So the item that is not part of the I&A three parts is the sprint retrospective. The other options align with I&A: the System Demo (often referred to as the PI/system demo), the quantitative measurements, and the problem-solving workshop.

3. How often is the team demo conducted in the ART?

- A. Every week
- B. Every sprint
- C. Every month
- D. Every two weeks**

This item tests how often the Team Demo happens within an Agile Release Train. In SAFe, teams on an ART work in fixed iterations, typically two weeks long. At the end of each iteration, the team holds a Team Demo to show the completed, integrated increment to stakeholders. This cadence keeps feedback fast and alignment across the train. Since the standard iteration length is two weeks, the Team Demo occurs every two weeks. While some organizations might refer to iterations as sprints, the key idea is the two-week rhythm, which is why every two weeks is the best fit.

4. Why start CoD component estimates with a baseline value of 1?

- A. To reflect absolute cost
- B. To expedite decision making by skipping discussion
- C. To anchor estimates and enable relative sizing**
- D. To confuse team members

In WSJF, the Cost of Delay components are tied to a common reference unit so you can compare items quickly and fairly. Starting each CoD component at a baseline of 1 anchors the scale, making the numbers purely relative rather than tied to absolute dollars or hours. When you rate components like business value, time criticality, and risk reduction, a score of 3 means three times the baseline value, and you get a simple sum for the CoD (for example, $3 + 2 + 1 = 6$). This keeps the Cost of Delay a clear, interpretable relative measure that, when divided by the job size, yields a consistent, comparable WSJF value across backlog items. It also prevents zeros and keeps the math straightforward, which supports consistent decision-making.

5. What is emergent design?

- A. Teams grow the system design as user stories require**
- B. Design is completed upfront and never changes
- C. The architecture is dictated by external consultants
- D. Architects redesign the system every sprint

Emergent design means the system's architecture and design grow and adapt as work unfolds, rather than being fully specified before development begins. As teams implement features and learn what works, they make design decisions to fit current needs and continuously refactor to keep the design clean and scalable. This approach keeps the architecture flexible and responsive to changing requirements, with the architectural runway providing just enough guidance to support near-term work while allowing future evolution. The best expression of this idea is that teams grow the system design as user stories require. Upfront, fixed design contradicts agile practice, and having external consultants dictate architecture or repeatedly overhaul the design each sprint ignores team ownership and continuous learning.

6. What does the ART program vision express?

- A. Expresses the detailed technical design of the system
- B. Specifies quarterly budgets for teams
- C. Expresses strategic intent, may be expressed in a variety of forms**
- D. Defines the exact features to be delivered in the next PI

The ART vision expresses the strategic intent behind the train. It communicates why the ART exists, the business outcomes it aims to achieve, and how the work will deliver value to customers and stakeholders. This is high-level and future-oriented, and it can be captured in a variety of practical forms—vision statements, roadmaps, or other lightweight artifacts—depending on what works best for the organization. It isn't a detailed technical design, a quarterly budget, or a list of exact features for the next PI. Those details live in the backlog and PI planning artifacts. The vision provides guidance for prioritization, epic decisions, and alignment with strategic themes, acting as a north star for the ART as it plans and delivers.

7. What practice defines acceptance criteria during backlog refinement?

- A. During system demo
- B. During sprint planning
- C. After release
- D. During program backlog refinement**

Acceptance criteria specify the conditions that must be met for a backlog item to be considered complete and acceptable to stakeholders. Defining them during backlog refinement ensures there is a clear, testable target before work begins. At the program level, refinement focuses on features and enablers that span multiple teams, so this is the right time to articulate the acceptance criteria for those items. When teams later break work into stories, they have concrete criteria to guide development and testing, and the work aligns with the program's Definition of Done and the overall system behavior demonstrated in System Demos. Other options don't fit because system demos validate what's built, sprint planning is about committing to upcoming work rather than defining acceptance criteria, and waiting until after release is too late to establish what "done" means.

8. Which artifact expresses the team's commitment for the current sprint?

- A. The Sprint backlog and program increment
- B. The risk register and quality plan
- C. Sprint goals and backlog of the team's commitment**
- D. The product roadmap and release plan

The commitment for the current sprint is shown by what the team aims to achieve and the specific work it has chosen to complete. The Sprint Goal states the objective the team commits to delivering in the sprint, providing clear focus and alignment. The Sprint Backlog lists the exact backlog items the team commits to delivering during the sprint, detailing the work planned to meet that goal. Together, they communicate both the intent and the concrete plan for the sprint. The other options mix in artifacts that operate at different horizons or purposes. A program increment spans multiple sprints and isn't the sprint's commitment. Risk registers and quality plans cover governance and quality practices, not the sprint's immediate commitment. The product roadmap and release plan describe longer-term direction and release timing, not the day-to-day commitment of the current sprint.

9. Which statement best describes ATTD?

- A. ATTD stands for Agile Test Driven Design
- B. ATTD stands for Acceptance Test Driven Deployment
- C. ATTD stands for Acceptance Testing Driven Development
- D. ATTD stands for Acceptance Test Driven Development**

Acceptance Test Driven Development is the practice of writing acceptance tests that describe the expected behavior of a feature before implementing it, and then coding to make those tests pass. It ensures alignment with customer needs, defines the Definition of Done, and provides automated tests that verify the feature works in production-like scenarios. The other options describe different ideas (design-focused testing, deployment-focused processes, or a slightly different phrasing) and don't match the standard term. So, ATTD stands for Acceptance Test Driven Development.

10. What does Planning include in IP Sprint?

- A. Is solely about coding standards
- B. Is about hardware procurement
- C. Provides cadence based planning and resource flexibility
- D. Is about user acceptance tests

Planning in the IP Sprint is about maintaining a steady, cadence-based rhythm across the Agile Release Train while making smart use of resources to prepare for the next PI. It provides a regular, time-boxed period for teams to align on goals, dependencies, and improvements, and it allows leadership to reallocate people and budgets where they'll add the most value for upcoming work. This focus on synchronized planning and flexible resourcing is what makes it the best choice. The other activities listed—coding standards, hardware procurement, and user acceptance testing—aren't the primary focus of IP Sprint planning.

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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://safeforenterprise.examzify.com>

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

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