

A4Q  
IQBBA CABA  
Certified Agile Business Analyst

**Mock Examination**  
**Answers**

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## Related Documents

Document	Version
Certified Agile Business Analysis Syllabus	V1.1
Certified Agile Business Analyst - Examination Questions	V2.2

## Answers

Question #	Correct Answer	Answer/Justification	LO / K-level
1	B	<p>A. Is not correct. None of the provided definitions mention computers.</p> <p>B. Is correct. This is identified in the syllabus.</p> <p>C. Is not correct. A weakness of some of the definitions are that it is not defined as an explicit and unique role.</p> <p>D. Is not correct. See B.</p>	1.2.1 / K1
2	A	<p>A. Is correct. This is the only correct matching set.</p> <p>B. Is not correct. Velocity not a business analysis technique.</p> <p>C. Is not correct. Critical success factors is not a systems improvement technique.</p> <p>D. Is not correct. Business improvement is not a level of business analysis</p>	1.2.2 / K2
3	D	<p>A. Is not correct. The agile manifesto values working software over comprehensive documentation, but it does not say documentation is not important, and documentation is not mentioned in the principles.</p> <p>B. Is not correct. The agile principles say that working software is the best measure of progress.</p> <p>C. Is not correct. The highest priority, according the agile principles, is satisfying the customer through early and continuous delivery of valuable software.</p> <p>D. Is correct. This is one of the agile values in the manifesto.</p>	2.2.2 / K1

4	B	<p>A. Is not correct. This is reversed, agile methods are people oriented.</p> <p>B. Is correct. This is one of the primary differences.</p> <p>C. Is not correct. This is reversed, agile methods are adaptive.</p> <p>D. Is not correct. Sprints are not required for an agile method, and WIP limits relate to Kanban (itself an agile method).</p>	2.3.1 / K2
5	C	<p>A. Is not correct. The lifecycle can be continuous or in time-boxed iterations.</p> <p>B. Is not correct. This describes test-driven development.</p> <p>C. Is correct. A prioritized product backlog is always used.</p> <p>D. Is not correct. Tests cannot normally be written before requirements.</p>	3.1.2 / K2
6	A	<p>A. Is correct. Agile teams are cross-functional.</p> <p>B. Is not correct. Agile teams do not usually vary during the project.</p> <p>C. Is not correct. Agile team members do not necessarily need coding skills.</p> <p>D. Is not correct. Agile teams have a team leader.</p>	3.2.2 / K2
7	D	<p>A. Is not correct. The backlog is prioritized first.</p> <p>B. Is not correct. Business acceptance comes later in delivery.</p> <p>C. Is not correct. Defining acceptance criteria comes before providing testing support.</p> <p>D. Is correct. This is the correct order.</p>	3.3.1 / K2

8	C	<p>A. Is not correct. This is Kanban.</p> <p>B. Is not correct. This is XP.</p> <p>C. Is correct. This is the best description of Scrum.</p> <p>D. Is not correct. This is lean.</p>	3.4.1 / K1
9	D	<p>A. Is not correct. See D.</p> <p>B. Is not correct. See D.</p> <p>C. Is not correct. See D.</p> <p>D. Is correct. Change is inevitable is not a lean principle.</p>	3.6.1 / K2
10	A	<p>A. Is correct. These are the values of XP.</p> <p>B. Is not correct. See A.</p> <p>C. Is not correct. See A.</p> <p>D. Is not correct. See A.</p>	3.5.1 / K1
11	B	<p>A. Is not correct. See B.</p> <p>B. Is correct. This is not a business analysis technique.</p> <p>C. Is not correct. See B.</p> <p>D. Is not correct. See B.</p>	4.2.2 / K1
12	D	<p>A. Is not correct. Business rule analysis is associated with thinking as a customer.</p> <p>B. Is not correct. Personas is associated see the whole.</p> <p>C. Is not correct. Story mapping helps to think as a customer.</p> <p>D. Is correct. BDD is associated with Get Real Using Examples.</p>	4.2.3 / K2

13	B	<p>A. Is not correct. See B.</p> <p>B. Is correct. These are the correct considerations at the iteration level.</p> <p>C. Is not correct. See B. Critical success factors are considered at the strategic level.</p> <p>D. Is not correct. See B. Critical success factors are considered at the strategic level.</p>	4.3.1 / K2
14	C	<p>A. Is not correct. Capabilities and processes are not mutually exclusive.</p> <p>B. Is not correct. A business capability is at a higher level of abstraction.</p> <p>C. Is correct. This is the correct relation between the two terms.</p> <p>D. Is not correct. There is not usually a 1:1 mapping between a capability and a process.</p>	5.2.1 / K2
15	A	<p>A. Is correct. Age, income and personal preferences are the most relevant to understand the selection of gifts.</p> <p>B. Is not correct. Qualifications are of questionable relevance to this application.</p> <p>C. Is not correct. Education is unlikely to be relevant.</p> <p>D. Is not correct. See C.</p>	5.3.1 / K3
16	D	<p>A. Is not correct. The online forms take 5-15 minutes to complete. This may be excessive, but will not deliver the most improvement in the flow of value. See D.</p> <p>B. Is not correct. As the appointments only take 30 minutes, and this is small in the context of the overall flow.</p> <p>C. Is not correct. This may be useful to identify further improvements, but that is not the question.</p> <p>D. Is correct. Redesigning the process so that customers can book both appointments at the same time will save at least 3 days, and likely more if they can book the appointments closer together.</p>	5.3.3 / K3
17	A	<p>A. Is correct. This is the best example.</p> <p>B. Is not correct. The thing the user achieves should come last.</p> <p>C. Is not correct. The thing the user achieves comes last.</p>	6.2.1 / K3

		D. Is not correct. This is written in BDD scenario format, not as a user story.	
18	B	<p>A. Is not correct. An Epic is the correct level for something that is greater than one iteration.</p> <p>B. Is correct. A story is usually delivered in a single iteration.</p> <p>C. Is not correct. A developer task is not a defined thing in the syllabus in relation to planning, see B.</p> <p>D. Is not correct. A goal is a high level business driver, not a feature.</p>	6.3.1 / K2
19	B	<p>A. Is not correct. A user story should be discrete enough to deliver in an iteration.</p> <p>B. Is correct. This is most likely to be an Epic as it is too large to complete in a single iteration.</p> <p>C. Is not correct. The product has lots of features planned for launch, and this feature isn't enough functionality to learn much about customers.</p> <p>D. Is not correct. The goal is to obtain customers quickly.</p>	6.3.2 / K2
20	A	<p>A. Is correct. Story maps should be placed in order of customer activity (left to right).</p> <p>B. Is not correct. See A.</p> <p>C. Is not correct. See A.</p> <p>D. Is not correct. See A.</p>	6.4.2 / K3
21	A	<p>A. Is correct. Story boarding provides a low-fi alternative to prototyping.</p> <p>B. Is not correct. It is normally carried out in workshops.</p> <p>C. Is not correct. It is associated with the "think as a customer" principle.</p> <p>D. Is not correct, it does not have a particular notation.</p>	6.5.1 / K2



22	D	<p>A. Is not correct. Requested changes should be on a product backlog.</p> <p>B. Is not correct. Outstanding defects should be on a product backlog.</p> <p>C. Is not correct. Requirements should be on a product backlog.</p> <p>D. Is correct. Personas are a business analysis technique, not something the team would “deliver”, so should not normally be on a product backlog.</p>	7.2.1 / K2
23	A	<p>A. Is correct. The MVP has not provided parity with the competitors.</p> <p>B. Is not correct, see A</p> <p>C. Is not correct, see A</p> <p>D. Is not correct, see A</p>	7.4.2 / K2
24	B	<p>A. Is not correct. Where the customers like a feature, but are neutral or can live with it being absent, it is an Exciter.</p> <p>B. Is correct. It is a Linear feature because they like it if the feature was present, but they would dislike it if the feature was absent.</p> <p>C. Is not correct. If it was a Must Have feature the customers would be unhappy about it being absent and would expect or be neutral about it being present.</p> <p>D. Is not correct. If it was Indifferent, the customers would not like it being present.</p>	7.4.1 / K3
25	C	<p>A. Is not correct. It does not specifically provide a mechanism to align with business value, beyond specifying what the user is trying to achieve.</p> <p>B. Is not correct. Examples should be specific, rather than vague.</p> <p>C. Is correct. Providing examples stimulates the required level of detail.</p> <p>D. Is not correct. Good communication is required, but this is not the main benefit.</p>	8.1.2 / K2
26	B	<p>A. Is not correct. This is the structure of a BDD user story.</p> <p>B. Is correct. This is the structure of a BDD scenario.</p> <p>C. Is not correct. This is similar to the structure of a BDD scenario, but switched in order.</p>	8.1.3 / K1

		D. Is not correct. This is similar to the structure of a BDD user story.	
27	C	<p>A. Is not correct. Scenario 6 uses the HR manager as the role in the scenario. This is not correct, the role is the employee, the HR manager is the stakeholder that cares about the requirement.</p> <p>B. Is not correct. See A.</p> <p>C. Is correct.</p> <p>D. Is not correct. Scenario 3 is missing pressing the submit button.</p>	8.1.4 / K3
28	D	<p>A. Is not correct. The process of test automation does not ensure that all the scenarios are created.</p> <p>B. Is not correct. Whilst this is true, the main benefit is regression testing.</p> <p>C. Is not correct. This is true of BDD generally, but not a particular benefit of using BDD and test automation together.</p> <p>D. Is correct. This is usually the main benefit of automated testing.</p>	8.2.1 / K2
29	D	<p>A. Is not correct. Per the syllabus, never commit early - unless you know why. D is a better answer.</p> <p>B. Is not correct. Decisions should be made just in time, not in order of importance.</p> <p>C. Is not correct. Commitments changing causes waste.</p> <p>D. Is correct. Keep options open is the best description of the concept.</p>	9.1.1 / K1
30	C	<p>A. Is not correct. This is not one of the three levels of planning.</p> <p>B. Is not correct. This is not one of the three levels of planning .</p> <p>C. Is correct. Iteration planning is one of the levels of planning.</p> <p>D. Is not correct. This is not one of the three levels of planning.</p>	9.2.1 / K1

31	B	<p>A. Is not correct. Goals are not a consideration in iteration planning.</p> <p>B. Is correct. User stories are a consideration in iteration planning</p> <p>C. Is not correct. An MVP definition is the most likely consideration in the release planning for the first release of a product.</p> <p>D. Is not correct. Road-blocks are more appropriate for daily planning.</p>	9.2.2 / K2
32	D	<p>A. Is not correct. This is a reason relative estimation is used.</p> <p>B. Is not correct. This is a reason relative estimation is used.</p> <p>C. Is not correct. This is a reason relative estimation is used.</p> <p>D. Is correct. The Fibonacci sequence is used because relative estimation is used, not the other way around.</p>	9.3.1 / K2
33	A	<p>A. Is correct. This is a good description of how relative estimates and velocity are used.</p> <p>B. Is not correct. This is a description of a waterfall approach, not an agile approach.</p> <p>C. Is not correct. This is a description of a waterfall approach, not an agile approach.</p> <p>D. Is not correct. Relative estimation is an important part of agile.</p>	9.3.2 / K3
34	D	<p>A. Is not correct. Velocity measures historical delivery in order to support determining the scope of future sprints. It is not appropriate to issue absolute targets as teams use different relative estimation techniques.</p> <p>B. Is not correct. See A.</p> <p>C. Is not correct. See A.</p> <p>D. Is correct. This is the correct way to use velocity.</p>	9.3.3 / K2
35	A	<p>A. Is correct. They are a formal implementation of continuous improvement.</p> <p>B. Is not correct. They usually start by identifying things that went well.</p> <p>C. Is not correct. They should be carried out at the end of iterations and projects.</p> <p>D. Is not correct. They should be facilitated and lessons learned should be captured.</p>	10.2.1 / K1

36	C	<p>A. Is not correct. This is a defensive approach that does not encourage continuous improvement.</p> <p>B. Is not correct. Identifying improvements without identifying lessons learnt is not the most appropriate way to prepare.</p> <p>C. Is correct. Identifying lessons learnt and actions for improvement is the primary purpose of retrospectives.</p> <p>D. Is not correct. See B.</p>	10.2.2 / K3
37	C	<p>A. Is not correct. Whilst it is an important part of continuous improvement, that is not a strong argument in itself.</p> <p>B. Is not correct. It could be limited to 30 minutes, but C is a better answer.</p> <p>C. Is correct. This is the BEST reason as even under tight deadlines, it is likely that improvements can be identified that will save time in the subsequent iterations.</p> <p>D. Is not correct. Ideas should be generated as a team based on lessons learnt.</p>	10.2.3 / K3
38	B	<p>A. Is not correct. This is used for business analysis, not retrospectives.</p> <p>B. Is correct. This is a useful technique for a retrospective.</p> <p>C. Is not correct. This is used for business analysis, not for retrospectives.</p> <p>D. Is not correct. This is used for business analysis, not for retrospectives.</p>	10.2.4 / K1
39	B	<p>A. Is not correct. This is a benefit of collaborative games.</p> <p>B. Is correct. This is not a benefit of collaborative games. It is not a competitive game.</p> <p>C. Is not correct. This is a benefit of collaborative games.</p> <p>D. Is not correct. This is a benefit of collaborative games.</p>	10.3.1 / K2

40	C	<p>A. Is not correct. Decisions should be made just in time, so elaborating the whole backlog early is not lean.</p> <p>B. Is not correct. Defects are expensive to fix, excellence should be promoted to ensure known defects are fixed before the work is completed.</p> <p>C. Is correct. It is lean philosophy to take responsibility for completion.</p> <p>D. Is not correct. Decisions should be left to the Last Responsible Moment.</p>	11.1.1 / K2
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