

DevOps Culture Certified Trainer

Sample Exam V012020

1. Introducing Sprint One of the simulation (1 of 3): "Everything starts with _____, who knows exactly what's needed on the market. _____ works with him/her to select the product backlog item(s) for Dev Team to build in the next sprint. Once _____ knows what needs to be built, (s)he can start building. If, and only if, (s)he has a development environment. _____ is the only one who knows how to build development or test environment and is stretched thin, supporting multiple development teams..." Select the right order of roles:
 - a) Benjamin Business, Samuel Scrum, Danny Developer, Adam Admin.
 - b) Benjamin Business, Patricia Product, Danny Developer, Adam Admin.
 - c) Patricia Product, Danny Developer, Danny Developer, Robert Release.
 - d) Benjamin Business, Danny Developer, Patricia Product, Adam Admin.

2. Introducing Sprint One of the simulation (2 of 3): "...Once _____ has the environments, (s)he can start building small Lego Animal packages as per our Definition of Done and pass them on to _____ when done. _____ will then examine each small package and either pass or fail the test. If pass, all the small packages, with PBI work card for the entire batch, will be sent to _____ for adding them into a final deployment package..."
 - a) Danny Developer, Patricia Product, Danny Developer, Robert Release.
 - b) Danny Developer, Samuel Scrum, Samuel Scrum, Robert Release.
 - c) Benjamin Business, Danny Developer, Patricia Product, Adam Admin.
 - d) Danny Developer, Tim Tester, Tim Tester, Robert Release.

3. Introducing Sprint One of the simulation (3 of 3): "...When _____ is done building the deployment packages, (s)he sends them to _____ for a pre-production security scan. During security scan a small number on a label of each Lego animal is compared against the "security issues catalog". If the numbers match, this is a security issue - entire deployment package will have to go back to _____. Otherwise, if no issues found and _____ is giving a "green light" to deploy, the large deployment package will be delivered to the business. Benjamin Business will accept product and pay, if he likes them."
 - a) Sara Security, Danny Developer, Danny Developer, Robert Release.
 - b) b. Benjamin Business, Danny Developer, Patricia Product, Adam Admin.

- c) c. Robert Release, Tim Tester, Sara Security, Samuel Scrum.
 - d) d. Robert Release, Sara Security, Danny Developer, Adam Admin.
4. What elements of the simulation ensure that participants in the “operations” team experience the imbalance of work in Sprint One?
- a) Adam Admin is the only one who knows how to build dev/test environments.
 - b) Samuel Scrum is facilitating impediments removal for development team.
 - c) Harry Hacker “hacks” development and testing environments.
 - d) Robert Release is the only one who knows how to build deployment packages. e) All the above.
 - f) None of the above.
5. You will be introducing a number of improvements in Sprint Two to show your group the first steps towards DevOps Culture. Select all that apply
- a) Define clear roles and responsibilities for each group (RACI matrix).
 - b) Ensure that all Dev and Ops communication flows through Samuel Scrum.
 - c) Cross-train Dev and Ops to build T-shaped skills.
 - d) Invite Operations to join Development team.
 - e) All of the above.
 - f) None of the above.
6. Think about Security-related changes introduced in Sprint Two. What is/are the main learning you, as a facilitator, want the participants to walk away with?
- a) Security is the whole team’s concern
 - b) “Shift Left” on security (defining and configuring security at the beginning of the development process and not at the end) is essential.
 - c) Waiting to integrate security until the end leads to higher quality, more focused work. d) All of the above
 - e) None of the above
7. Sprint Three of the simulation models a number of practices associated with the second way of DevOps. Select all that apply
- a) Chaos Monkey
 - b) Containerization.

- c) “One-piece flow” – reducing the size of the work items to help them flow faster through the delivery pipeline.
 - d) All of the above.
 - e) None of the above.
8. You will be facilitating a debrief after every Sprint of the simulation to help connect learning with the “real world”. Typical discoveries in Sprint Two include:
- a) Cross-training creates confusion and hinders team’s ability to delivery.
 - b) New skills acquisition opens opportunities for better handling emergency and new business requests (i.e. security vulnerability issues, changes in market demand).
 - c) Some people may be less interested in cross-training if they are concerned about their “Job Security”.
 - d) All of the above.
 - e) None of the above.
9. What is the recommended size of the group for this simulation, if you are a solo facilitator?
- a) Less than 10.
 - b) Between 10 and 30.
 - c) Between 30 and 50.
 - d) This simulation has no size limit.
10. You will use Fear in the Workplace game to drive 3rd Way of DevOps discussions. What are some of the learning you, as a facilitator, want the participants to walk away with?
- a) Fear is designed to keep us safe.
 - b) The best way to motivate people is by instilling fear.
 - c) It will take time to create safety culture, but it is essential for experimentation and organizational learning.
 - d) All of the above.
 - e) None of the above – fear and psychological safety have nothing to do with DevOps.

ANSWERS

- 1. B
- 2. D
- 3. D

4. A, D
5. C, D
6. A, B
7. B, C
8. B, C
9. B
10. C