



iSQI

Exam Questions CTFL-AT

Certified Tester Foundation Level Agile Tester

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NEW QUESTION 1

During a retrospective, which of the following items would be the LEAST effective to generate discussions on process improvement?

- A. The build process was slow and this often caused delays waiting for the build to complete.
- B. For the last sprint the estimated and actual effort were much higher than the team capacity.
- C. The automation tests failed frequently without any logs to help in debugging the failure reason.
- D. One of the testers was regarded as being both disruptive and lazy and did not contribute to team success.

Answer: D

Explanation:

According to the ISTQB Tester Foundation Level Agile Tester syllabus, a retrospective is a meeting held at the end of each iteration or release, where the agile team reflects on what went well and what can be improved in their processes, practices, and interactions. The purpose of a retrospective is to identify and implement actions for continuous improvement, and to foster a culture of learning and collaboration. Therefore, the items that would be the most effective to generate discussions on process improvement are those that are related to the team's performance, challenges, feedback, and suggestions. Option D is the least effective item to generate discussions on process improvement, as it is a personal attack on one of the team members, and it does not offer any constructive feedback or solution. This kind of item can create a negative and hostile atmosphere in the retrospective, and damage the trust and respect among the team members. Option A is an effective item to generate discussions on process improvement, as it identifies a problem with the build process that affects the team's efficiency and quality, and it can lead to finding ways to optimize the build process or to mitigate the delays. Option B is also an effective item to generate discussions on process improvement, as it reveals a discrepancy between the team's estimation and actual effort, and it can lead to analyzing the root causes of the deviation and to improving the estimation techniques or the team's capacity. Option C is also an effective item to generate discussions on process improvement, as it highlights a weakness in the automation tests that hinders the team's ability to debug and fix the failures, and it can lead to enhancing the automation tests with better logging mechanisms or to reviewing the automation strategy. References: ISTQB Tester Foundation Level Agile Tester syllabus, section 2.1.1, page 14; ISTQB Tester Foundation Level Agile Tester syllabus, section 2.1.2, page 15; ISTQB Tester Foundation Level Agile Tester syllabus, section 2.2.1, page 16; ISTQB Tester Foundation Level Agile Tester syllabus, section 2.2.2, page 17.

NEW QUESTION 2

Which of the following statements about a test charter are CORRECT?

- 1) It is used mainly in exploratory tests.
- 2) It is used to monitor a test process.
- 3) It may make reference to user stories.
- 4) It contains notes taken during a test session.
- 5) It is used to outline the company test policy.

- A. 1, 2, 5
- B. 2, 3, 4
- C. 2, 4, 5
- D. 1, 3, 4

Answer: D

Explanation:

A test charter is a document that describes the scope, objective, and approach of an exploratory testing session. It is used mainly in exploratory tests to guide the tester's actions and record the findings. A test charter may make reference to user stories, requirements, risks, or other sources of information that are relevant to the testing mission. A test charter also contains notes taken during a test session, such as test ideas, test results, bugs, issues, and observations. A test charter is not used to monitor a test process, as it is not a formal metric or report. It is also not used to outline the company test policy, as it is specific to a particular test session and context. References: ISTQB® Foundation Level Agile Tester Syllabus, Section 2.2.3, page 18; ASTQB Agile Tester Certification Resources, Section 2.2.3, page 18; How to Write an Exploratory Test Charter, Creating an Exploratory Testing Charter, What is Exploratory Testing?.

NEW QUESTION 3

What is the main benefit of the Test Pyramid?

- A. It means testing is involved early in the development cycle.
- B. It helps in evaluating the amount of test cases needed.
- C. It shows complexity of testing activities.
- D. It acts as a metric for testing progress.

Answer: B

Explanation:

The Test Pyramid is a model for organizing tests in a way to make the process of testing faster, efficient and cost-effective. This model focusses on getting maximum functional testing getting covered by faster and less brittle tests like Unit and API tests¹. The main benefit of the Test Pyramid is that it helps in evaluating the amount of test cases needed for each level of testing. The Test Pyramid suggests that the number of test cases should decrease as we move up the pyramid, from unit tests to integration tests to end-to-end tests. This is because unit tests are more granular, isolated, and easy to write and maintain, while end-to-end tests are more complex, dependent, and brittle. The Test Pyramid also helps in balancing the test coverage and the test execution time, as unit tests provide high coverage and low execution time, while end-to-end tests provide low coverage and high execution time. By following the Test Pyramid, teams can optimize their testing efforts and resources, and ensure that they have a sufficient and effective test suite for their software. References: ISTQB® Foundation Level Agile Tester Syllabus, Section 2.2.1, page 16; ASTQB Agile Tester Certification Resources, Section 2.2.1, page 16; What is Test Pyramid : Getting started with Test Automation Pyramid, The Practical Test Pyramid - Martin Fowler, Testing Pyramid: What Is It and How To Use It | Solvd.

NEW QUESTION 4

Which agile development approach incorporates the following practices:

- * a project is divided into iterations called sprints
- * each sprint results in a potentially releasable/shippable product?

- A. Kanban
- B. Extreme Programming

- C. Continuous Integration
- D. Scrum

Answer: D

Explanation:

Scrum is an agile development approach that incorporates the following practices:

? a project is divided into iterations called sprints, which are typically 2-4 weeks long

? each sprint starts with a planning meeting, where the team selects a subset of user stories from the product backlog to work on

? each sprint ends with a review meeting, where the team demonstrates the potentially releasable/shippable product increment to the stakeholders and collects feedback

? each sprint also includes a retrospective meeting, where the team reflects on the process and identifies areas for improvement

123 References: 1: ISTQB® Foundation Level Agile Tester Syllabus, Section 2.1, Agile Software Development1; 2: ASTQB Agile Tester Certification Resources, Section 2.1, Agile Software Development2; 3: What is Agile? | Atlassian3

NEW QUESTION 5

Your agile team is using the Testing Quadrants to ensure that all important test levels and test types are covered in the test plan.

In relation to Quadrant 3 - business facing and product critique, what should be considered for the plan?

- A. Exploratory Testing
- B. Prototype Testing
- C. Performance Testing
- D. Functional Testing

Answer: A

Explanation:

Exploratory testing is a type of testing that involves simultaneous learning, test design, and test execution. It is suitable for Quadrant 3 because it is business facing

and product critique, meaning that it focuses on the user's perspective and the quality attributes of the product. Exploratory testing can help discover new risks, requirements, and defects that may not be covered by other test levels and test types. It can also provide feedback on the usability, functionality, and reliability of the product. References: ISTQB® Foundation Level Agile Tester Syllabus1, Section 2.3.2, page 17; ISTQB® Glossary of Testing Terms2, version 4.0, page 23.

NEW QUESTION 6

You have been asked to execute an exploratory testing session on Park & Ride system. The test charter has been titled as "Buy a bus ticket". As a result, a number of defects were

reported, the titles of which are listed below.

Which defect is out of scope for the given test charter?

- A. Price for a bus ticket was calculated incorrectly.
- B. Failed to buy a bus ticket after 18:00.
- C. Failed to buy a bus ticket when the network connection to the Central System is down.
- D. Payment for parking ticket is restricted to cash only (no credit card supported).

Answer: D

Explanation:

The test charter for the exploratory testing session is focused on buying a bus ticket, not a parking ticket. Therefore, any defect related to the payment for parking ticket is out of scope for the given test charter. The other defects are related to the functionality, usability, or reliability of buying a bus ticket, which are in scope for the test charter. References: ISTQB Certified Tester Foundation Level Agile Tester Extension Syllabus, Version 2014, Section 2.3.2 Exploratory Testing1, Section 2.3.2.1 Test Charter2; ISTQB Glossary of Testing Terms, Version 3.2, 2017, Definition of Test Charter3 1: ISTQB Certified Tester Foundation Level Agile Tester Extension Syllabus, Version 2014, Section 2.3.2 Exploratory Testing 2: ISTQB Certified Tester Foundation Level Agile Tester Extension Syllabus, Version 2014, Section 2.3.2.1 Test Charter 3: [ISTQB Glossary of Testing Terms, Version 3.2, 2017, Definition of Test Charter]

NEW QUESTION 7

Which one of the following is a testable acceptance criterion?

- A. The solution shall support business processes.
- B. The system shall be easy to use.
- C. The response time to confirm a customer submission must not exceed 5 seconds.
- D. The tools for testing are tested before use and are meeting the requirements.

Answer: C

Explanation:

A testable acceptance criterion is a condition that can be verified or measured objectively by the tester, customer, or stakeholder. It should be specific, measurable, achievable, relevant, and time-bound (SMART). A testable acceptance criterion should also be written from the user's perspective, achievable within the sprint, and written before development begins1.

Among the four options, only option C meets these criteria. It is specific (the response time to confirm a customer submission), measurable (must not exceed 5 seconds), achievable (within the technical and business constraints), relevant (to the user's needs and expectations), and time-bound (must be met in every sprint). It is also written from the user's perspective, testable (by measuring the response time), and written before development (as part of the user story definition).

Option A is not testable because it is vague and subjective. What does it mean to support business processes? How can this be verified or measured? Option B is also not testable because it is subjective and ambiguous. What does it mean to be easy to use? How can this be verified or measured? Option D is not testable because it is not written from the user's perspective. It is an internal quality criterion for the testing team, not an acceptance criterion for the product or feature.

References: ISTQB Foundation Level Agile Tester Syllabus, Section 2.3.2, page 182; ISTQB Foundation Level Agile Tester Sample Exam Questions, Question 2.3.2-2, page 93

NEW QUESTION 8

Which statement about an Agile task board is CORRECT?

- A. It provides detailed visual representation of the whole team's status.
- B. It is updated once at the end of each iteration.
- C. Only “in progress” tasks are shown on the task board.
- D. It is a detailed visual representation of the status of testing.

Answer: A

Explanation:

An Agile task board is a visual framework to display and sync up on the tasks moving between production steps. It is usually applied to the two most popular Agile development frameworks — Kanban and Scrum. Used by software developers and project managers, an Agile board helps manage workloads in a flexible, transparent, and iterative way¹. An Agile task board provides a detailed visual representation of the whole team’s status, showing which tasks remain to be started, which are in progress, and which are done. It also helps to track the progress of the current sprint, identify bottlenecks, and facilitate collaboration and communication among team members². References:

? : ISTQB® Foundation Level Agile Tester Syllabus, Version 2014, Section 2.1.1

? : ASTQB Agile Tester Certification Resources, Agile Testing Foundations, Chapter 2, Section 2.1.1

? : 6

NEW QUESTION 9

Which of the following is a risk that continuous integration introduces?

- A. Teams sometimes over-rely on unit tests and exclude some important system and acceptance tests.
- B. Testers sometimes have too many builds to test, which reduces the quality of testing.
- C. Teams no longer have the ability to run manual tests, as all tests must be automated.
- D. Developer's workload is increased, which can result in a reduction of output.

Answer: B

Explanation:

Continuous integration is a practice of integrating code changes frequently and automatically into a shared repository, and running automated tests to verify the integration. Continuous integration can introduce some risks to the testing process, such as:

? Testers sometimes have too many builds to test, which reduces the quality of testing. This can happen when the code changes are too frequent or too large, and the testers do not have enough time or resources to test each build thoroughly. This can lead to missed defects, incomplete test coverage, and reduced confidence in the product quality.

? Testers sometimes have to deal with unstable or broken builds, which affects the testability of the product. This can happen when the code changes introduce errors or conflicts that cause the build to fail or malfunction. This can waste the testers’ time and effort, and delay the feedback cycle.

? Testers sometimes have to cope with changing requirements and priorities, which affects the test planning and execution. This can happen when the stakeholders or customers provide new or modified requirements or feedback during the development cycle. This can require the testers to adapt their test strategy, test cases, and test data accordingly, and to balance the testing of new features and regression testing of existing features. References: ISTQB® Foundation Level Agile Tester Syllabus¹, Section 2.2.3, page 14; ISTQB® Glossary of Testing Terms², version 4.0, page 15.

NEW QUESTION 10

Which of the following statements is FALSE regarding early and frequent feedback?

- A. Early feedback decreases the amount of time needed for system testing.
- B. Early feedback promotes early discovery and resolution of quality problems.
- C. Early feedback provides the Agile team with information on its productivity.
- D. Early feedback helps to deliver a product that better reflects what the customer wants.

Answer: A

Explanation:

Early and frequent feedback is one of the core values of Agile development. It helps the Agile team to deliver features with the highest business value first, to discover and resolve quality problems as soon as possible, to provide information on the team’s productivity and progress, and to ensure that the product meets the customer’s expectations and needs. However, early feedback does not necessarily decrease the amount of time needed for system testing, as system testing is still an important activity in Agile projects to verify the integration and functionality of the whole system. Early feedback may reduce the number of defects found in system testing, but it does not eliminate the need for system testing. References: ISTQB Foundation Level Agile Tester Extension Syllabus¹, page 10; ISTQB Agile Tester Sample Exam², question 11.

NEW QUESTION 10

Which of the following is NOT a statement of value from the Agile Manifesto?

- A. Working software over comprehensive documentation
- B. Processes and tools over individuals and interactions.
- C. Responding to change over following a plan.
- D. Customer collaboration over contract negotiation.

Answer: B

Explanation:

The Agile Manifesto is a declaration of four values and twelve principles that guide the Agile software development approach¹². The four values of the Agile Manifesto are¹²:

? Individuals and interactions over processes and tools

? Working software over comprehensive documentation

? Customer collaboration over contract negotiation

? Responding to change over following a plan

These values emphasize the importance of human collaboration, working product, customer feedback, and adaptability over rigid processes, extensive documentation, fixed contracts, and predefined plans. The values do not imply that the items on the right are not important, but rather that the items on the left are more important and should be prioritized.

Therefore, the statement that is NOT a value from the Agile Manifesto is B, as it contradicts the first value of the Agile Manifesto. The correct statement should be “Individuals and interactions over processes and tools”. References: ISTQB Foundation Level Agile Tester Extension Syllabus1, page 10; ISTQB Agile Tester Sample Exam2, question 1.

NEW QUESTION 13

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