iSQI

Exam Questions CTFL-AT

Certified Tester Foundation Level Agile Tester

NEW QUESTION 1
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 2
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 3
You are a tester in an agile team. The user story you are due to test is still under development so your tests are blocked. The main issue holding progress on this user story is that the developer's unit tests are constantly failing.
As an agile tester, which of the following actions should you take?

A. Review the design of the problematic user story and improve it where possible.
B. Create a bug report for each of your blocked tests.
C. Work together with the developer, suggesting reasons why the tests are failing.
D. Use the time to improve and automate existing test cases of other user stories.

Answer: C

Explanation:
As an agile tester, you should work together with the developer, suggesting reasons why the tests are failing. This is an example of the agile principle of collaboration and communication within the team, as well as the agile testing practice of early and frequent feedback. By working together with the developer, you can help to identify and resolve the root causes of the test failures, as well as share your testing knowledge and perspective. This can lead to faster and better quality delivery of the user story, as well as improved team relationships and trust.
Option A is not a good action, because reviewing and improving the design of the user story is not the tester's responsibility, and it may not address the test failures. Option B is also not a good action, because creating bug reports for blocked tests is not an agile way of handling issues, and it may create unnecessary overhead and waste. Option D is not a good action, because it does not help to unblock the current user story, and it may distract you from the sprint goal and the team's focus.
References: ISTQB Foundation Level Agile Tester Syllabus, Section 2.3.1, page 171; ISTQB Foundation Level Agile Tester Sample Exam Questions, Question 2.3.1-2, page 82

NEW QUESTION 4
Which of the following statements about the benefits of the Agile processes promoting early and frequent feedback is NOT true?

A. In Agile projects where feedback is provided early and frequently, defects and incorrect requirements are caught earlier and those problems can be fixed faster.
B. Feedback from well-conducted Agile retrospectives can be used to positively affect the development process over the course of the next iteration.
C. Early and frequent feedback enables the team to deliver the features that represent the highest business value to the customer first.
D. Increasing the frequency of feedback and communication between all the stakeholders involved in Agile projects eliminates all communication problems.

Answer: D

Explanation:
The Agile processes promote early and frequent feedback from the customers, users, testers, developers, and other stakeholders involved in the project. This feedback helps to ensure that the product meets the expectations and needs of the customers and users, and that the development process is continuously improved and adapted to the changing requirements and environment. However, increasing the frequency of feedback and communication does not eliminate all communication problems, as there may still be issues such as misunderstandings, misinterpretations, conflicts, or cultural differences that need to be resolved. Therefore, the statement D is not true, as it implies that communication problems are completely avoided by the Agile processes. References: ISTQB Foundation Level Agile Tester Syllabus1, Section 1.2.1, page 9; ISTQB Foundation Level Agile Tester Extension Sample Exam Questions2, Question 4, page 5.

NEW QUESTION 5
Which of the following statements about the Planning poker test estimate technique are CORRECT?
1) Planning poker is a consensus based technique using a deck of cards.
2) A low test estimate usually means the story should be broken down into multiple smaller stories.
3) A high test estimate usually means the story should be broken down into multiple smaller stories.
4) One poker round is played and then consensus has to be reached.
5) The risk level of each backlog item should be decided before the poker session.

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

Answer: A

Explanation:
Planning poker is a consensus-based technique for agile estimation, using a deck of cards with predefined numerical values, usually based on the Fibonacci sequence or a modified version12. Therefore, statement 1 is correct. A high test estimate usually means that the user story or task is too complex, ambiguous, or risky, and should be broken down into multiple smaller stories that are easier to understand and estimate13. Therefore, statement 3 is correct. The risk level of each backlog item should be decided before the poker session, as it can affect the estimation process and the prioritization of the work14. Therefore, statement 5 is correct. Statement 2 is incorrect, as a low test estimate usually means that the user story or task is simple, clear, and well-defined, and does not need to be broken down further13. Statement 4 is incorrect, as planning poker can involve multiple rounds of estimation, reveal, and discussion, until the team reaches a consensus or agrees to defer the item12. References: 1: ISTQB® Foundation Level Agile Tester Syllabus, Section 3.3.1, Test Automation1; 2: ASTQB Agile Tester Certification Resources, Section 3.3.1, Test Automation2; 3: Planning Poker: An Agile Estimating and Planning Technique3; 4: Planning poker: The all-in strategy for Agile estimation - Asana4

NEW QUESTION 6
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 7
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 8

A calculator application is being developed. The third sprint has been planned to add functionality to the calculator to allow scientific calculations.
Which TWO examples below represent activities that would likely be managed on an agile task board for the third sprint?
1) A task to design the features planned for the next sprint.
2) A task to run an acceptance test for a user story.
3) A task to automate regression tests.
4) A task to participate in training in preparation for the fourth sprint.
5) A task to produce a daily progress report for the agile team members.

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

Answer: A

Explanation:
According to the ISTQB Tester Foundation Level Agile Tester syllabus, an agile task board is a visual tool that displays the status of the work items in an agile sprint. The task board typically shows the user stories, tasks, and their progress from “to do” to “done”. The task board helps the agile team to monitor and coordinate their work, and to communicate with stakeholders. Therefore, the examples that represent activities that would likely be managed on an agile task board for the third sprint are those that are related to the user stories, tasks, and their progress in the current sprint. Option A is the correct answer, as it contains two examples of such activities: running an acceptance test for a user story, and automating regression tests. These are both tasks that are part of the testing process in the current sprint, and their status can betracked on the task board. Option B is not a correct answer, as it contains two examples of activities that are not related to the current sprint: designing the features planned for the next sprint, and participating in training in preparation for the fourth sprint. These are both activities that are part of the planning or learning process for the future sprints, and they are not managed on the task board. Option C is also not a correct answer, as it contains two examples of activities that are not related to the current sprint: participating in training in preparation for the fourth sprint, and producing a daily progress report for the agile team members. These are both activities that are part of the learning or reporting process, and they are not managed on the task board. Option D is also not a correct answer, as it contains two examples of activities that are not related to the current sprint: designing the features planned for the next sprint, and producing a daily progress report for the agile team members. These are both activities that are part of the planning or reporting process, and they are not managed on the task board. 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 9
You are working in a software development company which, for many years, used a sequential development model and was organized into separate departments for each functional group (e.g. business analysts, developers, testers) located within their own office space. Your organization has recently changed to a SCRUM agile framework. Which of the following is an important organizational and behavioral best practice for a tester in the SCRUM team that should have also been practiced when using the sequential model?

A. Resilient testing means that the testing process is capable of dealing with rapid changes throughout the development process with test plans being updated during each iteration.
B. Credibility means that the tester must share information with the stakeholders about the test process so that they find the selected test strategy and testing activities trustworthy.
C. Cross-functional teamwork means that all team members contribute to testing in various way
D. For example, involving people with the test strategy, test planning and execution as well as test reporting.
E. Co-located teamwork means that all team members, including developers and testers, must sit together in the same office, so they can quickly communicate face-to-face.

Answer: C

Explanation:
Cross-functional teamwork is an important organizational and behavioral best practice for a tester in the SCRUM team that should have also been practiced when using the sequential model. Cross-functional teamwork means that all team members, regardless of their functional roles, collaborate and share their skills and knowledge to achieve a common goal. In the context of testing, this means that testing is not seen as a separate activity or phase, but as an integral part of the development process. All team members contribute to testing in various ways, such as:
? Involving people with the test strategy, test planning and execution as well as test reporting. This can help ensure that the testing activities are aligned with the business objectives, the user needs, and the technical requirements. It can also help improve the test coverage, the test quality, and the test efficiency.
? Sharing the responsibility for testing among the team members. This can help reduce the workload and the dependency on a single tester or a testing team. It can also help increase the feedback and the communication among the team members, and foster a culture of quality and learning.
? Leveraging the diverse skills and perspectives of the team members. This can help enhance the test design and the test execution by applying different techniques, tools, and approaches. It can also help identify and address the risks, the issues, and the opportunities for improvement from various angles.
References: ISTQB® Foundation Level Agile Tester Syllabus1, Section 1.2.1, page 9; ISTQB® Glossary of Testing Terms2, version 4.0, page 16.

NEW QUESTION 10
Which of the following is NOT a typical task performed by the tester within an Agile team?

A. Ensuring all project status meetings are held according to the plan.
B. Ensuring the appropriate testing tasks are scheduled during iteration planning.
C. Suggesting improvements in team retrospectives.
D. Working with business stakeholders to clarify requirements.

Answer: A

Explanation:
The tester within an Agile team is not responsible for ensuring all project status meetings are held according to the plan. This is typically a task for the Scrum Master, who facilitates the meetings and ensures that the team follows the Agile principles and practices. The tester within an Agile team is responsible for ensuring the appropriate testing tasks are scheduled during iteration planning, suggesting improvements in team retrospectives, and working with business stakeholders to clarify requirements. These are all tasks that contribute to the quality of the software and the testing process, as well as the collaboration and communication within the team and with the customers. References:
ISTQB Foundation Level Agile Tester Syllabus, Section 2.3.1, page 171; ISTQB Foundation Level Agile Tester Sample Exam Questions, Question 2.3.1-1, page 82

NEW QUESTION 10
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 11
Which of the following would provide the MOST independence for testers working with agile teams?

A. Testers are fully embedded in each Agile team to perform many of the testing tasks.
B. Testers from an independent test team who do not get involved with the Agile team, but are assigned to do System Testing once all sprints are completed.
C. Testers from an independent test team are assigned on-demand for the final days of each sprint.
D. Testers from an independent test team are assigned to the Agile team at the beginning of the project, returning for re-assignment to a new agile team.

Answer: B

Explanation:
Independence in testing is the degree of separation between the person who tests something and the person who developed it. Independence can help to reduce bias, increase objectivity, and provide different viewpoints. However, independence also has some drawbacks, such as increased communication overhead, reduced collaboration, and delayed feedback. In agile projects, testers are usually embedded in the agile teams to perform many of the testing tasks, such as unit testing, integration testing, acceptance testing, etc. This provides a high level of collaboration and fast feedback, but also reduces the independence of the testers. Testers from an independent test team who do not get involved with the agile team, but are assigned to do System Testing once all sprints are completed, would provide the most independence for testers working with agile teams. However, this would also introduce many disadvantages, such as lack of alignment with the agile principles, loss of context and domain knowledge, delayed defect detection and resolution, and increased risk of missing customer expectations. References: ISTQB® Foundation Level Agile Tester Syllabus, Section 1.1.2, page 8; ASTQB Agile Tester Certification Resources, Section 1.1.2, page 8.

NEW QUESTION 13
You have been asked to explain to your client how to define acceptance criteria that are fully testable. Which of the following is the BEST EXAMPLE for testable acceptance criteria?

A. The "ID" field must accept input value of a length between 2 and 10 characters.
B. The interface to External System shall be specified.
C. Action "Reopen" must be available only for a user with a specific authorization level.
D. The program's icon should be clear and attractive.

Answer: A

Explanation:
According to the ISTQB Tester Foundation Level Agile Tester syllabus, acceptance criteria are a set of conditions that a user story must satisfy to be accepted by the customer or stakeholder. Acceptance criteria should be testable, meaning that they can be verified by objective measurements or observations. Testable acceptance criteria should be clear, unambiguous, complete, and consistent. Therefore, option A is the best example for testable acceptance criteria, as it specifies a clear and measurable condition for the input value of the ID field. Option B is not a good example for testable acceptance criteria, as it is vague and does not define any specific condition or expectation for the interface to External System. Option C is not a good example for testable acceptance criteria, as it is incomplete and does not specify what the specific authorization level is or how it is determined. Option D is not a good example for testable acceptance criteria, as it is subjective and not measurable. What is clear and attractive for one user may not be for another. References: ISTQB Tester Foundation Level Agile Tester syllabus, section 1.1.1, page 7; ISTQB Tester Foundation Level Agile Tester syllabus, section 1.1.2, page 8; ISTQB Tester Foundation Level Agile Tester syllabus, section 3.1.1, page 23; ISTQB Tester Foundation Level Agile Tester syllabus, section 3.1.2, page 24. 3of30

NEW QUESTION 14
Which of the following allows a developer to define accurate unit tests focused on business needs?

A. Design-Driven Development
B. Behavior-Driven Development
C. Test-Driven Development
D. Acceptance Test-Driven Development

Answer: B

Explanation:
Behavior-Driven Development (BDD) is a software development approach that allows a developer to define accurate unit tests focused on business needs. BDD uses a common language that is understandable by both technical and non-technical stakeholders, such as Given-When-Then scenarios.BDD helps to align the development and testing activities with the customer expectations and business goals . References:
? : ISTQB® Foundation Level Agile Tester Syllabus, Version 2014, Section 2.2.2

? : ASTQB Agile Tester Certification Resources, Agile Testing Foundations, Chapter 3, Section 3.2.2

NEW QUESTION 16

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