iSQI

Exam Questions CTFL-AT

Certified Tester Foundation Level Agile Tester

NEW QUESTION 1
Which of the following statements would you expect to be the MOST direct advantage of the whole-team approach?

A. Having at least once a day an automated build and test process that detects integration errors early and quickly.
B. Avoiding requirements misunderstandings which may not have been detected until later in the development cycle when they are more expensive to fix.
C. Capitalizing on the combined skills of business representatives, testers and developers working together to contribute to project success.
D. Reducing the involvement of business representatives because of the increased communication and collaboration between testers and developers.

Answer: C

Explanation:
The whole-team approach is a principle of agile testing that involves everyone with different knowledge and skills to ensure project success. The whole-team approach means that the business representatives, testers, and developers work together in every step of the development process, from planning to delivery. The whole-team approach aims to enhance communication and collaboration within the team, leverage the various skill sets of the team members, and make quality everyone's responsibility12. Therefore, the statement C is the most direct advantage of the whole-team approach, as it captures the essence of the principle and its benefits. The other statements are not directly related to the whole-team approach, or are incorrect. Statement A is about continuous integration, which is a practice of agile development that involves having at least once a day an automated build and test process that detects integration errors early and quickly. Continuous integration is not a direct consequence of the whole-team approach, although it may be facilitated by it13. Statement B is about avoiding requirements misunderstandings, which may be a benefit of the whole-team approach, but not the most direct one. The whole-team approach does not only focus on requirements, but also on design, implementation, testing, and delivery. Moreover, avoiding requirements misunderstandings may also depend on other factors, such as the quality of the user stories, the use of acceptance criteria, and the feedback from the customers and users14. Statement D is incorrect, as it contradicts the whole-team approach. The whole-team approach does not reduce the involvement of business representatives, but rather increases it. Business representatives are an integral part of the whole-team approach, as they provide the vision, the value, and the validation of the product. They collaborate with the testers and developers to define the features, prioritize the backlog, and verify the outcomes12. References: ISTQB Foundation Level Agile Tester Syllabus1, Section 1.2.1, page 9; What is Whole Team Approach in Agile Testing?2, Section What is Whole Team Approach?; Continuous Integration3, Section What is Continuous Integration?; Effective User Stories - 3C's and INVEST Guide4, Section The 3 C's (Card, Conversation, Confirmation) of User Stories.

NEW QUESTION 2
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 3
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 4
Which two of the following statements are CORRECT with regards to test automation on agile projects?
1) Every test developed for past iterations is kept and executed as part of a regression suite for each new release of code.
2) It would be very difficult to ensure high quality in an agile project without test automation.
3) Automated acceptance tests are run regularly as part of the continuous integration full system build.
4) Automated regression suites are only run for the final release of code.
5) In agile projects, the results from automated acceptance tests provide feedback on the overall product quality.

A. 3, 4

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

Answer: B

Explanation:
Test automation is essential for agile projects, as it enables fast and frequent feedback on the quality of the product. Without test automation, it would be very difficult to ensure high quality in an agile project, as manual testing would be too slow and costly to keep up with the pace of development12. Automated acceptance tests are one of the key types of test automation on agile projects, as they verify that the user stories are implemented correctly and that the product meets the customer's expectations. Automated acceptance tests are run regularly as part of the continuous integration full system build, and the results provide feedback on the overall product quality12. Therefore, statements 2
and 5 are correct with regards to test automation on agile projects. 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

NEW QUESTION 5
Which of the following describes the main purpose of a task management tool in agile projects?

A. A task management tool is used by team members to share ideas and collaborate on assigned tasks.
B. A task management tool is used to manage and track user stories, tests and other tasks.
C. A task management tool is used to store source code and automated tests.
D. A task management tool allows developers to continuously integrate their code.

Answer: B

Explanation:
A task management tool is a software application that helps agile teams plan, organize, and monitor their work. A task management tool typically allows the team to create, assign, prioritize, update, and track user stories, tests, and other tasks that are part of the agile project. A task management tool can also provide various views and reports to visualize the progress and status of the project, such as Kanban boards, burndown charts, velocity charts, etc. Some examples of task management tools are Jira, Trello, Asana, and Monday.com12345. References: ISTQB® Foundation Level Agile Tester Syllabus, Section 2.1.1, page 13; ASTQB Agile Tester Certification Resources, Section 2.1.1, page 13.

NEW QUESTION 6
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 7
User Story: As a user I want to be able to calculate tax percentage based on amount of income.
What is the best black box test design technique for verifying the accuracy of this user story?

A. Statement testing - test all statements in income calculation.
B. User story testing - test that the user can enter an income amount and get a result.
C. State transition testing - test all states of income entry.
D. Equivalence partitioning - test with low, medium and high income.

Answer: D

Explanation:
The best black box test design technique for verifying the accuracy of this user story is equivalence partitioning. Equivalence partitioning is a technique that divides the input domain of a system into classes or groups that are expected to behave similarly. By testing one value from each class, the tester can reduce the number of test cases while still achieving good coverage. In this case, the input domainof the system is the amount of income, which can be divided into classes based on the tax percentage applied to different income ranges. For example, if the tax percentage is 10% for income below 10,000, 20% for income between 10,000 and 20,000, and 30% for income above 20,000, then the equivalence classes are: low income (<10,000), medium income (10,000-20,000), and high income (>20,000). By testing one value from each class, such as 5,000, 15,000, and 25,000, the tester can verify that the system calculates the correct tax

percentage for each income range. This technique is more efficient and effective than testing all possible values of income, or testing only one value of income, or testing the states of income entry, or testing the statements in income calculation. References: ISTQB Foundation Level Agile Tester Syllabus1, Section 2.3.1, page 19; ISTQB Foundation Level Agile Tester Extension Sample Exam Questions2, Question 5, page 6.

NEW QUESTION 8
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 10
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