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Um die CTFL-AT-Prüfung zu bestehen, müssen die Kandidaten ein gutes Verständnis für die Prinzipien und Praktiken des agilen Testens haben. Sie müssen mit dem agilen Testprozess vertraut sein und wissen, wie man Testtechniken in agilen Projekten anwendet. Die Kandidaten müssen auch über Kenntnisse in agilen Testtools und -methoden verfügen. Die Prüfung besteht aus 40 Multiple-Choice-Fragen, und den Kandidaten stehen 60 Minuten zur Verfügung, um sie zu beantworten.

>> CTFL-AT Fragenkatalog <<

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ISQI ISTQB Certified Tester - Foundation Level Extension - Agile Tester CTFL-AT Prüfungsfragen mit Lösungen (Q25-Q30):

25. Frage

Based on the skills required for testers in Agile teams, which of the following activities would you expect least likely to be performed by testers in Agile projects?

- A. Identifying and updating test cases from previous iterations that are affected by the changes made in the current iteration
- B. Actively participating in specification workshops aimed at clarifying user stories through examples that will be transformed into tests

- C. Working collaboratively with a developer to develop and test a feature
- **D. Tracking the failures of the unit tests that are written when using the Test-Driven Development practice**

Antwort: D

Begründung:

Comprehensive and Detailed Explanation From Exact Extract:

From CTFL-AT Syllabus v4.0, Section 3.2 Test-Driven Development, and 1.3 The Whole-Team Approach, testers:

"Collaborate in test-related activities including test case creation, exploratory testing, and user story clarification."

"Unit tests are typically the responsibility of developers, especially in TDD practices." Therefore, Option A is least likely, as unit test tracking in TDD is primarily a developer responsibility, not a tester's routine task.

* Options B, C, and D all describe key Agile tester activities, such as maintaining regression tests, collaborating with developers, and participating in specification workshops (BDD/ATDD practices)

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References:

CTFL-AT Syllabus v4.0, Sections 1.3, 3.2

Learning Objective (K2) - Understand tester roles and responsibilities in Agile

26. Frage

In a sprint planning, the product owner presents a user story written on a card. The team starts having a discussion with the product owner to get an understanding on how the software should work.

The user story written on the card is:

"As a customer, I want to subscribe to the mailing list so that I can receive the latest deal in an email." By applying the 3C concept, which ONE of the following statements is CORRECT?

- A. The conversation is not required and the team should start developing.
- B. The card should contain requirements not the user story.
- C. Product owner has written a user story and confirmation is not needed.
- **D. Conversation should include the acceptance criteria discussion.**

Antwort: D

Begründung:

The 3C concept of user stories consists of three elements: card, conversation, and confirmation¹². The card is a written description of the user story that captures the essence of the feature or functionality from the user's perspective. The conversation is a dialogue between the product owner and the development team to clarify the details, assumptions, and expectations of the user story. The confirmation is a set of criteria or tests that verify that the user story is implemented correctly and meets the user's needs¹².

Therefore, by applying the

3C concept, the correct statement is A, as the conversation should include the acceptance criteria discussion. This will help the team to understand the scope, priority, and value of the user story, as well as the conditions of satisfaction that the product owner expects¹². The other statements are incorrect, as they violate the 3C concept. Statement B is wrong, as the card should contain the user story, not the requirements. The user story is a brief and informal way of expressing the user's goal and benefit, while the requirements are more detailed and specific descriptions of how the software should work. The requirements can be added later as part of the conversation or confirmation¹². Statement C is wrong, as the product owner has written a user story, but confirmation is still needed. The confirmation is a vital part of the 3C concept, as it ensures that the user story is testable, measurable, and verifiable. The confirmation also helps to avoid ambiguity, misunderstanding, or disagreement between the product owner and the development team¹². Statement D is wrong, as the conversation is required and the team should not start developing without it. The conversation is an essential part of the 3C concept, as it allows the team to ask questions, share ideas, and collaborate with the product owner to refine the user story and reach a shared understanding. The conversation also helps to identify the dependencies, risks, and assumptions that may affect the implementation of the user story¹². References: ISTQB Foundation Level Agile Tester Syllabus¹, Section 2.2.1, page 16-17; Effective User Stories - 3C's and INVEST Guide², Section The 3 C's (Card, Conversation, Confirmation) of User Stories.

27. Frage

An Agile team is developing a Pay-TV web portal. In Iteration 3, only PayPal and credit card payments are supported. A new user story in Iteration 4 adds payment using credit from a smartcard.

Which of the following would you expect to describe valid and relevant acceptance tests for this user story?

- **A. Tests to check that payments with no credit charged on the smartcard will be unsuccessful**

- B. Tests to check that payments with insufficient credit charged on the smartcard are successful
- C. Tests to check that payments with expired credit cards of supported credit card types are unsuccessful
- D. Tests to check that payments with sufficient credit charged on the smartcard are given five percent discount are successful

Antwort: A

Begründung:

Comprehensive and Detailed Explanation From Exact Extract:

From CTFL-AT Syllabus v4.0, Section 2.1 Acceptance Criteria and Testability, acceptance tests must be directly related to the new functionality described in the user story.

* Option Dis correct - it validates the new feature of paying via smartcard credit, specifically handling edge cases (e.g., zero credit).

* Option A is incorrect - payment should fail with insufficient credit.

* Option B introduces requirements not mentioned in the story.

* Option C tests credit card logic, not the new smartcard functionality.

References:

CTFL-AT Syllabus v4.0, Section 2.1

Learning Objective (K3) - Derive acceptance tests from user stories

28. Frage

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

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

Antwort: B

29. Frage

Which of the following sentences related to Risk-based testing is CORRECT?

- **A. Risk-based testing fits well in Agile development processes, as risks are easy to identify when the work is divided into user stories.**
- B. Risk-based testing does not fit in Agile development processes, as each iteration focuses on limited parts of the product.
- C. Risk-based testing does not fit well in Agile development processes, as short iterations mandate short test times.
- D. Risk-based testing fits well in Agile development processes, as risks are analyzed twice - during release and iteration planning.

Antwort: A

30. Frage

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