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>> CTFL-AT Test Labs <<

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ISQI CTFL-AT (ISTQB Certified Tester - Foundation Level Extension - Agile Tester) certification exam is an important certification for software testers who work in an Agile environment. It builds on the foundation provided by the CTFL certification and covers a wide range of topics related to Agile testing. ISTQB Certified Tester - Foundation Level Extension - Agile Tester certification is offered by the International Software Quality Institute (ISQI) and is recognized by software testing professionals around the world.

## **ISQI ISTQB Certified Tester - Foundation Level Extension - Agile Tester Sample Questions (Q30-Q35):**

### **NEW QUESTION # 30**

What is the definition of agile software development?

- A. A group of software development methodologies based on iterative incremental development with self-organizing cross-functional teams who cooperate to define requirements and to implement the solution.
- B. A way of developing software where the test cases are developed, and often automated, before the software under test is developed.
- C. A framework to describe the software development lifecycle activities from requirements specification to maintenance where test planning of the various test levels is done as soon as the test basis is ready
- D. Testing carried out informally where no formal test preparation or execution takes place, no recognized test design technique is used and there are no expectations for results.

**Answer: A**

### **NEW QUESTION # 31**

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

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

**Answer: A**

Explanation:

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 # 32**

Consider an Agile team using a development practice with these steps:

- \* Write a failing test for a small piece of code
- \* Make the test pass by implementing minimal code
- \* Refactor the code
- \* Repeat the process with additional small functionality

Which one of the following testing quadrants would the tests produced with this practice be part of?

- A. Q2 - Business-facing tests that support the team
- B. Q3 - Business-facing tests that critique the product
- **C. Q1 - Technology-facing tests that support the team**
- D. Q4 - Technology-facing tests that critique the product

**Answer: C**

Explanation:

Comprehensive and Detailed Explanation From Exact Extract:

From CTFL-AT Syllabus v4.0, Section 3.2 Test-Driven Development, and Section 3.4 Testing Quadrants:

"TDD focuses on writing unit tests before code is implemented. These are technology-facing tests that support the team and are categorized under Q1." Therefore, Option D is correct.

\* Option A involves performance/security testing.

\* Option B and C involve business-facing tests, not applicable to TDD.

References:

CTFL-AT Syllabus v4.0, Sections 3.2 and 3.4

Learning Objective (K2) - Identify test types and quadrants

### NEW QUESTION # 33

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

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

**Answer: B**

Explanation:

Risk-based testing fits well in Agile development processes, as risks are easy to identify when the work is divided into user stories. User stories are short descriptions of features or functionalities that are valuable to the customers or users. They help to define the scope and priority of the work in each iteration. By breaking down the work into user stories, the Agile team can identify the potential risks associated with each story, such as technical complexity, business criticality, or user feedback. The team can then prioritize the testing effort based on the risk level of each story, ensuring that the most important and risky features are tested first and thoroughly. Risk-based testing also helps to optimize the testing time and resources, as the team can focus on testing the most relevant aspects of the software, rather than testing everything equally. References: ISTQB Foundation Level Agile Tester Syllabus, Section 2.3.2, page 181; ISTQB Foundation Level Agile Tester Sample Exam Questions, Question 2.3.2-1, page 92

### NEW QUESTION # 34

An Agile team is working on a project to develop an image editing tool. In the current version, the

'Settings' GUI allows users to adjust exposure, contrast, and saturation. A session-based exploratory testing session is planned to find issues with parameter combinations that cause undesired image effects.

Which of the following would you expect to be the best charter to support this exploratory testing session?

- A. Explore 'Settings' to discover unexpected effects on those images
- B. Explore 'Settings' working on different images by setting exposure, contrast, and saturation at their minimum, then setting exposure and contrast at maximum while keeping saturation at minimum, to discover unexpected effects
- **C. Explore 'Settings' with many combinations of the values of exposure, contrast, and saturation, applied on different images, to discover unexpected effects on those images**
- D. Explore 'Settings' with many values of exposure, applied on different images, to discover unexpected effects on those images

**Answer: C**

Explanation:

From CTFL-AT Syllabus v4.0, Section 3.1 Exploratory Testing, it defines a test charter as:

\* The area of the system under test

\* The approach (combinations)

\* Option A focuses only on one parameter.

\* Option Dis tooprescriptiveand limits exploration.

CTFL-AT Syllabus v4.0, Section 3.1

### NEW QUESTION # 35

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