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ISQI CTFL-AT (ISTQB Certified Tester - Foundation Level Extension - Agile Tester) Exam is a globally recognized certification program that validates the skills and knowledge of a professional in Agile testing methodologies. CTFL-AT exam is designed to assess the candidate's understanding of Agile principles, software development processes, testing techniques, and tools used in an Agile environment. ISTQB Certified Tester - Foundation Level Extension - Agile Tester certification is targeted at professionals who want to enhance their career in software testing by specializing in Agile methodologies.

The CTFL-AT Certification Exam is suitable for anyone involved in agile testing, including testers, developers, managers, and other stakeholders. CTFL-AT exam covers topics such as agile software development, the agile testing process, testing techniques in an agile environment, and tools used in agile testing. Candidates are expected to have a good understanding of the agile manifesto, principles, and values, as well as the roles and responsibilities of team members in an agile team.

Reliable CTFL-AT Real Test, CTFL-AT Latest Exam Book

Our CTFL-AT exam training material is organized by high experienced IT workers. Our IT elite team offer new version of CTFL-AT Exam real questions gradually, which aims to ensure examinees pass CTFL-AT test in one time.

The CTFL-AT exam is an extension of the ISTQB Certified Tester - Foundation Level (CTFL) exam. Candidates who pass the CTFL-AT exam will receive an additional certification that demonstrates their knowledge of agile testing methodologies. The CTFL-AT exam covers topics such as agile development principles, testing in agile projects, and tools and techniques for agile testing. CTFL-AT Exam is designed to test the candidate's knowledge and understanding of these topics and their ability to apply them in real-world scenarios.

ISQI ISTQB Certified Tester - Foundation Level Extension - Agile Tester Sample Questions (Q18-Q23):

NEW QUESTION # 18
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. Cross-functional teamwork means that all team members contribute to testing in various ways. For example, involving people with the test strategy, test planning and execution as well as test reporting.
- B. 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.
- C. 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.
- D. 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.

Answer: A

Explanation:
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 # 19
You are developing the code that controls an industrial Espresso machine which will be operated by waiting staff in restaurants. The machine is rather complicated and has lots of switches and buttons, so in the next iteration instructions will be provided to the operator on a small LCD screen.
A User Story for the Operator-Instructions module is as follows:
"As an operator of the Espresso machine, I would like to know how to steam milk, so I can add steamed milk to the coffee." The

following is a list of risks identified for this story, with assigned probability and impact.

- A. Operators will not read the instructions and will try various switches and buttons until something works. Probability: Low. Impact: Low
- B. An untrained customer will attempt to use the coffee machine. Probability: High. Impact: High
- C. A small child may try to steam milk. Probability: High. Impact: Low
- D. The instructions may be incorrect or appear in the wrong order. Probability: Low. Impact: High

Answer: D

NEW QUESTION # 20
You are working on an Agile project and have been asked to implement exploratory testing for the current sprint. Which one of the following is a correct approach to adopt?

- A. Ask experienced testers to try and find new defects by using the system without the constraint of documentation and tools.
- B. Allocate independent testers to design exploratory tests using test charters in time boxed sessions. Plan to run all sessions in parallel with each session lasting more than 5hours.
- C. Ask experienced testers to prepare test charters for time boxed sessions lasting no more than 2hours.Tests should be designed and executed within each session using heuristics, creativity and intuition.
- D. Use testers who have not been involved in the sprint to write new test cases from the user stories. These test cases are then executed in a time boxed session for the sprint.

Answer: C

Explanation:
Explanation
Exploratory testing is a testing approach that emphasizes learning, creativity, and adaptability. It involves simultaneous test design and test execution, where the tester uses heuristics, intuition, and experience to explore the system under test and discover new information12. Exploratory testing can be performed in an Agile project to complement other testing activities, such as test-driven development, behavior-driven development, and acceptance test-driven development12.
The correct approach to adopt for exploratory testing in an Agile project is D, as it follows the best practices for exploratory testing1234:
Ask experienced testers to prepare test charters for time boxed sessions lasting no more than 2 hours: A test charter is a brief document that describes the scope, objective, and strategy of an exploratory testing session. A test charter helps to guide the tester's exploration and to document the results. A time box is a fixed period of time allocated for an exploratory testing session. A time box helps to focus the tester's attention and to limit the scope of exploration. A time box should not be too long, as it may reduce the tester's concentration and creativity. A recommended duration for a time box is between 45 minutes and
2 hours.
Tests should be designed and executed within each session using heuristics, creativity and intuition:
Exploratory testing is an iterative and interactive process, where the tester designs and executes tests based on the observations and feedback from the system under test. The tester uses heuristics, which are rules of thumb or shortcuts that help to simplify the testing problem and to generate test ideas. The tester also uses creativity and intuition, which are mental abilities that help to generate novel and useful solutions and to make judgments based on incomplete or uncertain information.
The incorrect approaches to adopt for exploratory testing in an Agile project are A, B, and C, as they violate the principles and practices of exploratory testing1234:
A: Allocate independent testers to design exploratory tests using test charters in time boxed sessions.
Plan to run all sessions in parallel with each session lasting more than 5 hours: This approach is incorrect because it does not involve simultaneous test design and test execution, which is the essence of exploratory testing. It also uses too long time boxes, which may reduce the tester's concentration and creativity. It also does not leverage the collaboration and communication within the Agile team, as it isolates the testers from the developers and other stakeholders.
B: Ask experienced testers to try and find new defects by using the system without the constraint of documentation and tools: This approach is incorrect because it does not use test charters, which are essential for guiding and documenting the exploratory testing sessions. It also does not use heuristics, creativity, and intuition, which are important for generating test ideas and making decisions. It also implies that exploratory testing is an unstructured and random activity, which is a common misconception. Exploratory testing is a disciplined and systematic approach that requires planning, analysis, and evaluation.
C: Use testers who have not been involved in the sprint to write new test cases from the user stories.
These test cases are then executed in a time boxed session for the sprint: This approach is incorrect because it does not involve simultaneous test design and test execution, which is the essence of exploratory testing. It also uses testers who have not been involved in the sprint, which may reduce their understanding of the system under test and the customer needs. It also does not use test charters, which are essential for guiding and documenting the exploratory testing sessions. It also does not use heuristics,

creativity, and intuition, which are important for generating test ideas and making decisions.
References: ISTQB Foundation Level Agile Tester Extension Syllabus1, page 23; ISTQB Agile Tester Sample Exam2, question 19; Exploratory Testing; ISTQB Agile Tester #56 - What is Exploratory testing?

NEW QUESTION # 21
Which of the following statements is true within an Agile team?

- A. Testers may have difficulty keeping pace with the incoming changes in time-boxed iterations
- B. When adopting test-driven development, testers write all the tests while developers write all the code to make these tests pass
- C. Unlike traditional projects, testers are not asked to measure and report test coverage, and to report defects
- D. Each team member plays a role in performing test-related tasks but only testers are responsible for product quality

Answer: A

Explanation:
Comprehensive and Detailed Explanation From Exact Extract:
FromCTFL-AT Syllabus v4.0, Section 2.4 and 2.5:
"Due to frequent changes and short iterations, testers must be flexible and responsive. However, keeping up with pace can be a challenge." Thus,Option Dis correct -testers may strugglewith rapid changes and short feedback loops, which is a known challenge in Agile.
* Option Ais false - testers still measurecoverage and report defects.
* Option Bmisrepresents TDD -developerstypically write the unit tests in TDD.
* Option Cis incorrect -quality is a shared responsibilityin Agile.
References:
CTFL-AT Syllabus v4.0, Sections 2.4 and 2.5
Learning Objective (K2) - Understand tester challenges in Agile environments

NEW QUESTION # 22
Which of the following is the best example of a testable acceptance criterion for test-related activities?

- A. The application shall calculate the volume of the solid shapes (cones, pyramids) with reasonable accuracy
- B. 100% of the source code must be statically analyzed against some of the known major security vulnerabilities and no errors/warnings must be reported
- C. The application's user interface for the checkout process shall be clear and intuitive to the users
- D. The web application shall provide a response time lower than one second for 95% of the webpages when 100 concurrent users are working on it

Answer: D

Explanation:
Comprehensive and Detailed Explanation From Exact Extract:
FromCTFL-AT Syllabus v4.0, Section 2.1:
"Acceptance criteria should be testable, meaning they should define expected behavior or measurable outcomes that can be verified." Option Ais testable because it includesspecific, measurable conditions: response time, user load, and percentage of pages.
* Option Bis vague aboutwhich vulnerabilitiesandhow errors are defined.
* Option Cusessubjective language("clear and intuitive").
* Option Dis vague about what "reasonable accuracy" means.
References:
CTFL-AT Syllabus v4.0, Section 2.1
Learning Objective (K2) - Identify examples of testable vs. non-testable acceptance criteria

NEW QUESTION # 23
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