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ISQI ISTQB Certified Tester - Foundation Level Extension - Agile Tester Sample Questions (Q72-Q77):

NEW QUESTION # 72

You have been asked to execute an exploratory testing session on Park & Ride system. The test charter has been titled as "Buy a bus ticket". As a result, a number of defects were reported, the titles of which are listed below.

Which defect is out of scope for the given test charter?

- A. Failed to buy a bus ticket when the network connection to the Central System is down.
- B. Price for a bus ticket was calculated incorrectly.
- **C. Payment for parking ticket is restricted to cash only (no credit card supported).**
- D. Failed to buy a bus ticket after 18:00.

Answer: C

NEW QUESTION # 73

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

Answer: A

NEW QUESTION # 74

Which one of the following is a testable acceptance criterion?

- A. The tools for testing are tested before use and are meeting the requirements.
- **B. The response time to confirm a customer submission must not exceed 5 seconds.**
- C. The system shall be easy to use.
- D. The solution shall support business processes.

Answer: B

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 # 75

Which ONE of the following is an example of a typical "Business-oriented work product"?

- A. Usability testing test results.
- B. The released product.
- **C. A user manual**
- D. Acceptance testing entry criteria.

Answer: C

Explanation:

Business-oriented work products are those that describe what is needed (e.g., requirements specifications) and how to use it (e.g., user documentation). A user manual is an example of a business-oriented work product, as it provides instructions and guidance on how to use the product from the user's perspective. A user manual may also contain information about the product's features, benefits, and limitations. A user manual is typically written by technical writers, who may collaborate with developers, testers, and business analysts to ensure the accuracy and clarity of the content. A user manual may be delivered in various formats, such as printed, online, or interactive. References: ISTQB Foundation Level Agile Tester Syllabus1, Section 1.2.1, page 10; ASTQB Agile Tester Certification Resources2, Section 1.2.1, page 10.

NEW QUESTION # 76

Which of the following activities are done in release planning?

- 1) Identifying testable user stories with acceptance criteria.
- 2) Elaborating the user stories into tasks.
- 3) Prioritizing the user stories.
- 4) Creating acceptance tests for the user stories.
- 5) Analyzing risks for each of the user stories.
- 6) Performing high level estimation for the release.

- A. Activities 2, 3 and 5
- B. Activities 1, 4 and 6
- **C. Activities 1, 3 and 6**
- D. Activities 2 and 4

Answer: C

Explanation:

Release planning is a process of defining the scope and timeline for an iterative or incremental product development project. It is used in agile or hybrid projects where a mid- to long-term planning of the product or system development or integration is required12. Release planning involves the following activities:

- * Identifying testable user stories with acceptance criteria. User stories are short descriptions of the features or functionalities that the customer or user wants from the product. Acceptance criteria are the conditions that must be met for the user story to be considered done and acceptable. Identifying testable user stories with acceptance criteria helps to define the scope and quality of the release13.
- * Prioritizing the user stories. User stories are prioritized based on the value they deliver to the customer or user, as well as the dependencies, risks, and costs associated with them. Prioritizing the user stories helps to determine the order and frequency of the releases13.
- * Performing high level estimation for the release. High level estimation is a technique to estimate the effort, time, and resources needed to complete the user stories in the release. High level estimation can be done using various methods, such as analogy, expert judgment, planning poker, etc. Performing high level estimation for the release helps to set realistic and achievable goals and deadlines13.

Therefore, activities 1, 3 and 6 are done in release planning. Activities 2, 4 and 5 are done in iteration planning, which is a more detailed and short-term planning of the work to be done in each iteration or sprint13. References: 1: ISTQB Foundation Level Agile Tester Syllabus, Section 2.2, Fundamental Agile Testing Principles, Practices and Processes1; 2: Agile Release Planning in Hybrid and Agile Projects4; 3:

How to Create an Agile Release Plan5

NEW QUESTION # 77

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