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>> ISQI CTFL-AT완벽한 인증덤프 <<

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## 최신 Agile Tester CTFL-AT 무료샘플문제 (Q56-Q61):

### 질문 # 56

You are working in a team preparing a bank loan application. Your task is the preparation of acceptance tests for the following user story:

"If a customer needs a loan for less than 50,000 Euros and they have made repayments regularly (without any delay) and the customer's monthly income is more than 3000 Euros for the last year, THEN the bank will accept the loan request; in other cases,

the bank will not accept the request. A customer assistant is responsible for preparing data for approval but the approval is done by the bank manager." Which of the following test cases can be treated as acceptance test criteria for the above user story?

- 1) As a customer assistant I can log in to the system and check the history of the customer account for the last year.
- 2) As a customer assistant I can log in to the system and check the history of the customer debts and repayments.
- 3) As a customer assistant I can log in to the system and change my password.
- 4) As a bank manager I can log in to the system and receive the information of all requests waiting for approval.
- 5) As a bank manager I can log in to the system and decide whether to approve a loan for a customer.
- 6) As a bank manager I can log in to the system within 10 seconds.

- A. Acceptance test criteria are 1, 2, 3 and 6
- B. Acceptance test criteria are 1, 3, 4 and 5
- C. Acceptance test criteria are 1, 2, 4 and 5
- D. Acceptance test criteria are 2, 4, 5 and 6

**정답: C**

**설명:**

Acceptance test criteria are the conditions that a user story must satisfy to be accepted by the customer or the stakeholder. They are usually derived from the user story and its acceptance scenarios, and they should cover the functional and non-functional requirements of the user story. Acceptance test criteria should be clear, concise, testable, and agreed upon by the team and the customer or the stakeholder.

In this case, the user story describes the business rule for approving a loan request based on the customer's income, repayment history, and loan amount. The user story also specifies the roles of the customer assistant and the bank manager in the process. Therefore, the acceptance test criteria should verify that the user story is implemented correctly and that the system behaves as expected for different scenarios and inputs.

The following test cases can be treated as acceptance test criteria for the above user story:

\* As a customer assistant I can log in to the system and check the history of the customer account for the last year. This test case verifies that the customer assistant can access the system and view the customer's income information, which is one of the factors for approving the loan request.

\* As a customer assistant I can log in to the system and check the history of the customer debts and repayments. This test case verifies that the customer assistant can access the system and view the customer's repayment history, which is another factor for approving the loan request.

\* As a bank manager I can log in to the system and receive the information of all requests waiting for approval. This test case verifies that the bank manager can access the system and see the list of loan requests that have been prepared by the customer assistant, and that the system provides the necessary information for each request.

\* As a bank manager I can log in to the system and decide whether to approve a loan for a customer. This test case verifies that the bank manager can access the system and perform the approval action for a loan request, and that the system applies the business rule correctly and updates the status of the request accordingly.

The following test cases cannot be treated as acceptance test criteria for the above user story:

\* As a customer assistant I can log in to the system and change my password. This test case is not related to the user story, as it does not verify any of the functional or non-functional requirements of the user story. It is a generic test case that applies to any user of the system, not specific to the customer assistant role or the loan approval process.

\* As a bank manager I can log in to the system within 10 seconds. This test case is not related to the user story, as it does not verify any of the functional or non-functional requirements of the user story. It is a performance test case that applies to any user of the system, not specific to the bank manager role or the loan approval process.

1: ISTQB Foundation Level Agile Tester Syllabus1, Section 2.3.1, pages 15-16; ISTQB Glossary of Testing Terms2, version 4.0, pages 2 and 3.

**질문 # 57**

Which of the following statements about Agile retrospectives is true?

- A. Agile retrospectives should be focused mainly on obstructions and hindrances that are outside the control of the team because these issues are more challenging
- B. Agile retrospectives should be focused on the team members and business representatives, and other participants should not attend or contribute
- C. Traditional projects require feedback from retrospectives; however, Agile retrospectives do not require follow-up activities
- D. Agile retrospectives should also provide feedback to the current iteration planning regarding planning accuracy, contents, and the efficiency of the work in the team

**정답: D**

### 설명:

Comprehensive and Detailed Explanation From Exact Extract:

From the CTFL-AT Syllabus v4.0, Section 5.1, it states:

"The team uses the retrospective to review how they worked during the iteration, including planning accuracy and team collaboration, and to identify actionable improvements." Thus, Option D is correct - retrospectives help reflect on iteration planning accuracy, team dynamics, and efficiency to improve future iterations.

\* Option A is incorrect - retrospectives aim to focus on what the team can improve, not just on external hindrances.

\* Option B is false - Agile retrospectives require follow-up, often in the form of action items tracked in the next iteration.

\* Option C is incorrect - Product Owner and possibly others may contribute, depending on team context.

References:

CTFL-AT Syllabus v4.0, Section 5.1

Learning Objective (K2) - Understand retrospective purpose and follow-up actions

### 질문 # 58

Which of the following statements about the Planning poker test estimate technique are CORRECT?

- 1) Planning poker is a consensus based technique using a deck of cards.
- 2) A low test estimate usually means the story should be broken down into multiple smaller stories.
- 3) A high test estimate usually means the story should be broken down into multiple smaller stories.
- 4) One poker round is played and then consensus has to be reached.
- 5) The risk level of each backlog item should be decided before the poker session.

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

정답: B

### 질문 # 59

Which of the following statements about Agile retrospectives is CORRECT?

- **A. In an Agile retrospective the moderator can encourage and make sure that good practices are kept by the team, by asking what the team is doing well.**
- B. Agile retrospectives should be focused mainly on impediments that are outside the control of the team because these issues are more challenging.
- C. Unlike working sessions or meetings held in non-Agile projects, Agile retrospectives do not require follow-up activities.
- D. During Agile retrospectives, testers should be encouraged to provide constructive suggestions only on non-testing activities.

정답: A

### 설명:

Explanation

An Agile retrospective is a regular meeting where the team reflects on their work process and identifies the areas for improvement<sup>12</sup>. The following statements about Agile retrospectives are correct<sup>12</sup>:

During Agile retrospectives, testers should be encouraged to provide constructive suggestions on both testing and non-testing activities, as testing is an integral part of the Agile team and testers can contribute to the overall quality of the product and the process.

In an Agile retrospective, the moderator can encourage and make sure that good practices are kept by the team, by asking what the team is doing well. This helps to reinforce the positive aspects of the team's work and to appreciate the team members' efforts and achievements.

Agile retrospectives should be focused mainly on impediments that are within the control of the team because these issues are more actionable and can be resolved by the team. Impediments that are outside the control of the team should also be discussed, but they may require the involvement of other stakeholders or external parties to be addressed.

The following statement about Agile retrospectives is incorrect<sup>12</sup>:

Unlike working sessions or meetings held in non-Agile projects, Agile retrospectives do require follow-up activities. The team should agree on the action items that result from the retrospective and assign them to the responsible team members. The team should also monitor the progress and effectiveness of the action items in the next iteration and review them in the next retrospective.

Therefore, the correct answer is B, as it is the only statement that is correct about Agile retrospectives. References: ISTQB

**질문 # 60**

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 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
- C. A way of developing software where the test cases are developed, and often automated, before the software under test is developed.
- 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.

**정답: A**

**질문 # 61**

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