

CTFL-AT試験復習、CTFL-AT最速合格



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ISQI ISTQB Certified Tester - Foundation Level Extension - Agile Tester 認定 CTFL-AT 試験問題 (Q29-Q34):

質問 # 29

Which of the following is the BEST way for a test team to keep its independence when working in an Agile development environment?

- A. Assign testers to be members of the Agile team, but ensure the testers report to a different manager than the developers.
- B. Share the Test Strategy with the Agile development team, but not the details of the Test Cases.
- C. Co-locate only some of the testers with the Agile development team, while the rest of the testers are in a different location.
- D. Locate the team that develops the test automation framework in a different location to the Agile development team.

正解: A

解説:

Explanation

According to the ISTQB Tester Foundation Level Agile Tester syllabus, one of the key principles of agile testing is that testers are integrated into the agile team and work closely with developers and other stakeholders. However, this does not mean that testers lose their independence or objectivity. Testers should still be able to provide an unbiased view of the quality of the software and challenge the assumptions and decisions made by the team. Therefore, option C is the best way for a test team to keep its independence when working in an agile development environment, as it allows testers to be part of the agile team, but also report to a different manager than the developers, who can support their professional development and ensure their independence. Option A is not a good way to keep independence, as it limits the transparency and collaboration between testers and developers, which are essential for agile testing. Option B is also not a good way to keep independence, as it creates a physical and organizational barrier between the test automation team and the agile development team, which can hinder communication and feedback. Option D is also not a good way to keep independence, as it creates an inconsistency and imbalance between the testers who are co-located with the agile development team and those who are not, which can affect the quality and efficiency of the testing process. References: ISTQB Tester Foundation Level Agile Tester syllabus, section 1.2.1, page 91; ISTQB Tester Foundation Level Agile Tester syllabus, section 1.2.2, page 101; ISTQB Tester Foundation Level Agile Tester syllabus, section 2.1.1, page 141; ISTQB Tester Foundation Level Agile Tester syllabus, section 2.2.1, page 161; ISTQB Tester Foundation Level Agile Tester syllabus, section 2.2.2, page 171.

質問 # 30

Iteration planning for Sprint 5 of your current project is complete. The plan for the sprint is to increase performance of the system, which of the following acceptance criteria would you expect for Sprint 5?

- 1) User access for all roles has been validated.
- 2) A static analysis tool has been executed for all code.
- 3) 100% of the existing regression test suite has passed.
- 4) System is responding in less than 3 seconds, 90% of the time.
- 5) A new version of internet Explorer has been included.

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

正解: C

解説:

Explanation

The acceptance criteria for a sprint are the conditions that must be met for the user stories to be considered done and deliver value to the customer¹. The acceptance criteria should be specific, measurable, achievable, relevant, and testable². In this case, the plan for the sprint is to increase performance of the system, so the acceptance criteria should reflect that goal. Therefore, the acceptance criteria that would be expected for Sprint

5 are:

100% of the existing regression test suite has passed. This criterion ensures that the system has not introduced any new defects or broken any existing functionality while improving performance³.

System is responding in less than 3 seconds, 90% of the time. This criterion defines a clear and quantifiable performance target that can be verified by testing⁴.

The other options are not relevant or appropriate acceptance criteria for Sprint 5:

User access for all roles has been validated. This criterion is not related to the performance of the system, but rather to the security or functionality of the system. It might be an acceptance criterion for a different sprint or user story, but not for Sprint 5.

A static analysis tool has been executed for all code. This criterion is not a customer

質問 # 31

Consider an online application that allows registered users to pay the annual car tax based on the vehicle's engine power in kW.

Given the following user story:

"As a customer I need the online application to calculate the annual car tax amount that I need to pay for my car:

* If the power of the vehicle is less than 20 kW, then the annual car tax is free

* If the power of the vehicle is more or equal than 20 kW but less or equal than 150 kW, then the annual car tax is 250 Euros

* If the power of the vehicle is more than 150 kW, then the annual car tax is 750 Euros" What is the MOST suitable use of a black-box test design technique for this user story?

- A. Decision table testing. Test the following conditions:
Conditions=registered user logged in; inserted power of the vehicle=20kW; Action=Car tax paid
- B. Use case testing
Test the following use case (Actor=registered user):
Pre-condition=registered user logged in
Scenario=registered user inserts the power of the vehicle, making payment and logs out Post-condition=car tax paid and registered user logged out
- C. State transition testing. Test the transitions between the following states:
logging in, inserting the power of the vehicle, making payment, logging out.
- D. Equivalence partitioning. Test the annual car tax value for the following partitions:
[power of the vehicle<20 kW ; 20 kW power of the vehicles150 kW; power of the vehicle>150 kW]

正解: D

質問 # 32

Consider the following user story for an Agile project aimed at developing an application that calculates the reimbursement of medical visits:

"As an owner of the application, I want the reimbursement of medical visits to be calculated based on the following rules:

There are two types of reimbursable visits: Doctor's Office Visits (DOCVs) and Hospital Visits (HVs).

The reimbursement for DOCVs is 33%, while the reimbursement for HVs depends on the type of the specialist visits. Two types (A, B) of specialist visits exist and the associated reimbursements are 45% for A and 90% for B." Which of the following would you expect to be the most suitable black-box test design technique for the user story?

- A. State transition testing
- B. Use case testing
- C. Equivalence partition testing
- D. Decision table testing

正解: D

解説:

Comprehensive and Detailed Explanation From Exact Extract:

From CTFL-AT Syllabus v4.0, Section 3.1 Testing Techniques and Agile, it states:

"Decision table testing is useful when the outcome depends on combinations of inputs or rules." In this case, different reimbursement percentages are determined based on types of visits and subtypes, making Option A (Decision Table Testing) the ideal technique.

* Option B focuses on single input ranges, less suitable here.

* Option C suits end-to-end scenarios but not logic-driven calculations.

* Option D applies to state-based systems, which this is not.

References:

CTFL-AT Syllabus v4.0, Section 3.1

Learning Objective (K3) - Apply appropriate test design techniques in Agile

質問 # 33

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

正解: B

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