

CTFL-AT최신덤프샘플문제 & CTFL-AT덤프내용



그 외, Pass4Test CTFL-AT 시험 문제집 일부가 지금은 무료입니다: <https://drive.google.com/open?id=1cKXNPoxwthYrsP5la74Eeq2tL1GuZ3Kd>

Pass4Test의ISQI CTFL-AT인증시험의 자료 메뉴에는ISQI CTFL-AT인증시험실기와ISQI CTFL-AT인증시험 문제집으로 나누어져 있습니다.우리 사이트에서 관련된 학습가이드를 만나보실 수 있습니다. 우리 Pass4Test의ISQI CTFL-AT인증시험자료를 자세히 보시면 제일 알맞고 보장도가 높으며 또한 제일 전면적인 것을 느끼게 될 것입니다.

CTFL-AT 자격증 시험은 애자일 테스트 기본, 애자일 테스트 방법, 애자일 팀에서의 테스트, 그리고 애자일 테스트에서 사용되는 도구와 기술 등의 주제를 다룹니다. 지원자는 애자일 개발 프로세스와 테스트에 대한 적절한 이해를 갖추어야 합니다. 또한, 테스트 케이스를 개발하고 실행하며 결함을 식별하고 개발 팀과 효과적으로 협력할 수 있는 능력을 증명해야 합니다.

ISQI CTFL -AT (ISTQB Certified Tester -Foundation Level Extension -Agile Tester) 인증 시험은 민첩한 테스트 방법론에 대한 이해를 검증하려는 전문가를 위해 설계된 전 세계적으로 인정 된 인증입니다. 인증 시험은 민첩한 테스트 프로젝트에 관련된 개인의 지식, 기술 및 능력을 평가하도록 설계되었습니다. CTFL-AT 인증 시험은 소프트웨어 테스트 원칙에 대한 기본 지식을 바탕으로 한 고급 레벨 인증입니다.

>> CTFL-AT최신 덤프샘플문제 <<

CTFL-AT덤프내용 & CTFL-AT시험대비 공부하기

IT자격증을 많이 취득하여 IT업계에서 자신만의 단단한 자리를 보장하는것이 여러분들의 로망이 아닐까 싶습니다. Pass4Test의 완벽한 ISQI인증 CTFL-AT덤프는 IT전문가들이 자신만의 노하우와 경험으로 실제ISQI인증 CTFL-AT시험문제에 대비하여 연구제작한 완벽한 작품으로서 100%시험통과율을 보장합니다.

ISQI CTFL-AT (ISTQB 인증 테스터 - Foundation Level Extension - Agile Tester) 시험은 애자일 방법론에서 소프트웨어 테스터의 지식과 기술을 검증하기 위해 설계된 인증 시험입니다. 이 시험은 소프트웨어 테스트에서 애자일 원칙과 실천을 적용하는 능력을 평가하는 전 세계적으로 인정받는 인증입니다. CTFL-AT 인증은 소프트웨어 테스트 산업에서 진로를 발전시키고자 하는 전문가들에게 귀중한 자산입니다.

최신 Agile Tester CTFL-AT 무료샘플문제 (Q62-Q67):

질문 # 62

A Scrum project is aimed at developing an online travel website based on an IBE (Internet Booking Engine), to provide booking of flights. The website will allow customers to specify their travel requirements, and once these requirements are received, the website will offer a list of available flights which customers can book. A single Scrum team will work on this project and the project will start with a Sprint Zero.

Which of the following statements best describes how a tester on the Scrum team should contribute during the Sprint Zero?

- A. The tester should individually produce the list of the product backlog items that the team will commit to deliver at the end of the first regular sprint

- B. The tester should work together with the rest of the team to identify the product backlog and create an initial system architecture and high-level prototypes
- C. The tester should work together with the rest of the team to produce the list of the product backlog items that the team will commit to deliver at the end of the first regular sprint
- D. While the other team members are working on the project plan, the tester should individually create an initial test strategy for all test levels

정답: B

설명:

Comprehensive and Detailed Explanation From Exact Extract:

From CTFL-AT Syllabus v4.0, Section 2.2 Release and Iteration Planning:

"During early phases like Sprint Zero, testers collaborate with the team to identify the product backlog, define high-level test strategies, and contribute to the overall planning and architecture discussions." Therefore, Option A is correct - testers collaborate from the beginning, not as isolated contributors.

* Option B and D suggest individual work, which is against Agile principles.

* Option C is incorrect - the backlog items committed for Sprint 1 are determined during Sprint Planning, not in Sprint Zero.

References:

CTFL-AT Syllabus v4.0, Section 2.2

Learning Objective (K2) - Understand tester contributions during early Agile planning

질문 # 63

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. State transition testing. Test the transitions between the following states: logging in, inserting the power of the vehicle, making payment, logging out.
- B. Equivalence partitioning. Test the annual car tax value for the following partitions: [power of the vehicle < 20 kW ; 20 kW power of the vehicle ≤ 150 kW; power of the vehicle > 150 kW]
- C. Decision table testing. Test the following conditions:
Conditions=registered user logged in; inserted power of the vehicle=20kW; Action=Car tax paid
- D. 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

정답: B

질문 # 64

Which of the following statements is true in Agile projects?

- A. Test automation is important to manage regression risk because it enables version control and ensures ease of access to the tests by all team members
- B. The tests written for the features developed in earlier iterations are the most important and they should never be retired from the regression test suite
- C. Shorter timeframes and frequent changes require the adoption of good practices for test design and implementation, which should be defined during release planning
- D. The risk of regression tends to decrease when code that worked in previous iterations gets modified due to new features in subsequent iterations

정답: C

설명:

Comprehensive and Detailed Explanation From Exact Extract:

From CTFL-AT Syllabus v4.0, Section 4.3 Test Automation and Continuous Integration, it states:

"Short iterations and continuous integration require well-designed automated test suites, and teams should adopt good practices for test design and implementation from the start." Option B is correct because it highlights the need for proactive test design practices to handle frequent changes - a key Agile challenge.

* Option A mixes concepts: version control relates to code, not directly to regression management.

* Option C is incorrect - regression risk increases when code is modified.

* Option D is misleading - tests may become obsolete or need refactoring, so no test is permanently untouchable.

References:

CTFL-AT Syllabus v4.0, Section 4.3

Learning Objective (K2) - Understand regression risk and automation best practices

질문 # 65

You have been asked to explain to your client how to define acceptance criteria that are fully testable. Which of the following is the BEST EXAMPLE for testable acceptance criteria?

- A. The interface to External System shall be specified.
- B. The program's icon should be clear and attractive.
- C. Action "Reopen" must be available only for a user with a specific authorization level.
- **D. The "ID" field must accept input value of a length between 2 and 10 characters.**

정답: D

설명:

Explanation

According to the ISTQB Tester Foundation Level Agile Tester syllabus, acceptance criteria are a set of conditions that a user story must satisfy to be accepted by the customer or stakeholder. Acceptance criteria should be testable, meaning that they can be verified by objective measurements or observations. Testable acceptance criteria should be clear, unambiguous, complete, and consistent.

Therefore, option A is the best example for testable acceptance criteria, as it specifies a clear and measurable condition for the input value of the ID field. Option B is not a good example for testable acceptance criteria, as it is vague and does not define any specific condition or expectation for the interface to External System. Option C is not a good example for testable acceptance criteria, as it is incomplete and does not specify what the specific authorization level is or how it is determined. Option D is not a good example for testable acceptance criteria, as it is subjective and not measurable. What is clear and attractive for one user may not be for another.

References: ISTQB Tester Foundation Level Agile Tester syllabus, section 1.1.1, page 7; ISTQB Tester Foundation Level Agile Tester syllabus, section 1.1.2, page 8; ISTQB Tester Foundation Level Agile Tester syllabus, section 3.1.1, page 23; ISTQB Tester Foundation Level Agile Tester syllabus, section 3.1.2, page 24.

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질문 # 66

Which tasks are typically performed by a tester on an Agile project?

- 1) Implementing test strategy.
- 2) Documenting business requirements.
- 3) Measuring and reporting test coverage.
- 4) Coaching development team in relevant aspects of testing.
- 5) Executing test-driven development tests.

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

정답: A

설명:

A tester on an Agile project typically performs the following tasks:

* Implementing test strategy: A tester helps to define and implement the test strategy for the Agile project, which includes the test approach, test levels, test types, test techniques, test tools, test environment, test data, test metrics, and test documentation.

* Measuring and reporting test coverage: A tester measures and reports the test coverage of the product features and quality attributes, such as functionality, usability, performance, security, etc. Test coverage can be expressed in terms of test cases, test

scenarios, test sessions, test conditions, test data, code, etc.

* Coaching development team in relevant aspects of testing: A tester coaches the development team in relevant aspects of testing, such as test design, test execution, test automation, test-driven development, behavior-driven development, exploratory testing, etc. A tester also helps the development team to improve their testing skills and practices.

The following tasks are not typically performed by a tester on an Agile project:

* Documenting business requirements: Business requirements are usually documented by the product owner or the business analyst, not by the tester. The tester may review and provide feedback on the business requirements, but the tester is not responsible for documenting them.

* Executing test-driven development tests: Test-driven development tests are usually executed by the developers, not by the tester. The tester may assist the developers in creating and reviewing the test-driven development tests, but the tester is not responsible for executing them.

Therefore, the correct answer is C, as it contains the tasks that are typically performed by a tester on an Agile project. References: ISTQB Foundation Level Agile Tester Extension Syllabus¹, pages 14-15, 18-19, 22-23; ISTQB Agile Tester Sample Exam², question 17.

질문 # 67

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CTFL-AT덤프내용 : <https://www.pass4test.net/CTFL-AT.html>

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참고: Pass4Test에서 Google Drive로 공유하는 무료, 최신 CTFL-AT 시험 문제집이 있습니다:

<https://drive.google.com/open?id=1cKXNPoxwthYrsP5la74Eeq2tL1GuZ3Kd>