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The CTFL-AT Certification Exam is designed for professionals who work in software development and testing, including developers, testers, and project managers. CTFL-AT exam covers a range of topics related to agile software development, including agile principles and values, the agile manifesto, agile methods and frameworks, and agile testing practices.

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ISQI CTFL-AT Exam is a certification exam that tests the proficiency of individuals in the field of Agile Testing. CTFL-AT exam is designed for individuals who have already obtained their ISTQB Certified Tester - Foundation Level certification and wish to expand their knowledge in Agile Testing. The CTFL-AT Exam is an internationally recognized certification that demonstrates the knowledge and skills required for Agile Testing.

ISQI ISTQB Certified Tester - Foundation Level Extension - Agile Tester Sample Questions (Q22-Q27):

NEW QUESTION # 22

Which of the following statements about a test charter are CORRECT?

- 1) It is used mainly in exploratory tests.
- 2) It is used to monitor a test process.
- 3) It may make reference to user stories.
- 4) It contains notes taken during a test session.
- 5) It is used to outline the company test policy.

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

Answer: B

Explanation:

A test charter is a document that describes the scope, objective, and approach of an exploratory testing session. It is used mainly in exploratory tests to guide the tester's actions and record the findings. A test charter may make reference to user stories, requirements, risks, or other sources of information that are relevant to the testing mission. A test charter also contains notes taken during a test session, such as test ideas, test results, bugs, issues, and observations. A test charter is not used to monitor a test process, as it is not a formal metric or report. It is also not used to outline the company test policy, as it is specific to a particular test session and context. References: ISTQB Foundation Level Agile Tester Syllabus, Section 2.2.3, page 18; ASTQB Agile Tester Certification Resources, Section 2.2.3, page 18; How to Write an Exploratory Test Charter, Creating an Exploratory Testing Charter, What is Exploratory Testing?.

NEW QUESTION # 23

Which of the following sentences about the integration of development and testing activities in Agile projects is INCORRECT?

- **A. Testers replace developers in writing unit test automation scripts.**
- B. Developers write acceptance criteria and test cases, together with testers.
- C. Developers and testers may work as a pair to develop and test a feature.
- D. While developers develop automated unit test scripts, testers write automated system level tests.

Answer: A

Explanation:

Testers replace developers in writing unit test automation scripts. Comprehensive Explanation: The integration of development and testing activities in Agile projects is based on the principle of cross-functional teamwork, where all team members 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. Therefore, the following sentences are correct:

* While developers develop automated unit test scripts, testers write automated system level tests. This is an example of how developers and testers can work in parallel and complement each other's testing efforts. Developers can focus on testing the internal quality of the code, while testers can focus on testing the external quality of the product.

* Developers write acceptance criteria and test cases, together with testers. This is an example of how developers and testers can work together to define and verify the user requirements and expectations.

Developers can provide their technical expertise and input, while testers can provide their business and user perspective and feedback.

* Developers and testers may work as a pair to develop and test a feature. This is an example of how developers and testers can

work closely and interactively to deliver a feature. Developers and testers can exchange ideas, suggestions, and information, and support each other in the coding and testing tasks.

The following sentence is incorrect:

* Testers replace developers in writing unit test automation scripts. This is not a valid example of the integration of development and testing activities in Agile projects, because it implies that testers take over the responsibility of developers, rather than collaborate with them. Testers should not replace developers in writing unit test automation scripts, because developers have more knowledge and experience in coding and debugging, and because unit testing is an essential part of the development process. Testers should instead work with developers to ensure that the unit test automation scripts are adequate, effective, and maintainable. References: ISTQB Foundation Level Agile Tester Syllabus1, Section 1.2.1, page 9; ISTQB Glossary of Testing Terms2, version 4.0, pages 16 and 55.

NEW QUESTION # 24

In Agile projects, which of the following approaches would result in the best compromise for preserving independence of testers and for allowing testers to have a good understanding of the product as well as good relationships with other team members?

- A. Having only Agile teams where testers are integral parts and where they perform many of the testing tasks, without having an independent test team
- B. Having independent separate test teams where testers are assigned to Agile teams on-demand during the final days of each iteration
- C. Having independent separate test teams where testers are assigned to Agile teams on a long-term basis, at the beginning of an Agile project
- D. Having independent separate test teams where all of the testers work separately from developers without being assigned to Agile teams

Answer: C

Explanation:

Comprehensive and Detailed Explanation From Exact Extract:

FromCTFL-AT Syllabus v4.0, Section 2.5Testers and Independence, it states:

"Testers may be assigned to Agile teams on a permanent or rotating basis. While full independence is compromised, this setup allows for better collaboration and understanding of the product, while still maintaining some degree of independence." Thus, Option Bis the most accurate -long-term embedded testerssupport Agile collaboration while preservingpartial independence.

* Option Aleads to late involvement, which contradicts Agile principles.

* Option Csacrifices independence entirely.

* Option Dis traditional and contrary to Agile values of collaboration.

References:

CTFL-AT Syllabus v4.0, Section 2.5

Learning Objective (K2) - Understand approaches to preserving test independence in Agile

NEW QUESTION # 25

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

Answer: B

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 # 26

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

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

Answer: B

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.

NEW QUESTION # 27

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