


# Exam CTFL-AT Questions Pdf & CTFL-AT Exam Cram

Agile Tester, Foundation Level  
Exam ID: A  
Sample Exam – Questions

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Questions

**Question #1 (1 Point)**  
The Agile Manifesto has 4 statements of values. Match the agile value on the left (1-4) with its traditional counterpart on the right (i-iv).

1) Customer collaboration over	i) Processes and tools
2) Responding to change over	ii) Following a plan
3) Individuals and interactions over	iii) Contract negotiation
4) Working software over	iv) Comprehensive documentation

a) 1 – iii, 2 – iv, 3 – ii, 4 – i  
b) 1 – ii, 2 – ii, 3 – i, 4 – iv  
c) 1 – iv, 2 – ii, 3 – i, 4 – iii  
d) 1 – ii, 2 – iii, 3 – iv, 4 – i

Select ONE option.

**Question #2 (1 Point)**  
Which of the following statements best reflects one of the values of the Agile Manifesto?

a) Working software allows the customer to provide rapid feedback to the developer.  
b) Developers should use unit testing tools to support the testing process.  
c) Business representatives should provide a backlog of user stories and their estimates to the team.  
d) Adopting plans to change adds no real value to an agile project.

Select ONE option.

**Question #3 (1 Point)**  
Which activities below best represent responsibilities that are consistent with agile development's Whole Team approach?

a) Testers are responsible for developing unit tests which they pass on to the developers for testing  
b) Business representatives are expected to select the tools the team will use during the project  
c) Testers are expected to work with customer representatives to create acceptance tests  
d) The whole team, not just testers, has responsibility for the quality of the product  
e) Developers are expected to test non-functional requirements (performance, usability, security, etc.)

Select TWO option.

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## ISQI ISTQB Certified Tester - Foundation Level Extension - Agile Tester

## Sample Questions (Q22-Q27):

### NEW QUESTION # 22

Which statement about an Agile task board is CORRECT?

- A. It is updated once at the end of each iteration.
- B. Only "in progress" tasks are shown on the task board.
- C. It is a detailed visual representation of the status of testing.
- D. It provides detailed visual representation of the whole team's status.

**Answer: D**

### NEW QUESTION # 23

Which of the following sentences related to Risk-based testing is CORRECT?

- A. Risk-based testing fits well in Agile development processes, as risks are easy to identify when the work is divided into user stories.
- B. Risk-based testing does not fit in Agile development processes, as each iteration focuses on limited parts of the product.
- C. Risk-based testing does not fit well in Agile development processes, as short iterations mandate short test times.
- D. Risk-based testing fits well in Agile development processes, as risks are analyzed twice - during release and iteration planning.

**Answer: A**

Explanation:

Explanation

Risk-based testing fits well in Agile development processes, as risks are easy to identify when the work is divided into user stories. User stories are short descriptions of features or functionalities that are valuable to the customers or users. They help to define the scope and priority of the work in each iteration. By breaking down the work into user stories, the Agile team can identify the potential risks associated with each story, such as technical complexity, business criticality, or user feedback. The team can then prioritize the testing effort based on the risk level of each story, ensuring that the most important and risky features are tested first and thoroughly. Risk-based testing also helps to optimize the testing time and resources, as the team can focus on testing the most relevant aspects of the software, rather than testing everything equally. References: ISTQB Foundation Level Agile Tester Syllabus, Section 2.3.2, page 181; ISTQB Foundation Level Agile Tester Sample Exam Questions, Question 2.3.2-1, page 92

### NEW QUESTION # 24

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 work together with the rest of the team to identify the product backlog and create an initial system architecture and high-level prototypes
- B. 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
- C. 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
- 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

**Answer: A**

Explanation:

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 suggests 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

### NEW QUESTION # 25

Which of the following statements about Agile software development approaches is true?

- **A. In Kanban, transparency of content and progress of tasks is usually done with the visualization of the active tasks, for example on a public whiteboard**
- B. Communication, simplicity, feedback, courage, and respect are the five fundamental values of Kanban to guide development
- C. Scrum does not provide guidance on how development has to be done in a Scrum project but prescribes the adoption of specific testing techniques
- D. Scrum is an Agile management framework that defines three roles: the Scrum Owner, the Product Master, and the Development Team

**Answer: A**

Explanation:

Comprehensive and Detailed Explanation From Exact Extract:

From the ISTQB CTFL-AT Syllabus v4.0, Section 1.2 The Fundamentals of Agile Software Development, Kanban is explained as: "In Kanban, work is visualized using a board that shows tasks in various states of progress. The transparency of the workflow helps teams identify bottlenecks, improve flow, and collaborate effectively." This directly supports Option C, where Kanban boards are used for visualizing active tasks - increasing transparency and progress visibility.

Let's clarify the other options:

\* Option A: The five values listed - communication, simplicity, feedback, courage, and respect - are associated with Extreme Programming (XP), not Kanban.

\* Option B: Scrum does not prescribe specific testing techniques, but it also does not dictate how development must be done, which makes this a tricky answer that's partially true but not complete or precise enough to be correct.

\* Option D: The roles are incorrectly named. The correct Scrum roles are:

\* Product Owner,

\* Scrum Master,

\* Developers (Development Team is no longer a formal term post-2020 Scrum Guide) References:

CTFL-AT Syllabus v4.0, Section 1.2

Scrum Guide 2020 - Official Roles

Learning Objective (K1) - Recognize common Agile development practices

### NEW QUESTION # 26

Why is regression of software a high risk in agile projects?

- **A. There is code churn due to change in business needs over several sprints.**
- B. Regression is built into software as a safeguard against unexpected failures.
- C. Test automation can cause regression of software in the test environment.
- D. Test-driven development means that existing functionality is not considered.

**Answer: A**

Explanation:

Explanation

Regression of software is the risk that a change in one part of the software causes a defect in another part of the software that was previously working correctly. Regression of software is a high risk in agile projects because there is code churn due to change in business needs over several sprints. Code churn is the amount of code that is added, modified, or deleted in a software project over time. Code churn can indicate the volatility and complexity of the software, and the frequency and magnitude of the changes. In agile projects, code churn can be high because the business needs and the user requirements can change rapidly and frequently over several sprints, which are short iterations of development and testing. This means that the software is constantly evolving and adapting to the changing needs, and that the existing functionality and quality may be affected by the new or modified code. Therefore, regression of software is a high risk in agile projects, and it requires effective testing strategies and techniques to prevent,

- [illegible]

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