Quiz ISQI - CTFL-AT - Marvelous Exam ISTQB Certified Tester - Foundation Level Extension - Agile Tester Revision Plan

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ISQI CTFL-AT (ISTQB Certified Tester - Foundation Level Extension - Agile Tester) certification exam is a globally recognized certification designed for professionals seeking to validate their understanding of agile testing methodologies. ISTQB Certified Tester - Foundation Level Extension - Agile Tester certification exam is designed to assess the knowledge, skills, and abilities of individuals involved in agile testing projects. The CTFL-AT Certification Exam is an advanced level certification that builds on the foundational knowledge of software testing principles.

>> Exam CTFL-AT Revision Plan <<

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The ISQI CTFL-AT exam is intended for software testers who are already familiar with the basics of software testing and have experience working in an Agile environment. CTFL-AT exam covers topics such as the fundamentals of Agile software development, the Agile testing process, testing in Agile teams, and tools and techniques for Agile testing. The CTFL-AT Exam is a multiple-choice exam that consists of 40 questions and lasts for 60 minutes. The passing score for the exam is 65%. Passing the CTFL-AT exam demonstrates that a tester has a solid understanding of Agile testing practices and is able to apply them effectively in an Agile environment.

ISQI ISTQB Certified Tester - Foundation Level Extension - Agile Tester Sample Questions (Q56-Q61):

NEW QUESTION # 56
Which of the following is a typical task performed by a tester within a Scrum team?

- A. Suggesting improvements in sprint retrospectives
- B. Coaching other team members in self-organization and cross-functionality
- C. Removing impediments to the Scrum team's progress
- D. Prioritizing the items in the product backlog

Answer: A

Explanation:
Comprehensive and Detailed Explanation From Exact Extract:
From CTFL-AT Syllabus v4.0, Section 5.1 and 5.3:
"Testers, like all team members, participate in retrospectives and are encouraged to suggest improvements to team processes and product quality." So Option A is correct. Testers actively engage in retrospectives and suggest improvements based on their testing experience.
* Option B and C refer to Scrum Master responsibilities.
* Option D is the responsibility of the Product Owner.
References:
CTFL-AT Syllabus v4.0, Sections 5.1 and 5.3
Scrum Guide - Scrum Roles and Responsibilities
Learning Objective (K1) - Recall tester tasks within Scrum teams

NEW QUESTION # 57
A calculator application is being developed. The third sprint has been planned to add functionality to the calculator to allow scientific calculations.
Which TWO examples below represent activities that would likely be managed on an agile task board for the third sprint?
1) A task to design the features planned for the next sprint.
2) A task to run an acceptance test for a user story.
3) A task to automate regression tests.
4) A task to participate in training in preparation for the fourth sprint.
5) A task to produce a daily progress report for the agile team members.

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

Answer: C

Explanation:
According to the ISTQB Tester Foundation Level Agile Tester syllabus, an agile task board is a visual tool that displays the status of the work items in an agile sprint. The task board typically shows the user stories, tasks, and their progress from "to do" to "done". The task board helps the agile team to monitor and coordinate their work, and to communicate with stakeholders. Therefore, the examples that represent activities that would likely be managed on an agile task board for the third sprint are those that are related to the user stories, tasks, and their progress in the current sprint. Option A is the correct answer, as it contains two examples of such activities: running an acceptance test for a user story, and automating regression tests. These are both tasks that are part of the testing process in the current sprint, and their status can be tracked on the task board. Option B is not a correct answer, as it contains two examples of activities that are not related to the current sprint: designing the features planned for the next sprint, and participating in training in preparation for the fourth sprint. These are both activities that are part of the planning or learning process for the future sprints, and they are not managed on the task board. Option C is also not a correct answer, as it contains two examples of activities that are not related to the current sprint: participating in training in preparation for the fourth sprint, and producing a daily progress report for the agile team members. These are both activities that are part of the learning or reporting process, and they are not managed on the task board.
Option D is also not a correct answer, as it contains two examples of activities that are not related to the current sprint: designing the features planned for the next sprint, and producing a daily progress report for the agile team members. These are both activities that are part of the planning or reporting process, and they are not managed on the taskboard. References: ISTQB Tester Foundation

Level Agile Tester syllabus, section
2.1.1, page 14; ISTQB Tester Foundation Level Agile Tester syllabus, section 2.1.2, page 15; ISTQB Tester Foundation Level Agile Tester syllabus, section 2.2.1, page 16; ISTQB Tester Foundation Level Agile Tester syllabus, section 2.2.2, page 17.

NEW QUESTION # 58

Which agile development approach incorporates the following practices:
* a project is divided into iterations called sprints
* each sprint results in a potentially releasable/shippable product?

- A. Extreme Programming
- B. Kanban
- C. Scrum
- D. Continuous Integration

Answer: C

Explanation:
Explanation
Scrum is an agile development approach that incorporates the following practices:
a project is divided into iterations called sprints, which are typically 2-4 weeks long each sprint starts with a planning meeting, where the team selects a subset of user stories from the product backlog to work on each sprint ends with a review meeting, where the team demonstrates the potentially releasable/shippable product increment to the stakeholders and collects feedback each sprint also includes a retrospective meeting, where the team reflects on the process and identifies areas for improvement123 References: 1: ISTQB Foundation Level Agile Tester Syllabus, Section
2.1, Agile Software Development1; 2: ASTQB Agile Tester Certification Resources, Section 2.1, Agile Software Development2; 3: What is Agile? | Atlassian3

NEW QUESTION # 59

An Agile team is developing a Pay-TV web portal. In Iteration 3, only PayPal and credit card payments are supported. A new user story in Iteration 4 adds payment using credit from a smartcard.
Which of the following would you expect to describe valid and relevant acceptance tests for this user story?

- A. Tests to check that payments with no credit charged on the smartcard will be unsuccessful
- B. Tests to check that payments with expired credit cards of supported credit card types are unsuccessful
- C. Tests to check that payments with insufficient credit charged on the smartcard are successful
- D. Tests to check that payments with sufficient credit charged on the smartcard are given five percent discount are successful

Answer: A

Explanation:
Comprehensive and Detailed Explanation From Exact Extract:
From CTFL-AT Syllabus v4.0, Section 2.1 Acceptance Criteria and Testability, acceptance tests must be directly related to the new functionality described in the user story.
* Option D is correct - it validates the new feature of paying via smartcard credit, specifically handling edge cases (e.g., zero credit).
* Option A is incorrect - payment should fail with insufficient credit.
* Option B introduces requirements not mentioned in the story.
* Option C tests credit card logic, not the new smartcard functionality.
References:
CTFL-AT Syllabus v4.0, Section 2.1
Learning Objective (K3) - Derive acceptance tests from user stories

NEW QUESTION # 60

Your agile team is using the Testing Quadrants to ensure that all important test levels and test types are covered in the test plan.
In relation to Quadrant 3 - business facing and product critique, what should be considered for the plan?

- A. Exploratory Testing
- B. Functional Testing

- C. Performance Testing
- D. Prototype Testing

Answer: A

Explanation:
Exploratory testing is a type of testing that involves simultaneous learning, test design, and test execution. It is suitable for Quadrant 3 because it is business facing and product critique, meaning that it focuses on the user's perspective and the quality attributes of the product. Exploratory testing can help discover new risks, requirements, and defects that may not be covered by other test levels and test types. It can also provide feedback on the usability, functionality, and reliability of the product. References: ISTQB Foundation Level Agile Tester Syllabus1, Section 2.3.2, page 17; ISTQB Glossary of Testing Terms2, version 4.0, page 23.

NEW QUESTION # 61

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