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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 – iii, 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 CTFL-AT (ISTQB Certified Tester - Foundation Level Extension - Agile Tester) Exam is a globally recognized certification designed for professionals who wish to demonstrate their knowledge and skills in Agile Testing. ISTQB Certified Tester - Foundation Level Extension - Agile Tester certification is designed to validate a candidate's understanding of Agile methodologies and how they can be applied to software testing.

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Sample Questions (Q66-Q71):

NEW QUESTION # 66

Which of the following statements best describes how development and testing activities are integrated in Agile projects?

- A. Testers can start testing a user story only when it is "done", meaning when the coding of that user story is finished
- B. The performances of developers are measured on implemented story points while the performances of testers on executed test cases and defect counts
- C. Agile teams often adopt exploratory testing, where test design and test execution occur at the same time, usually guided by a test charter
- D. Both business stakeholders and testers can test user stories during their development within an iteration to provide fast feedback to the developers

Answer: D

Explanation:

Comprehensive and Detailed Explanation From Exact Extract:

From CTFL-AT Syllabus v4.0, Section 2.4 Testing and Iterations, it states:

"In Agile projects, developers and testers work together to ensure the correct functionality is delivered during the iteration. Business representatives and testers may also validate the software during development to provide quick feedback." This confirms that Option D is correct - collaborative testing by stakeholders and testers during development is a core Agile practice.

* Option A is incorrect - testing does not wait for "done"; it occurs concurrently with development.

* Option B misrepresents Agile - performance isn't based on metrics like defect counts.

* Option C is true in general, but does not directly answer the integration of testing and development activities.

References:

CTFL-AT Syllabus v4.0, Section 2.4

Learning Objective (K2) - Understand integration of development and testing in Agile

NEW QUESTION # 67

Which of the following tools would you expect to be the most useful to report defects found during exploratory testing sessions in Agile projects?

- A. Application lifecycle management (ALM) and task management tools
- B. Tools that capture and log activities performed on an application during its use
- C. Tools that generate data to populate an application's database
- D. Continuous integration and build distribution tools

Answer: B

Explanation:

Comprehensive and Detailed Explanation From Exact Extract:

From CTFL-AT Syllabus v4.0, Section 3.1 Exploratory Testing:

"Exploratory testing benefits from tools that record tester activity, allowing the tester to reproduce and document issues found during unscripted testing sessions." Option D is correct - activity capture tools help testers log, replay, and report findings effectively in exploratory sessions.

* Option A is for test data preparation, not reporting.

* Option B is related to integration, not exploratory testing.

* Option C helps track tasks but lacks session capture features.

References:

CTFL-AT Syllabus v4.0, Section 3.1

Learning Objective (K2) - Use appropriate tools during exploratory testing

NEW QUESTION # 68

Which ONE of the following is an example of a typical "Business-oriented work product"?

- A. A user manual.
- B. The released product.
- C. Acceptance testing entry criteria.
- D. Usability testing test results.

Answer: A

Explanation:

Explanation

Business-oriented work products are those that describe what is needed (e.g., requirements specifications) and how to use it (e.g., user documentation). A user manual is an example of a business-oriented work product, as it provides instructions and guidance on how to use the product from the user's perspective. A user manual may also contain information about the product's features, benefits, and limitations. A user manual is typically written by technical writers, who may collaborate with developers, testers, and business analysts to ensure the accuracy and clarity of the content. A user manual may be delivered in various formats, such as printed, online, or interactive. References: ISTQB Foundation Level Agile Tester Syllabus1, Section 1.2.1, page 10; ASTQB Agile Tester Certification Resources2, Section 1.2.1, page 10.

NEW QUESTION # 69

Which of the following allows a developer to define accurate unit tests focused on business needs?

- A. Acceptance Test-Driven Development
- B. Test-Driven Development
- **C. Behavior-Driven Development**
- D. Design-Driven Development

Answer: C

Explanation:

Behavior-Driven Development (BDD) is a software development approach that allows a developer to define accurate unit tests focused on business needs. BDD uses a common language that is understandable by both technical and non-technical stakeholders, such as Given-When-Then scenarios. BDD helps to align the development and testing activities with the customer expectations and business goals . References:

* : ISTQB Foundation Level Agile Tester Syllabus, Version 2014, Section 2.2.2

* : ASTQB Agile Tester Certification Resources, Agile Testing Foundations, Chapter 3, Section 3.2.2

NEW QUESTION # 70

An Agile project is aimed at developing an e-commerce website that will allow registered users to purchase digital books. During the checkout process, only credit card payments, with supported credit card types, will be accepted.

Consider the following acceptance criterion for a given user story of this Agile project:

"Check that the number of steps required to complete a purchase order during the checkout process is minimized, in order to reduce the risk that the customers will leave the website without completing their orders." Which of the following information would you expect to be the most relevant to create a test aimed at covering this acceptance criterion?

- A. The maximum number of steps to complete the registration process
- B. The maximum number of digital books that can be purchased in a single order
- **C. The maximum number of steps to complete the checkout process**
- D. The supported credit card types

Answer: C

Explanation:

Comprehensive and Detailed Explanation From Exact Extract:

FromCTFL-AT Syllabus v4.0, Section 2.1Acceptance Criteria and Testability, it states:

"Tests should directly address the acceptance criteria defined for a user story. Testers evaluate if the implemented feature meets the criteria, often using quantitative data like number of steps, time taken, or interaction patterns." Theacceptance criterionspecifically refers tominimizing steps during checkout, soOption Dis most directly aligned with what needs to be tested.

* Options A, B, and Care unrelated to the acceptance criterion's goal ofreducing abandonment due to complex checkout.

References:

CTFL-AT Syllabus v4.0, Section 2.1

Learning Objective (K2) - Understand testability of acceptance criteria

NEW QUESTION # 71

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