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ISQI ISTQB Certified Tester - Foundation Level Extension - Agile Tester Sample Questions (Q59-Q64):

NEW QUESTION # 59

Which statement about an Agile task board is CORRECT?

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

Answer: B

Explanation:

An Agile task board is a visual framework to display and sync up on the tasks moving between production steps. It is usually applied to the two most popular Agile development frameworks - Kanban and Scrum. Used by software developers and project managers, an Agile board helps manage workloads in a flexible, transparent, and iterative way¹. An Agile task board provides a detailed visual

representation of the whole team's status, showing which tasks remain to be started, which are in progress, and which are done. It also helps to track the progress of the current sprint, identify bottlenecks, and facilitate collaboration and communication among team members. References:

* : ISTQB Foundation Level Agile Tester Syllabus, Version 2014, Section 2.1.1

* : ASTQB Agile Tester Certification Resources, Agile Testing Foundations, Chapter 2, Section 2.1.1

* : 6

NEW QUESTION # 60

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

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

Answer: A

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 # 61

Which of the following statements is FALSE regarding early and frequent feedback?

- A. Early feedback provides the Agile team with information on its productivity.
- B. Early feedback helps to deliver a product that better reflects what the customer wants.
- C. Early feedback promotes early discovery and resolution of quality problems.
- **D. Early feedback decreases the amount of time needed for system testing.**

Answer: D

Explanation:

Early and frequent feedback is one of the core values of Agile development. It helps the Agile team to deliver features with the highest business value first, to discover and resolve quality problems as soon as possible, to provide information on the team's productivity and progress, and to ensure that the product meets the customer's expectations and needs. However, early feedback does not necessarily decrease the amount of time needed for system testing, as system testing is still an important activity in Agile projects to verify the integration and functionality of the whole system. Early feedback may reduce the number of defects found in system testing, but it does not eliminate the need for system testing. References: ISTQB Foundation Level Agile Tester Extension Syllabus1, page 10; ISTQB Agile Tester Sample Exam2, question 11.

NEW QUESTION # 62

Which of the following statements about the Planning poker test estimate technique are CORRECT?

- 1) Planning poker is a consensus based technique using a deck of cards.
- 2) A low test estimate usually means the story should be broken down into multiple smaller stories.
- 3) A high test estimate usually means the story should be broken down into multiple smaller stories.

- 4) One poker round is played and then consensus has to be reached.
5) The risk level of each backlog item should be decided before the poker session.

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

Answer: D

NEW QUESTION # 63

Which of the following statements about the testing quadrants model is true?

- A. Each of the four testing quadrants (Q1, Q2, Q3, and Q4) contains different test types and test levels, and these quadrants are numbered to describe the order in which the associated test types and test levels shall be performed in an Agile project (Q1 first, Q4 last)
- B. Each of the four testing quadrants (Q1, Q2, Q3, and Q4) contains different test types and test levels, and these quadrants can be used by Agile teams and other stakeholders to ensure that all important test types and test levels are included in an Agile project
- C. Each of the four testing quadrants (Q1, Q2, Q3, and Q4) represents a different test level (Q1 = Unit, Q2 = Integration, Q3 = System, and Q4 = Acceptance) and describes the different test types that shall be performed by Agile teams in that test level for an Agile project
- D. Each of the four testing quadrants (Q1, Q2, Q3, and Q4) contains different test types and test levels, and these quadrants are numbered to describe the risk level associated with the test types (Q1 = least risky, Q4 = most risky)

Answer: B

Explanation:

Comprehensive and Detailed Explanation From Exact Extract:

From CTFL-AT Syllabus v4.0, Section 3.4 The Testing Quadrants, it states:

"The Agile testing quadrants are used to ensure that the team considers all important test types and levels during an Agile project.

The quadrants categorize tests by their purpose (support development, critique the product) and by the type of feedback (business-facing vs technology-facing)." Thus, Option C correctly reflects the use and purpose of the quadrants as a guidance tool, not a fixed sequence or hierarchy.

* Option A and B are incorrect - the quadrants are not mapped to strict levels or chronological order.

* Option D is false - risk is not the basis for quadrant numbering.

References:

CTFL-AT Syllabus v4.0, Section 3.4

Learning Objective (K2) - Understand the Agile testing quadrants

NEW QUESTION # 64

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