

# **Pass Guaranteed 2026 Efficient ISQI CTFL-AT: Vce ISTQB Certified Tester - Foundation Level Extension - Agile Tester Test Simulator**



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It is important to cover ISTQB Certified Tester - Foundation Level Extension - Agile Tester (CTFL-AT) exam topics and check if you need to practice them. If you are talking about the ISQI CTFL-AT certification exam, you need to practice and overcome mistakes. If you do not practice for it, chances are that you might get confused while appearing for the CTFL-AT Exam. When you get the test study material, it comes with the ISQI CTFL-AT practice exams (desktop & web-based) to solve.

To prepare for the CTFL-AT exam, candidates can take advantage of various resources, such as training courses, study guides, and practice exams. ISQI provides a comprehensive training program that covers all the topics included in the exam. There are also several study guides available, including the ISTQB Agile Tester Extension Syllabus and the Agile Testing: A Practical Guide for Testers and Agile Teams book.

The ISQI CTFL-AT exam is divided into multiple sections, including Agile software development, fundamental Agile testing concepts, testing processes in Agile projects, and tools used in Agile testing. CTFL-AT Exam is a multiple-choice format, and candidates must score a minimum of 65% to pass. CTFL-AT exam is available in several languages and can be taken online or in-person through an accredited testing provider. The ISQI CTFL-AT certification is valid for five years, after which candidates must recertify by taking a revalidation exam.

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## ISQI ISTQB Certified Tester - Foundation Level Extension - Agile Tester Sample Questions (Q60-Q65):

### NEW QUESTION # 60

Which of the following statements best describes test-driven development?

- A. A high-level description of the test levels to be performed and the testing within those levels for an organization or programme (one or more projects)
- B. An approach to software development based on iterative incremental development, where requirements and solutions evolve through collaboration between self-organizing cross-functional teams
- C. A way of developing software where the test cases are developed, and often automated, before the software to run those test cases has been written
- D. A way of testing software where test design and test execution occur at the same time, guided by a test charter during time-boxed testing sessions

**Answer: C**

Explanation:

Comprehensive and Detailed Explanation From Exact Extract:

From CTFL-AT Syllabus v4.0, Section 3.2 Test-Driven Development, it states:

"Test-Driven Development (TDD) is a practice where test cases are written before the code is developed.

Typically, these tests are automated, and the code is written to make the tests pass." This directly matches Option A, making it the correct and complete answer.

Let's review the other options:

\* Option B describes a test strategy, not TDD.

\* Option C is a definition of Agile software development, not TDD.

\* Option D describes exploratory testing, not TDD.

References:

CTFL-AT Syllabus v4.0, Section 3.2

Learning Objective (K2) - Understand the principles of test-driven development

### NEW QUESTION # 61

Consider an online application that allows registered users to pay the annual car tax based on the vehicle's engine power in kW.

Given the following user story:

"As a customer I need the online application to calculate the annual car tax amount that I need to pay for my car:

\* If the power of the vehicle is less than 20 kW, then the annual car tax is free

\* If the power of the vehicle is more or equal than 20 kW but less or equal than 150 kW, then the annual car tax is 250 Euros

\* If the power of the vehicle is more than 150 kW, then the annual car tax is 750 Euros" What is the MOST suitable use of a black-box test design technique for this user story?

- A. State transition testing. Test the transitions between the following states: logging in, inserting the power of the vehicle, making payment, logging out.
- B. Use case testing. Test the following use case (Actor=registered user): Pre-condition=registered user logged in Scenario=registered user inserts the power of the vehicle, making payment and logs out Post-condition=car tax paid and registered user logged out
- C. Equivalence partitioning. Test the annual car tax value for the following partitions: [power of the vehicle < 20 kW ; 20 kW power of the vehicle ≤ 150 kW; power of the vehicle > 150 kW]
- D. Decision table testing. Test the following conditions: Conditions=registered user logged in; inserted power of the vehicle=20kW; Action=Car tax paid

**Answer: C**

Explanation:

Explanation

Equivalence partitioning is a black-box test design technique that divides the input domain of a system into classes of data from which test cases can be derived. The idea is that if a system works correctly for a representative value from an equivalence class, it will work correctly for all values from that class, and vice versa. Equivalence partitioning reduces the number of test cases by eliminating redundant ones. For the given user story, equivalence partitioning is the most suitable technique because it can test the different outcomes of the annual car tax calculation based on the power of the vehicle, which is the main input for the system. By testing one value from each partition, the tester can verify the functionality of the system and detect any errors in the calculation logic.

The other techniques are not as suitable because they do not focus on the input domain of the system, but rather on the conditions, transitions, or scenarios that are not directly related to the user story. References:

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

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

### NEW QUESTION # 62

Which of the following activities would you expect most likely to be performed during daily stand-up meetings?

- A. Identifying specific quality risks associated with the next iteration
- B. Creating acceptance tests for the user stories selected for the current iteration
- C. Discussing what did not work well during the previous iteration
- **D. Highlighting blocking issues that are impeding the test progress**

**Answer: D**

Explanation:

Comprehensive and Detailed Explanation From Exact Extract:

From CTFL-AT Syllabus v4.0, Section 5.2 Daily Stand-Ups, it states:

"The daily stand-up is a short meeting used to discuss progress, plans for the day, and any impediments that are blocking progress."

Therefore, Option B is correct - highlighting impediments/blockers is a key goal of the daily stand-up.

\* Option A is retrospective activity.

\* Option C is done during planning or risk assessment, not the daily meeting.

\* Option D is part of iteration planning, not the stand-up.

References:

CTFL-AT Syllabus v4.0, Section 5.2

Learning Objective (K1) - Recall daily stand-up purpose and format

### NEW QUESTION # 63

Consider an Agile project aimed at developing a test management tool. This tool allows Test Managers to generate progress reports for test analysis, test design and test execution phases in traditional projects. Consider the following user story of this Agile project:

"As a Test Manager who is looking at a progress report, I want to be able to print this progress report, so that I can keep a hard copy for my daily records." For this user story the following acceptance criterion is defined:

"Given that I am a Test Manager looking at a progress report,

When I click the 'Print' button,

Then the progress report should be printed"

Based only on the given information, which of the following would you expect most likely to be true?

- A. Both the user story and the acceptance criterion are expressed in adequate form, but the user story does not describe functionality that is valuable to the user
- B. Both the user story and the acceptance criterion are expressed in adequate form, but the user story is not testable
- C. During the conversation, the acceptance criterion should not be discussed since it is described using the Given-When-Then template
- **D. During the conversation, the need to update the acceptance criterion by specifying that a date stamp be visible on the printout could emerge**

**Answer: D**

Explanation:

Comprehensive and Detailed Explanation From Exact Extract:

From the CTFL-AT Syllabus v4.0, Section 2.1 User Stories and Acceptance Criteria, it states:

"Acceptance criteria are defined collaboratively and refined during the conversation to ensure mutual understanding. They may be added or updated as new insights emerge." This supports Option D, which reflects how acceptance criteria evolved during conversations - a key component of the "Card, Conversation, Confirmation" model.

\* Option A is incorrect - the user story is testable, especially with the acceptance criterion.

\* Option B is false - the story provides clear user value (printed hard copy for daily records).

\* Option C is misleading - the Given-When-Then format supports discussions; it doesn't replace them.

References:

CTFL-AT Syllabus v4.0, Section 2.1

Learning Objective (K2) - Understand how acceptance criteria support collaboration and testability

Which agile development approach incorporates the following practices:

\* a project is divided into iterations called sprints

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

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