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ISQI CTFL-AT (ISTQB Certified Tester - Foundation Level Extension - Agile Tester) exam is a globally recognized certification designed to test the skills and knowledge of software testers in the agile environment. CTFL-AT exam is an extension of the ISTQB Foundation Level and focuses on the specific skills needed by testers working in an agile environment.

The CTFL-AT certification exam covers various topics related to agile testing, including agile software development, principles of agile testing, testing in an agile team, testing techniques, and tools for agile testing. CTFL-AT Exam also assesses the candidate's ability to apply agile testing practices in real-world scenarios. ISTQB Certified Tester - Foundation Level Extension - Agile Tester certification exam comprises of 40 multiple-choice questions, and the candidate must score at least 65% to pass the exam.

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The Agile methodology has gained significant popularity in recent years, and many organizations have adopted it to improve their software development process. Agile Testing is an essential aspect of this methodology, and this certification validates the candidate's ability to work in an Agile environment. The CTFL-AT Certification provides candidates with a competitive edge in the job market and enhances their career opportunities.

ISQI ISTQB Certified Tester - Foundation Level Extension - Agile Tester Sample Questions (Q15-Q20):

NEW QUESTION # 15
Which of the following is NOT a statement of value from the Agile Manifesto?

- A. Processes and tools over individuals and interactions.
- B. Customer collaboration over contract negotiation.
- C. Working software over comprehensive documentation
- D. Responding to change over following a plan.

Answer: A

NEW QUESTION # 16
Consider an Agile team using a development practice with these steps:
* Write a failing test for a small piece of code
* Make the test pass by implementing minimal code
* Refactor the code
* Repeat the process with additional small functionality
Which one of the following testing quadrants would the tests produced with this practice be part of?

- A. Q2 - Business-facing tests that support the team
- B. Q3 - Business-facing tests that critique the product
- C. Q1 - Technology-facing tests that support the team
- D. Q4 - Technology-facing tests that critique the product

Answer: C

Explanation:
Comprehensive and Detailed Explanation From Exact Extract:
From CTFL-AT Syllabus v4.0, Section 3.2 Test-Driven Development, and Section 3.4 Testing Quadrants:
"TDD focuses on writing unit tests before code is implemented. These are technology-facing tests that support the team and are categorized under Q1." Therefore, Option D is correct.
* Option A involves performance/security testing.
* Option B and C involve business-facing tests, not applicable to TDD.
References:
CTFL-AT Syllabus v4.0, Sections 3.2 and 3.4
Learning Objective (K2) - Identify test types and quadrants

NEW QUESTION # 17
You have been asked to explain to your client how to define acceptance criteria that are fully testable. Which of the following is the BEST EXAMPLE for testable acceptance criteria?

- A. The program's icon should be clear and attractive.
- B. Action "Reopen" must be available only for a user with a specific authorization level.
- C. The interface to External System shall be specified.
- D. The "ID" field must accept input value of a length between 2 and 10 characters.

Answer: D

Explanation:
Explanation
According to the ISTQB Tester Foundation Level Agile Tester syllabus, acceptance criteria are a set of conditions that a user story must satisfy to be accepted by the customer or stakeholder. Acceptance criteria should be testable, meaning that they can be verified by objective measurements or observations. Testable acceptance criteria should be clear, unambiguous, complete, and consistent. Therefore, option A is the best example for testable acceptance criteria, as it specifies a clear and measurable condition for the input value of the ID field. Option B is not a good example for testable acceptance criteria, as it is vague and does not define any specific condition or expectation for the interface to External System. Option C is not a good example for testable acceptance criteria, as it is incomplete and does not specify what the specific authorization level is or how it is determined. Option D is not a good example for testable acceptance criteria, as it is subjective and not measurable. What is clear and attractive for one user may not be for another. References: ISTQB Tester Foundation Level Agile Tester syllabus, section 1.1.1, page 7; ISTQB Tester Foundation Level Agile Tester syllabus, section 1.1.2, page 8; ISTQB Tester Foundation Level Agile Tester syllabus, section 3.1.1, page 23; ISTQB Tester Foundation Level Agile Tester syllabus, section 3.1.2, page 24.

NEW QUESTION # 18

Which of the following statements would you expect to be the MOST direct advantage of the whole-team approach?

- A. Reducing the involvement of business representatives because of the increased communication and collaboration between testers and developers.
- B. Avoiding requirements misunderstandings which may not have been detected until later in the development cycle when they are more expensive to fix.
- C. Having at least once a day an automated build and test process that detects integration errors early and quickly.
- D. Capitalizing on the combined skills of business representatives, testers and developers working together to contribute to project success.

Answer: D

Explanation:
Explanation
The whole-team approach is a principle of agile testing that involves everyone with different knowledge and skills to ensure project success. The whole-team approach means that the business representatives, testers, and developers work together in every step of the development process, from planning to delivery. The whole-team approach aims to enhance communication and collaboration within the team, leverage the various skill sets of the team members, and make quality everyone's responsibility12. Therefore, the statement C is the most direct advantage of the whole-team approach, as it captures the essence of the principle and its benefits. The other statements are not directly related to the whole-team approach, or are incorrect. Statement A is about continuous integration, which is a practice of agile development that involves having at least once a day an automated build and test process that detects integration errors early and quickly. Continuous integration is not a direct consequence of the whole-team approach, although it may be facilitated by it13. Statement B is about avoiding requirements misunderstandings, which may be a benefit of the whole-team approach, but not the most direct one. The whole-team approach does not only focus on requirements, but also on design, implementation, testing, and delivery. Moreover, avoiding requirements misunderstandings may also depend on other factors, such as the quality of the user stories, the use of acceptance criteria, and the feedback from the customers and users14. Statement D is incorrect, as it contradicts the whole-team approach. The whole-team approach does not reduce the involvement of business representatives, but rather increases it.
Business representatives are an integral part of the whole-team approach, as they provide the vision, the value, and the validation of the product. They collaborate with the testers and developers to define the features, prioritize the backlog, and verify the outcomes12. References: ISTQB Foundation Level Agile Tester Syllabus1, Section 1.2.1, page 9; What is Whole Team Approach in Agile Testing?2, Section What is Whole Team Approach?; Continuous Integration3, Section What is Continuous Integration?; Effective User Stories -
3C's and INVEST Guide4, Section The 3 C's (Card, Conversation, Confirmation) of User Stories.

NEW QUESTION # 19

You are working in a team preparing a bank loan application. Your task is the preparation of acceptance tests for the following user story:
"IF a customer needs a loan for less than 50,000 Euros and they have made repayments regularly (without any delay) and the customer's monthly income is more than 3000 Euros for the last year, THEN the bank will accept the loan request; in other cases,

the bank will not accept the request. A customer assistant is responsible for preparing data for approval but the approval is done by the bank manager." Which of the following test cases can be treated as acceptance test criteria for the above user story?

1) As a customer assistant I can log in to the system and check the history of the customer account for the last year.
2) As a customer assistant I can log in to the system and check the history of the customer debts and repayments.
3) As a customer assistant I can log in to the system and change my password.
4) As a bank manager I can log in to the system and receive the information of all requests waiting for approval.
5) As a bank manager I can log in to the system and decide whether to approve a loan for a customer.
6) As a bank manager I can log in to the system within 10 seconds.

- A. Acceptance test criteria are 2, 4, 5 and 6
- B. Acceptance test criteria are 1, 2, 4 and 5
- C. Acceptance test criteria are 1, 2, 3 and 6
- D. Acceptance test criteria are 1, 3, 4 and 5

Answer: B

NEW QUESTION # 20
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