

# Free PDF Quiz 2026 Updated CTFL-AT: ISTQB Certified Tester - Foundation Level Extension - Agile Tester Valid Dumps Ebook



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Itexamguide presents CTFL-AT exam questions in a convenient PDF format for effective preparation for the ISTQB Certified Tester - Foundation Level Extension - Agile Tester (CTFL-AT) exam. ISQI CTFL-AT exam questions PDF file is designed for easy comprehension, allowing you to download it onto various smart devices. Whether you possess a PC, laptop, Mac, tablet, or smartphone, accessing your CTFL-AT Practice Exam Questions PDF anytime and anywhere is effortless.

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.

To prepare for the ISQI CTFL-AT Exam, candidates should have a basic understanding of software testing and Agile methodologies. They should also have practical experience in Agile testing and be familiar with Agile testing tools and techniques. Candidates can take advantage of various study materials, including textbooks, online courses, and practice exams, to prepare for the exam. Passing the CTFL-AT Exam requires a score of at least 65%, and successful candidates will receive the CTFL-AT certification, which is valid for three years.

ISQI CTFL-AT Certification Exam is a valuable certification for software testers seeking to advance their careers in agile testing. CTFL-AT exam covers essential topics in agile development processes and methodologies and requires a deep understanding of the testing process. ISTQB Certified Tester - Foundation Level Extension - Agile Tester certification serves as an indicator of an individual's expertise and commitment to continuous learning and professional development.

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## ISQI CTFL-AT Real Questions, New CTFL-AT Exam Testking

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## ISQI ISTQB Certified Tester - Foundation Level Extension - Agile Tester Sample Questions (Q41-Q46):

### NEW QUESTION # 41

What is the main benefit of the Test Pyramid?

- A. It shows complexity of testing activities.
- **B. It helps in evaluating the amount of test cases needed.**
- C. It means testing is involved early in the development cycle.
- D. It acts as a metric for testing progress.

**Answer: B**

Explanation:

The Test Pyramid is a model for organizing tests in a way to make the process of testing faster, efficient and cost-effective. This model focusses on getting maximum functional testing getting covered by faster and less brittle tests like Unit and API tests. The main benefit of the Test Pyramid is that it helps in evaluating the amount of test cases needed for each level of testing. The Test Pyramid suggests that the number of test cases should decrease as we move up the pyramid, from unit tests to integration tests to end-to-end tests. This is because unit tests are more granular, isolated, and easy to write and maintain, while end-to-end tests are more complex, dependent, and brittle. The Test Pyramid also helps in balancing the test coverage and the test execution time, as unit tests provide high coverage and low execution time, while end-to-end tests provide low coverage and high execution time. By following the Test Pyramid, teams can optimize their testing efforts and resources, and ensure that they have a sufficient and effective test suite for their software. References:

ISTQB Foundation Level Agile Tester Syllabus, Section 2.2.1, page 16; ASTQB Agile Tester Certification Resources, Section 2.2.1, page 16; What is Test Pyramid : Getting started with Test Automation Pyramid, The Practical Test Pyramid - Martin Fowler, Testing Pyramid: What Is It and How To Use It | Solvd.

### NEW QUESTION # 42

Which of the following statements about Agile retrospectives is true?

- A. Traditional projects require feedback from retrospectives; however, Agile retrospectives do not require follow-up activities
- **B. Agile retrospectives should also provide feedback to the current iteration planning regarding planning accuracy, contents, and the efficiency of the work in the team**
- C. Agile retrospectives should be focused mainly on obstructions and hindrances that are outside the control of the team because these issues are more challenging
- D. Agile retrospectives should be focused on the team members and business representatives, and other participants should not attend or contribute

**Answer: B**

Explanation:

Comprehensive and Detailed Explanation From Exact Extract:

From the CTFL-AT Syllabus v4.0, Section 5.1, it states:

"The team uses the retrospective to review how they worked during the iteration, including planning accuracy and team collaboration, and to identify actionable improvements." Thus, Option D is correct - retrospectives help reflect on iteration planning accuracy, team dynamics, and efficiency to improve future iterations.

\* Option A is incorrect - retrospectives aim to focus on what the team can improve, not just on external hindrances.

\* Option B is false - Agile retrospectives require follow-up, often in the form of action items tracked in the next iteration.

\* Option C is incorrect - Product Owner and possibly others may contribute, depending on team context.

References:

CTFL-AT Syllabus v4.0, Section 5.1

Learning Objective (K2) - Understand retrospective purpose and follow-up actions

### NEW QUESTION # 43

You are a tester in an agile team. The user story you are due to test is still under development so your tests are blocked. The main issue holding progress on this user story is that the developer's unit tests are constantly failing.

As an agile tester, which of the following actions should you take?

- A. Create a bug report for each of your blocked tests.
- B. Use the time to improve and automate existing test cases of other user stories.
- **C. Work together with the developer, suggesting reasons why the tests are failing.**
- D. Review the design of the problematic user story and improve it where possible.

**Answer: C**

#### NEW QUESTION # 44

An Agile team uses a burndown chart and a task board to track progress within each iteration. In the burndown chart, the x-axis represents the days of iteration, while the y-axis represents the story points.

The task board uses columns: "To Do", "Ongoing", "Done".

A user story for the current iteration has 20 story points and 4 tasks (T1, T2, T3, T4). At the end of Day 5, all are in "Ongoing". At the end of Day 6, T1 and T2 move to "Done", while T3 and T4 remain "Ongoing".

Which of the following statements would you expect most likely to be true at the end of Day 6?

- **A. The burndown chart should not be updated because T3 and T4 are not "Done" yet**
- B. The burndown chart must be changed to represent the unit of work in hours because story points cannot be used
- C. The burndown chart should be updated with a number of 10 burned story points

**Answer: A**

Explanation:

Comprehensive and Detailed Explanation From Exact Extract:

From CTFL-AT Syllabus v4.0, Section 5.4 Progress Tracking, it explains:

"Burndown charts track completed story points, which are only counted when the entire user story is 'done'. Since T3 and T4 are not complete, and the user story is only complete when all its tasks are done, the story points are not yet burned. So, Option C is correct.

\* Option A is incorrect - partial completion does not burn partial story points.

\* Option B misrepresents the chart's purpose - story points remain the unit.

References:

CTFL-AT Syllabus v4.0, Section 5.4

Learning Objective (K2) - Understand how progress is tracked in Agile

#### NEW QUESTION # 45

Based on the skills required for testers in Agile teams, which of the following activities would you expect least likely to be performed by testers in Agile projects?

- A. Identifying and updating test cases from previous iterations that are affected by the changes made in the current iteration
- B. Working collaboratively with a developer to develop and test a feature
- **C. Tracking the failures of the unit tests that are written when using the Test-Driven Development practice**
- D. Actively participating in specification workshops aimed at clarifying user stories through examples that will be transformed into tests

**Answer: C**

Explanation:

Comprehensive and Detailed Explanation From Exact Extract:

From CTFL-AT Syllabus v4.0, Section 3.2 Test-Driven Development, and 1.3 The Whole-Team Approach, testers:

"Collaborate in test-related activities including test case creation, exploratory testing, and user story clarification."

"Unit tests are typically the responsibility of developers, especially in TDD practices." Therefore, Option A is least likely, as unit test tracking in TDD is primarily a developer responsibility, not a tester's routine task.

\* Options B, C, and D all describe key Agile tester activities, such as maintaining regression tests, collaborating with developers, and participating in specification workshops (BDD/ATDD practices)

References:

CTFL-AT Syllabus v4.0, Sections 1.3, 3.2

Learning Objective (K2) - Understand tester roles and responsibilities in Agile

#### NEW QUESTION # 46

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