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## ISQI ISTQB Certified Tester - Foundation Level Extension - Agile Tester Sample Questions (Q27-Q32):

### NEW QUESTION # 27

A calculator application is being developed. The third sprint has been planned to add functionality to the calculator to allow scientific calculations.

Which TWO examples below represent activities that would likely be managed on an agile task board for the third sprint?

- 1) A task to design the features planned for the next sprint.
- 2) A task to run an acceptance test for a user story.
- 3) A task to automate regression tests.
- 4) A task to participate in training in preparation for the fourth sprint.
- 5) A task to produce a daily progress report for the agile team members.

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

### Answer: D

Explanation:

According to the ISTQB Tester Foundation Level Agile Tester syllabus, an agile task board is a visual tool that displays the status of the work items in an agile sprint. The task board typically shows the user stories, tasks, and their progress from "to do" to "done". The task board helps the agile team to monitor and coordinate their work, and to communicate with stakeholders. Therefore, the examples that represent activities that would likely be managed on an agile task board for the third sprint are those that are related to the user stories, tasks, and their progress in the current sprint. Option A is the correct answer, as it contains two examples of such activities: running an acceptance test for a user story, and automating regression tests. These are both tasks that are part of the testing process in the current sprint, and their status can be tracked on the task board. Option B is not a correct answer, as it contains two examples of activities that are not related to the current sprint: designing the features planned for the next sprint, and participating in training in preparation for the fourth sprint. These are both activities that are part of the planning or learning process for the future sprints, and they are not managed on the task board. Option C is also not a correct answer, as it contains two examples of activities that are not related to the current sprint: participating in training in preparation for the fourth sprint, and producing a daily progress report for the agile team members. These are both activities that are part of the learning or reporting process, and they are not managed on the task board.

Option D is also not a correct answer, as it contains two examples of activities that are not related to the current sprint: designing the features planned for the next sprint, and producing a daily progress report for the agile team members. These are both activities that are part of the planning or reporting process, and they are not managed on the taskboard. References: ISTQB Tester Foundation Level Agile Tester syllabus, section

2.1.1, page 14; ISTQB Tester Foundation Level Agile Tester syllabus, section 2.1.2, page 15; ISTQB Tester Foundation Level Agile Tester syllabus, section 2.2.1, page 16; ISTQB Tester Foundation Level Agile Tester syllabus, section 2.2.2, page 17.

### NEW QUESTION # 28

Which of the following statements about Agile retrospectives is CORRECT?

- A. Agile retrospectives should be focused mainly on impediments that are outside the control of the team because these issues are more challenging.
- B. During Agile retrospectives, testers should be encouraged to provide constructive suggestions only on non-testing activities.
- C. Unlike working sessions or meetings held in non-Agile projects, Agile retrospectives do not require follow-up activities.
- D. In an Agile retrospective the moderator can encourage and make sure that good practices are kept by the team, by asking what the team is doing well.

### Answer: D

Explanation:

Explanation

An Agile retrospective is a regular meeting where the team reflects on their work process and identifies the areas for improvement<sup>12</sup>. The following statements about Agile retrospectives are correct<sup>12</sup>:

During Agile retrospectives, testers should be encouraged to provide constructive suggestions on both testing and non-testing activities, as testing is an integral part of the Agile team and testers can contribute to the overall quality of the product and the process.

In an Agile retrospective, the moderator can encourage and make sure that good practices are kept by the team, by asking what the team is doing well. This helps to reinforce the positive aspects of the team's work and to appreciate the team members' efforts and achievements.

Agile retrospectives should be focused mainly on impediments that are within the control of the team because these issues are more actionable and can be resolved by the team. Impediments that are outside the control of the team should also be discussed, but they may require the involvement of other stakeholders or external parties to be addressed.

The following statement about Agile retrospectives is incorrect12:

Unlike working sessions or meetings held in non-Agile projects, Agile retrospectives do require follow-up activities. The team should agree on the action items that result from the retrospective and assign them to the responsible team members. The team should also monitor the progress and effectiveness of the action items in the next iteration and review them in the next retrospective.

Therefore, the correct answer is B, as it is the only statement that is correct about Agile retrospectives. References: ISTQB Foundation Level Agile Tester Extension Syllabus1, page 24; ISTQB Agile Tester Sample Exam2,

### NEW QUESTION # 29

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

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

#### Answer: B

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 # 30

Which agile development approach incorporates the following practices:

- \* a project is divided into iterations called sprints
- \* each sprint results in a potentially releasable/shippable product?

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

#### Answer: C

Explanation:

Scrum is an agile development approach that incorporates the following practices:

- \* a project is divided into iterations called sprints, which are typically 2-4 weeks long
- \* each sprint starts with a planning meeting, where the team selects a subset of user stories from the product backlog to work on
- \* each sprint ends with a review meeting, where the team demonstrates the potentially releasable /shippable product increment to the stakeholders and collects feedback
- \* each sprint also includes a retrospective meeting, where the team reflects on the process and identifies areas for improvement123

References: 1: ISTQB Foundation Level Agile Tester Syllabus, Section 2.1, Agile Software Development1; 2: ASTQB Agile Tester Certification Resources, Section 2.1, Agile Software Development2; 3: What is Agile? | Atlassian3

### NEW QUESTION # 31

You are working on an Agile project and have been asked to implement exploratory testing for the current sprint. Which one of the

following is a correct approach to adopt?

- A. Use testers who have not been involved in the sprint to write new test cases from the user stories. These test cases are then executed in a time boxed session for the sprint.
- B. Ask experienced testers to prepare test charters for time boxed sessions lasting no more than 2 hours. Tests should be designed and executed within each session using heuristics, creativity and intuition.
- C. Ask experienced testers to try and find new defects by using the system without the constraint of documentation and tools.
- D. Allocate independent testers to design exploratory tests using test charters in time boxed sessions. Plan to run all sessions in parallel with each session lasting more than 5 hours.

**Answer: B**

Explanation:

Explanation

Exploratory testing is a testing approach that emphasizes learning, creativity, and adaptability. It involves simultaneous test design and test execution, where the tester uses heuristics, intuition, and experience to explore the system under test and discover new information<sup>12</sup>. Exploratory testing can be performed in an Agile project to complement other testing activities, such as test-driven development, behavior-driven development, and acceptance test-driven development<sup>12</sup>.

The correct approach to adopt for exploratory testing in an Agile project is D, as it follows the best practices for exploratory testing<sup>1234</sup>:

Ask experienced testers to prepare test charters for time boxed sessions lasting no more than 2 hours: A test charter is a brief document that describes the scope, objective, and strategy of an exploratory testing session. A test charter helps to guide the tester's exploration and to document the results. A time box is a fixed period of time allocated for an exploratory testing session. A time box helps to focus the tester's attention and to limit the scope of exploration. A time box should not be too long, as it may reduce the tester's concentration and creativity. A recommended duration for a time box is between 45 minutes and 2 hours.

Tests should be designed and executed within each session using heuristics, creativity and intuition:

Exploratory testing is an iterative and interactive process, where the tester designs and executes tests based on the observations and feedback from the system under test. The tester uses heuristics, which are rules of thumb or shortcuts that help to simplify the testing problem and to generate test ideas. The tester also uses creativity and intuition, which are mental abilities that help to generate novel and useful solutions and to make judgments based on incomplete or uncertain information.

The incorrect approaches to adopt for exploratory testing in an Agile project are A, B, and C, as they violate the principles and practices of exploratory testing<sup>1234</sup>:

A: Allocate independent testers to design exploratory tests using test charters in time boxed sessions.

Plan to run all sessions in parallel with each session lasting more than 5 hours: This approach is incorrect because it does not involve simultaneous test design and test execution, which is the essence of exploratory testing. It also uses too long time boxes, which may reduce the tester's concentration and creativity. It also does not leverage the collaboration and communication within the Agile team, as it isolates the testers from the developers and other stakeholders.

B: Ask experienced testers to try and find new defects by using the system without the constraint of documentation and tools: This approach is incorrect because it does not use test charters, which are essential for guiding and documenting the exploratory testing sessions. It also does not use heuristics, creativity, and intuition, which are important for generating test ideas and making decisions. It also implies that exploratory testing is an unstructured and random activity, which is a common misconception. Exploratory testing is a disciplined and systematic approach that requires planning, analysis, and evaluation.

C: Use testers who have not been involved in the sprint to write new test cases from the user stories.

These test cases are then executed in a time boxed session for the sprint: This approach is incorrect because it does not involve simultaneous test design and test execution, which is the essence of exploratory testing. It also uses testers who have not been involved in the sprint, which may reduce their understanding of the system under test and the customer needs. It also does not use test charters, which are essential for guiding and documenting the exploratory testing sessions. It also does not use heuristics, creativity, and intuition, which are important for generating test ideas and making decisions.

References: ISTQB Foundation Level Agile Tester Extension Syllabus<sup>1</sup>, page 23; ISTQB Agile Tester Sample Exam<sup>2</sup>, question 19; Exploratory Testing; ISTQB Agile Tester #56 - What is Exploratory testing?

## NEW QUESTION # 32

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