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ISQI ISTQB Certified Tester - Foundation Level Extension - Agile Tester Sample Questions (Q42-Q47):

NEW QUESTION # 42

Which of the following is NOT a typical task performed by the tester within an Agile team?

- A. Working with business stakeholders to clarify requirements.
- B. Ensuring all project status meetings are held according to the plan.
- C. Ensuring the appropriate testing tasks are scheduled during iteration planning.
- D. Suggesting improvements in team retrospectives.

Answer: B

Explanation:

Explanation

The tester within an Agile team is not responsible for ensuring all project status meetings are held according to the plan. This is typically a task for the Scrum Master, who facilitates the meetings and ensures that the team follows the Agile principles and practices. The tester within an Agile team is responsible for ensuring the appropriate testing tasks are scheduled during iteration planning, suggesting improvements in team retrospectives, and working with business stakeholders to clarify requirements. These are all tasks that contribute to the quality of the software and the testing process, as well as the collaboration and communication within the team and with the customers. References: ISTQB Foundation Level Agile Tester Syllabus, Section 2.3.1, page 171; ISTQB

NEW QUESTION # 43

Which of the following describes the frequency with which usually all changes made to the software are merged and all changed components are integrated regularly in a continuous integration process?

- A. At least once a day
- B. At least once per iteration
- C. At least once a week
- D. At least once a month

Answer: A

Explanation:

Comprehensive and Detailed Explanation From Exact Extract:

From the CTFL-AT Syllabus v4.0, Section 4.2 Continuous Integration, it states:

"Continuous integration involves integrating code into a shared repository several times a day. Each integration is verified by an automated build and automated tests." Hence, Option D - at least once a day - correctly reflects best practice in continuous integration.

* Option A (once per iteration) and B, C are far too infrequent to meet the goals of CI.

* The objective is to detect integration issues early and often, which is only achievable through daily (or more frequent) integrations.

References:

CTFL-AT Syllabus v4.0, Section 4.2

Learning Objective (K2) - Understand frequency and purpose of continuous integration

NEW QUESTION # 44

Which of the following statements describes Configuration Management?

- A. Configuration management is a test management task that deals with developing and applying a set of corrective actions to get a test project on track when monitoring shows a deviation from what was planned
- B. Configuration management consists of all of the test design techniques in which test cases are designed to execute all possible discrete combinations of any set of a specified number of configuration elements
- C. Configuration management aims to identify and document some characteristics of a configuration item, control changes to those characteristics, and record and report change processing and implementation status
- D. Configuration management represents a method for measuring and managing session-based testing, where a session is an uninterrupted period of testing which could last from 60 to 120 minutes

Answer: C

Explanation:

Comprehensive and Detailed Explanation From Exact Extract:

From ISTQB Glossary (also referenced in CTFL-AT):

"Configuration management is a discipline applying technical and administrative direction and surveillance to: identify and document the functional and physical characteristics of a configuration item, control changes to those characteristics, record and report change processing and implementation status, and verify compliance." Thus, Option D is the formal and accurate definition of Configuration Management.

* Option A describes test control, not configuration management.

* Option B refers to session-based testing, unrelated to configuration management.

* Option C refers to combinatorial test design, not configuration control.

References:

ISTQB Glossary (aligned with CTFL-AT)

Learning Objective (K1) - Recall basic concepts of configuration management

NEW QUESTION # 45

Which of the following activities are done in release planning?

- 1) Identifying testable user stories with acceptance criteria.
- 2) Elaborating the user stories into tasks.

- 3) Prioritizing the user stories.
- 4) Creating acceptance tests for the user stories.
- 5) Analyzing risks for each of the user stories.
- 6) Performing high level estimation for the release.

- A. Activities 1, 3 and 6
- B. Activities 1, 4 and 6
- C. Activities 2, 3 and 5
- D. Activities 2 and 4

Answer: A

Explanation:

Explanation

Release planning is a process of defining the scope and timeline for an iterative or incremental product development project. It is used in agile or hybrid projects where a mid- to long-term planning of the product or system development or integration is required¹². Release planning involves the following activities:

Identifying testable user stories with acceptance criteria. User stories are short descriptions of the features or functionalities that the customer or user wants from the product. Acceptance criteria are the conditions that must be met for the user story to be considered done and acceptable. Identifying testable user stories with acceptance criteria helps to define the scope and quality of the release¹³. Prioritizing the user stories. User stories are prioritized based on the value they deliver to the customer or user, as well as the dependencies, risks, and costs associated with them. Prioritizing the user stories helps to determine the order and frequency of the releases¹³.

Performing high level estimation for the release. High level estimation is a technique to estimate the effort, time, and resources needed to complete the user stories in the release. High level estimation can be done using various methods, such as analogy, expert judgment, planning poker, etc. Performing high level estimation for the release helps to set realistic and achievable goals and deadlines¹³.

Therefore, activities 1, 3 and 6 are done in release planning. Activities 2, 4 and 5 are done in iteration planning, which is a more detailed and short-term planning of the work to be done in each iteration or sprint¹³. References: 1: ISTQB Foundation Level Agile Tester Syllabus, Section 2.2, Fundamental Agile Testing Principles, Practices and Processes¹; 2: Agile Release Planning in Hybrid and Agile Projects⁴; 3: How to Create an Agile Release Plan⁵

NEW QUESTION # 46

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

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

Answer: A

Explanation:

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 # 47

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