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To prepare for the CTFL-AT Certification Exam, candidates can attend training courses offered by accredited training providers. These courses cover all the topics included in the exam and provide hands-on experience in agile testing. Candidates can also opt for self-study options, including reading books, watching videos, and taking practice tests. It is recommended that candidates have at least six months of experience working in an agile environment before attempting the exam.

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At FreePdfDump, we are aware that every applicant of the ISTQB Certified Tester - Foundation Level Extension - Agile Tester

(CTFL-AT) examination is different. We know that everyone has a distinct learning style, situations, and set of goals, therefore we offer ISQI CTFL-AT updated exam preparation material in three easy-to-use formats to accommodate every exam applicant's needs. This article will go over the three formats of the ISTQB Certified Tester - Foundation Level Extension - Agile Tester (CTFL-AT) practice material that we offer.

ISQI CTFL-AT (ISTQB Certified Tester - Foundation Level Extension - Agile Tester) certification exam is a globally recognized certification designed for professionals seeking to validate their understanding of agile testing methodologies. ISTQB Certified Tester - Foundation Level Extension - Agile Tester certification exam is designed to assess the knowledge, skills, and abilities of individuals involved in agile testing projects. The CTFL-AT certification exam is an advanced level certification that builds on the foundational knowledge of software testing principles.

ISQI CTFL-AT (ISTQB Certified Tester - Foundation Level Extension - Agile Tester) Certification Exam is a globally recognized certification that focuses on testing in an agile environment. ISTQB Certified Tester - Foundation Level Extension - Agile Tester certification is designed to test the knowledge and skills of testers in agile methodologies and practices. It is an extension of the ISTQB Foundation Level Certification and is ideal for professionals who want to enhance their testing skills in an agile environment.

ISQI ISTQB Certified Tester - Foundation Level Extension - Agile Tester Sample Questions (Q68-Q73):

NEW QUESTION # 68
Which of the following statements best describes how development and testing activities are integrated in Agile projects?

- A. Both business stakeholders and testers can test user stories during their development within an iteration to provide fast feedback to the developers
- B. Testers can start testing a user story only when it is "done", meaning when the coding of that user story is finished
- C. The performances of developers are measured on implemented story points while the performances of testers on executed test cases and defect counts
- D. Agile teams often adopt exploratory testing, where test design and test execution occur at the same time, usually guided by a test charter

Answer: A

Explanation:
Comprehensive and Detailed Explanation From Exact Extract:
From CTFL-AT Syllabus v4.0, Section 2.4 Testing and Iterations, it states:
"In Agile projects, developers and testers work together to ensure the correct functionality is delivered during the iteration. Business representatives and testers may also validate the software during development to provide quick feedback." This confirms that Option D is correct - collaborative testing by stakeholders and testers during development is a core Agile practice.
* Option A is incorrect - testing does not wait for "done"; it occurs concurrently with development.
* Option B misrepresents Agile - performance isn't based on metrics like defect counts.
* Option C is true in general, but does not directly answer the integration of testing and development activities.
References:
CTFL-AT Syllabus v4.0, Section 2.4
Learning Objective (K2) - Understand integration of development and testing in Agile

NEW QUESTION # 69
What is the definition of agile software development?

- A. Testing carried out informally where no formal test preparation or execution takes place, no recognized test design technique is used and there are no expectations for results.
- B. A way of developing software where the test cases are developed, and often automated, before the software under test is developed.
- C. A group of software development methodologies based on iterative incremental development with self- organizing cross-functional teams who cooperate to define requirements and to implement the solution.
- D. A framework to describe the software development lifecycle activities from requirements specification to maintenance where test planning of the various test levels is done as soon as the test basis is ready

Answer: C

Explanation:

Agile software development is a term that encompasses a group of software development methodologies that are based on iterative incremental development, where requirements and solutions evolve through collaboration between self-organizing cross-functional teams. Agile methods promote adaptive planning, evolutionary development and delivery, a time-boxed iterative approach, and encourage rapid and flexible response to change. Some examples of agile methods are Scrum, Extreme Programming (XP), Kanban, and Lean Software Development. References:
* : ISTQB Foundation Level Agile Tester Syllabus, Version 2014, Section 1.1.1
* : ASTQB Agile Tester Certification Resources, Agile Testing Foundations, Chapter 1, Section 1.1.1

NEW QUESTION # 70

An Agile project is aimed at developing an e-commerce website that will allow registered users to purchase digital books. During the checkout process, only credit card payments, with supported credit card types, will be accepted.
Consider the following acceptance criterion for a given user story of this Agile project:
"Check that the number of steps required to complete a purchase order during the checkout process is minimized, in order to reduce the risk that the customers will leave the website without completing their orders." Which of the following information would you expect to be the most relevant to create a test aimed at covering this acceptance criterion?

- A. The maximum number of digital books that can be purchased in a single order
- B. The maximum number of steps to complete the checkout process
- C. The maximum number of steps to complete the registration process
- D. The supported credit card types

Answer: B

Explanation:
Comprehensive and Detailed Explanation From Exact Extract:
From CTFL-AT Syllabus v4.0, Section 2.1 Acceptance Criteria and Testability, it states:
"Tests should directly address the acceptance criteria defined for a user story. Testers evaluate if the implemented feature meets the criteria, often using quantitative data like number of steps, time taken, or interaction patterns." The acceptance criterion specifically refers to minimizing steps during checkout, so Option D is most directly aligned with what needs to be tested.
* Options A, B, and C are unrelated to the acceptance criterion's goal of reducing abandonment due to complex checkout.
References:
CTFL-AT Syllabus v4.0, Section 2.1
Learning Objective (K2) - Understand testability of acceptance criteria

NEW QUESTION # 71

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

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

Answer: C

NEW QUESTION # 72

You are developing the code that controls an industrial Espresso machine which will be operated by waiting staff in restaurants.
The machine is rather complicated and has lots of switches and buttons, so in the next iteration instructions will be provided to the operator on a small LCD screen.
A User Story for the Operator-Instructions module is as follows:
"As an operator of the Espresso machine, I would like to know how to steam milk, so I can add steamed milk to the coffee." The following is a list of risks identified for this story, with assigned probability and impact.

- A. Operators will not read the instructions and will try various switches and buttons until something works.
Probability: Low. Impact: Low
- B. A small child may try to steam milk. Probability: High. Impact: Low
- C. The instructions may be incorrect or appear in the wrong order. Probability: Low. Impact: High
- D. An untrained customer will attempt to use the coffee machine. Probability: High. Impact: High

Answer: C

Explanation:
Risk-based testing is a technique that prioritizes testing activities based on the level of risk associated with each feature or requirement. The level of risk is usually calculated by multiplying the probability and impact of each risk. The higher the risk level, the more testing effort should be allocated to mitigate the risk. In this case, the risk level for each option is as follows: A. Risk level = Low x Low = Low B. Risk level = Low x High = Medium C. Risk level = High x High = High D. Risk level = High x Low = Medium Therefore, the highest risk level is C, followed by B and D, and then A. The User Story for the Operator-Instructions module should be tested according to this risk order, starting with C, then B, then D, and finally A. Hence, the answer is B, as it is the second highest risk level and should be tested after C. References: ISTQB Foundation Level Agile Tester Extension Syllabus1, page 16; ISTQB Agile Tester Sample Exam2, question 18.

NEW QUESTION # 73
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