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The CTFL-AT certification exam is offered by the International Software Quality Institute (ISQI), a leading provider of software testing certifications. CTFL-AT exam is available in multiple languages and can be taken at ISQI test centers around the world. CTFL-AT exam consists of 40 multiple-choice questions and has a duration of 60 minutes. Candidates must score at least 65% to pass the exam and obtain the CTFL-AT certification.

The CTFL-AT certification exam covers a wide range of topics related to Agile testing, including fundamental Agile concepts and principles, Agile testing processes, Agile testing techniques, and Agile team collaboration. CTFL-AT exam also covers topics such as test automation, continuous integration and delivery, and the use of Agile metrics and reporting. Passing the CTFL-AT Certification Exam demonstrates that an individual has a solid understanding of Agile testing practices and is capable of working effectively in an Agile environment. ISTQB Certified Tester - Foundation Level Extension - Agile Tester certification is highly valued by employers and can lead to better job opportunities and higher salaries for certified professionals.

The CTFL-AT certification exam is aimed at software testers who are already familiar with the Agile methodology and have experience working in an Agile environment. CTFL-AT exam covers a range of topics, including Agile development, principles, methods, and techniques. Testers who pass the CTFL-AT exam will have a solid understanding of Agile testing principles and be able to apply this knowledge to their work.

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ISQI ISTQB Certified Tester - Foundation Level Extension - Agile Tester Sample Questions (Q38-Q43):

NEW QUESTION # 38

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

Answer: B

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 # 39

Which of the following is NOT a statement of value from the Agile Manifesto?

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

Answer: D

Explanation:

Explanation

The Agile Manifesto is a declaration of four values and twelve principles that guide the Agile software development approach¹². The four values of the Agile Manifesto are¹²:

Individuals and interactions over processes and tools

Working software over comprehensive documentation

Customer collaboration over contract negotiation

Responding to change over following a plan

These values emphasize the importance of human collaboration, working product, customer feedback, and adaptability over rigid processes, extensive documentation, fixed contracts, and predefined plans. The values do not imply that the items on the right are not important, but rather that the items on the left are more important and should be prioritized.

Therefore, the statement that is NOT a value from the Agile Manifesto is B, as it contradicts the first value of the Agile Manifesto.

The correct statement should be "Individuals and interactions over processes and tools". References: ISTQB Foundation Level Agile Tester Extension Syllabus¹, page 10; ISTQB Agile Tester Sample Exam², question 1.

NEW QUESTION # 40

Which of the following statements about test automation and regression risk in Agile projects is true?

- A. Technical debt is due to manual testing and it cannot be present when the team implements test automation
- B. Automated unit tests are generally not run with each code check-in as they take longer to run than automated acceptance tests and could slow down the code check-in process
- C. Regression risk is reduced when there is a high degree of code changes being applied from one iteration to the next
- **D. Test automation can help to manage regression risk since it allows the running of regression test suites within each iteration**

Answer: D

Explanation:

Comprehensive and Detailed Explanation From Exact Extract:

From CTFL-AT Syllabus v4.0, Section 4.3 Test Automation and Continuous Integration, it states:

"Automated tests help detect regression defects quickly and can be run frequently during development, thus reducing regression risk." So, Option D is correct - test automation supports regression testing within iterations, making it an essential Agile practice.

* Option A is false - automated unit tests are designed to be fast and are ideally run with every check-in.

* Option B is incorrect - more code changes increase, not reduce, regression risk.

* Option C is incorrect - technical debt can still exist with automation if the automation is poorly designed or not maintained.

References:

CTFL-AT Syllabus v4.0, Section 4.3

Learning Objective (K2) - Understand how automation supports regression testing

NEW QUESTION # 41

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. 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.**
- B. 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.
- C. Ask experienced testers to try and find new defects by using the system without the constraint of documentation and tools.
- D. 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.

Answer: A

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 information¹². 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 development¹².

The correct approach to adopt for exploratory testing in an Agile project is D, as it follows the best practices for exploratory testing¹²³⁴:

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 testing¹²³⁴:

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 Syllabus1, page 23; ISTQB Agile Tester Sample Exam2, question 19; Exploratory Testing; ISTQB Agile Tester #56 - What is Exploratory testing?

NEW QUESTION # 42

Which of the following statements about Agile retrospectives is CORRECT?

- A. 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.
- B. Agile retrospectives should be focused mainly on impediments that are outside the control of the team because these issues are more challenging.
- C. During Agile retrospectives, testers should be encouraged to provide constructive suggestions only on non-testing activities.
- D. Unlike working sessions or meetings held in non-Agile projects, Agile retrospectives do not require follow-up activities.

Answer: A

NEW QUESTION # 43

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