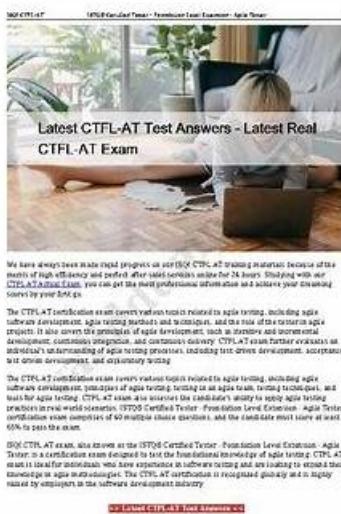


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ISQI CTFL-AT certification exam is an excellent opportunity for software testers to validate their knowledge and skills in agile testing. ISTQB Certified Tester - Foundation Level Extension - Agile Tester certification is globally recognized, and it can help individuals enhance their career prospects and increase their earning potential. CTFL-AT Exam covers various topics related to agile testing, and it assesses the candidate's ability to apply agile testing practices in real-world scenarios.

### ISQI ISTQB Certified Tester - Foundation Level Extension - Agile Tester Sample Questions (Q73-Q78):

#### NEW QUESTION # 73

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 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.**
- C. A way of developing software where the test cases are developed, and often automated, before the software under test is developed.
- 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: B**

#### NEW QUESTION # 74

Which of the following would you expect most likely to be an advantage of the whole-team approach?

- A. Improved quality of the requirements specification (through examples and automatable tests) when adopting the Acceptance Test-Driven Development practice
- B. Improved code quality produced as the result of the refactoring step performed as part of the test-driven- development technique
- **C. Providing constant availability of executable software throughout the iteration for testing, demonstration, or education purposes**
- D. Eliminating the schedule risks associated with big-bang integration

**Answer: C**

Explanation:

Comprehensive and Detailed Explanation From Exact Extract:

From the CTFL-AT Syllabus v4.0, Section 1.3 The Whole-Team Approach, the benefit of the whole-team approach is: "All team members, including testers, work together in all project phases. This encourages collaboration and shared responsibility, which leads to the availability of working software and immediate feedback on changes." Specifically, it is noted:

"One benefit of the whole-team approach is the continuous availability of working, executable software, which can be tested at any point in the iteration." This makes Option C the correct answer.

Let's analyze the others:

- \* Option A relates to Acceptance Test-Driven Development (ATDD), not the whole-team approach specifically.
- \* Option B is a benefit of TDD, not of the whole-team approach.
- \* Option D refers to continuous integration, not directly tied to the whole-team concept.

References:

CTFL-AT Syllabus v4.0, Section 1.3

Learning Objective (K2) - Understand benefits of the whole-team approach in Agile

## NEW QUESTION # 75

You are working in a team preparing a bank loan application. Your task is the preparation of acceptance tests for the following user story:

"IF a customer needs a loan for less than 50,000 Euros and they have made repayments regularly (without any delay) and the customer's monthly income is more than 3000 Euros for the last year, THEN the bank will accept the loan request; in other cases, the bank will not accept the request. A customer assistant is responsible for preparing data for approval but the approval is done by the bank manager." Which of the following test cases can be treated as acceptance test criteria for the above user story?

- 1) As a customer assistant I can log in to the system and check the history of the customer account for the last year.
- 2) As a customer assistant I can log in to the system and check the history of the customer debts and repayments.
- 3) As a customer assistant I can log in to the system and change my password.
- 4) As a bank manager I can log in to the system and receive the information of all requests waiting for approval.
- 5) As a bank manager I can log in to the system and decide whether to approve a loan for a customer.
- 6) As a bank manager I can log in to the system within 10 seconds.

- A. Acceptance test criteria are 2, 4, 5 and 6
- B. Acceptance test criteria are 1, 3, 4 and 5
- **C. Acceptance test criteria are 1, 2, 4 and 5**
- D. Acceptance test criteria are 1, 2, 3 and 6

**Answer: C**

Explanation:

Explanation

Acceptance test criteria are the conditions that a user story must satisfy to be accepted by the customer or the stakeholder. They are usually derived from the user story and its acceptance scenarios, and they should cover the functional and non-functional requirements of the user story. Acceptance test criteria should be clear, concise, testable, and agreed upon by the team and the customer or the stakeholder.

In this case, the user story describes the business rule for approving a loan request based on the customer's income, repayment history, and loan amount. The user story also specifies the roles of the customer assistant and the bank manager in the process. Therefore, the acceptance test criteria should verify that the user story is implemented correctly and that the system behaves as expected for different scenarios and inputs.

The following test cases can be treated as acceptance test criteria for the above user story:

As a customer assistant I can log in to the system and check the history of the customer account for the last year. This test case verifies that the customer assistant can access the system and view the customer's income information, which is one of the factors for approving the loan request.

As a customer assistant I can log in to the system and check the history of the customer debts and repayments. This test case verifies that the customer assistant can access the system and view the customer's repayment history, which is another factor for approving the loan request.

As a bank manager I can log in to the system and receive the information of all requests waiting for approval. This test case verifies that the bank manager can access the system and see the list of loan requests that have been prepared by the customer assistant, and that the system provides the necessary information for each request.

As a bank manager I can log in to the system and decide whether to approve a loan for a customer. This test case verifies that the bank manager can access the system and perform the approval action for a loan request, and that the system applies the business rule correctly and updates the status of the request accordingly.

The following test cases cannot be treated as acceptance test criteria for the above user story:

As a customer assistant I can log in to the system and change my password. This test case is not related to the user story, as it does not verify any of the functional or non-functional requirements of the user story. It is a generic test case that applies to any user of the system, not specific to the customer assistant role or the loan approval process.

As a bank manager I can log in to the system within 10 seconds. This test case is not related to the user story, as it does not verify any of the functional or non-functional requirements of the user story. It is a performance test case that applies to any user of the system, not specific to the bank manager role or the loan approval process.

References: ISTQB Foundation Level Agile Tester Syllabus1, Section 2.3.1, pages 15-16; ISTQB Glossary of Testing Terms2, version 4.0, pages 2 and 3.

## NEW QUESTION # 76

Which of the following sentences about the integration of development and testing activities in Agile projects is INCORRECT?

- **A. Testers replace developers in writing unit test automation scripts.**
- B. While developers develop automated unit test scripts, testers write automated system level tests.
- C. Developers write acceptance criteria and test cases, together with testers.

- D. Developers and testers may work as a pair to develop and test a feature.

**Answer: A**

Explanation:

Explanation

Testers replace developers in writing unit test automation scripts. Comprehensive Explanation: The integration of development and testing activities in Agile projects is based on the principle of cross-functional teamwork, where all team members collaborate and share their skills and knowledge to achieve a common goal. In the context of testing, this means that testing is not seen as a separate activity or phase, but as an integral part of the development process. Therefore, the following sentences are correct:

While developers develop automated unit test scripts, testers write automated system level tests. This is an example of how developers and testers can work in parallel and complement each other's testing efforts. Developers can focus on testing the internal quality of the code, while testers can focus on testing the external quality of the product.

Developers write acceptance criteria and test cases, together with testers. This is an example of how developers and testers can work together to define and verify the user requirements and expectations.

Developers can provide their technical expertise and input, while testers can provide their business and user perspective and feedback.

Developers and testers may work as a pair to develop and test a feature. This is an example of how developers and testers can work closely and interactively to deliver a feature. Developers and testers can exchange ideas, suggestions, and information, and support each other in the coding and testing tasks.

The following sentence is incorrect:

Testers replace developers in writing unit test automation scripts. This is not a valid example of the integration of development and testing activities in Agile projects, because it implies that testers take over the responsibility of developers, rather than collaborate with them. Testers should not replace developers in writing unit test automation scripts, because developers have more knowledge and experience in coding and debugging, and because unit testing is an essential part of the development process. Testers should instead work with developers to ensure that the unit test automation scripts are adequate, effective, and maintainable. References: ISTQB Foundation Level Agile Tester Syllabus1, Section 1.2.1, page 9; ISTQB Glossary of Testing Terms2, version 4.0, pages 16 and 55.

**NEW QUESTION # 77**

Which of the following statements about test-driven development (TDD) and behavior-driven development (BDD) is true?

- A. Both BDD tests and TDD tests are written primarily at the acceptance level, though these tests may also be written at the integration or system levels
- B. **TDD tests are focused on the implementation of the software while BDD tests on the exhibited behavior of the software**
- C. TDD tests and BDD tests are written by developers, but TDD tests are generally easier for other team members and stakeholders to understand than BDD tests
- D. Specific BDD frameworks can be used to define acceptance criteria based on the role/feature/benefit template ("As a..., I want..., so that...")

**Answer: B**

Explanation:

Comprehensive and Detailed Explanation From Exact Extract:

From CTFL-AT Syllabus v4.0, Section 3.3 Behavior-Driven Development, and 3.2 Test-Driven Development:

"TDD focuses on writing unit tests that guide the implementation of code."

"BDD focuses on writing scenarios that describe the behavior of the software, often using a language that stakeholders can understand." Thus, Option B is accurate - TDD targets code implementation, BDD targets behavioral expectations.

\* Option A is incorrect - TDD is at unit level, while BDD is at the acceptance level.

\* Option C is false - BDD is more readable and accessible for non-technical stakeholders.

\* Option D confuses BDD with user story formats; BDD uses Given-When-Then, not the "As a... I want..." template.

References:

CTFL-AT Syllabus v4.0, Sections 3.2 and 3.3

Learning Objective (K2) - Differentiate TDD and BDD practices

**NEW QUESTION # 78**

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