

Real ISQI CTFL-AT Exam Questions in PDF Format



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ISQI CTFL-AT (ISTQB Certified Tester - Foundation Level Extension - Agile Tester) Certification Exam is a globally recognized certification that validates the knowledge and skills of software testers in agile methodologies. It is designed for individuals who want to demonstrate their understanding of agile testing principles and practices, and how they can be applied to software development projects. ISTQB Certified Tester - Foundation Level Extension - Agile Tester certification is ideal for testers, test analysts, test engineers, and software developers who work in agile environments.

ISQI CTFL-AT Exam Syllabus Topics:

Topic	Details

Topic 1	<ul style="list-style-type: none"> Agile Software Development: Understanding Agile software development is crucial for CTFL-AT exam success. This topic covers the core principles of Agile and examines various Agile methodologies, essential for adapting testing strategies to fast-paced Agile environments.
Topic 2	<ul style="list-style-type: none"> Agile Testing Methods, Techniques, and Tools: For the CTFL-AT Exam, mastering Agile testing methods, quality risk assessment, and test effort estimation is vital. This topic also delves into essential techniques and tools that enhance Agile project efficiency, helping software testers deliver high-quality software in rapid release cycles.
Topic 3	<ul style="list-style-type: none"> Fundamental Agile Testing Principles, Practices, and Processes: This ISTQB Certified Tester - Agile Tester exam topic explores the unique characteristics of testing within Agile frameworks. It contrasts traditional and Agile testing, highlights the importance of continuous testing in Agile projects, and outlines the critical roles and skills Agile testers must develop to thrive in cross-functional teams.

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ISQI CTFL-AT (ISTQB Certified Tester - Foundation Level Extension - Agile Tester) Exam is an excellent certification for software testers who want to demonstrate their knowledge and skills in agile testing methodologies. CTFL-AT exam covers essential topics related to agile development principles, testing in agile projects, and tools and techniques for agile testing. Passing the CTFL-AT Exam can enhance your career prospects and open up new opportunities in the software testing industry.

ISQI ISTQB Certified Tester - Foundation Level Extension - Agile Tester Sample Questions (Q33-Q38):

NEW QUESTION # 33

Which of the following allows a developer to define accurate unit tests focused on business needs?

- A. Acceptance Test-Driven Development
- B. Design-Driven Development
- C. Behavior-Driven Development**
- D. Test-Driven Development

Answer: C

Explanation:

Explanation

Behavior-Driven Development (BDD) is a software development approach that allows a developer to define accurate unit tests focused on business needs. BDD uses a common language that is understandable by both technical and non-technical stakeholders, such as Given-When-Then scenarios. BDD helps to align the development and testing activities with the customer expectations and business goals. References:

1: ISTQB Foundation Level Agile Tester Syllabus, Version 2014, Section 2.2.2

2: ASTQB Agile Tester Certification Resources, Agile Testing Foundations, Chapter 3, Section 3.2.2

NEW QUESTION # 34

Which of the following is the best example of a testable acceptance criterion for test-related activities?

- A. 100% of the source code must be statically analyzed against some of the known major security vulnerabilities and no errors/warnings must be reported

- B. The application shall calculate the volume of the solid shapes (cones, pyramids) with reasonable accuracy
- C. The application's user interface for the checkout process shall be clear and intuitive to the users
- D. The web application shall provide a response time lower than one second for 95% of the webpages when 100 concurrent users are working on it

Answer: D

Explanation:

Comprehensive and Detailed Explanation From Exact Extract:

From CTFL-AT Syllabus v4.0, Section 2.1:

"Acceptance criteria should be testable, meaning they should define expected behavior or measurable outcomes that can be verified." Option A is testable because it includes specific, measurable conditions: response time, user load, and percentage of pages.

* Option B is vague about which vulnerabilities and how errors are defined.

* Option C uses subjective language ("clear and intuitive").

* Option D is vague about what "reasonable accuracy" means.

References:

CTFL-AT Syllabus v4.0, Section 2.1

Learning Objective (K2) - Identify examples of testable vs. non-testable acceptance criteria

NEW QUESTION # 35

You have been asked to explain to your client how to define acceptance criteria that are fully testable. Which of the following is the BEST EXAMPLE for testable acceptance criteria?

- A. The program's icon should be clear and attractive.
- B. The interface to External System shall be specified.
- C. Action "Reopen" must be available only for a user with a specific authorization level.
- D. The "ID" field must accept input value of a length between 2 and 10 characters.

Answer: D

Explanation:

Explanation

According to the ISTQB Tester Foundation Level Agile Tester syllabus, acceptance criteria are a set of conditions that a user story must satisfy to be accepted by the customer or stakeholder. Acceptance criteria should be testable, meaning that they can be verified by objective measurements or observations. Testable acceptance criteria should be clear, unambiguous, complete, and consistent.

Therefore, option A is the best example for testable acceptance criteria, as it specifies a clear and measurable condition for the input value of the ID field. Option B is not a good example for testable acceptance criteria, as it is vague and does not define any specific condition or expectation for the interface to External System. Option C is not a good example for testable acceptance criteria, as it is incomplete and does not specify what the specific authorization level is or how it is determined. Option D is not a good example for testable acceptance criteria, as it is subjective and not measurable. What is clear and attractive for one user may not be for another.

References: ISTQB Tester Foundation Level Agile Tester syllabus, section 1.1.1, page 7; ISTQB Tester Foundation Level Agile Tester syllabus, section 1.1.2, page 8; ISTQB Tester Foundation Level Agile Tester syllabus, section 3.1.1, page 23; ISTQB Tester Foundation Level Agile Tester syllabus, section 3.1.2, page 24.

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NEW QUESTION # 36

Which of the following statements about the Planning poker test estimate technique are CORRECT?

- 1) Planning poker is a consensus based technique using a deck of cards.
- 2) A low test estimate usually means the story should be broken down into multiple smaller stories.
- 3) A high test estimate usually means the story should be broken down into multiple smaller stories.
- 4) One poker round is played and then consensus has to be reached.
- 5) The risk level of each backlog item should be decided before the poker session.

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

Answer: A

NEW QUESTION # 37

Which of the following sentences related to Risk-based testing is CORRECT?

- A. Risk-based testing does not fit in Agile development processes, as each iteration focuses on limited parts of the product.
- B. Risk-based testing fits well in Agile development processes, as risks are easy to identify when the work is divided into user stories.
- C. Risk-based testing fits well in Agile development processes, as risks are analyzed twice - during release and iteration planning.
- D. Risk-based testing does not fit well in Agile development processes, as short iterations mandate short test times.

Answer: B

NEW QUESTION # 38

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