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The CTFL-AT certification is suitable for anyone involved in Agile software development, including Agile Testers, Test Analysts, Test Engineers, Test Consultants, and anyone who wants to understand how Agile methodologies can be applied to software testing.

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ISQI ISTQB Certified Tester - Foundation Level Extension - Agile Tester Sample Questions (Q25-Q30):

NEW QUESTION # 25
Which of the following statements would you expect to be the MOST direct advantage of the whole-team approach?

- A. Avoiding requirements misunderstandings which may not have been detected until later in the development cycle when they are more expensive to fix.
- B. Capitalizing on the combined skills of business representatives, testers and developers working together to contribute to project success.
- C. Reducing the involvement of business representatives because of the increased communication and collaboration between testers and developers.
- D. Having at least once a day an automated build and test process that detects integration errors early and quickly.

Answer: B

Explanation:
Explanation
The whole-team approach is a principle of agile testing that involves everyone with different knowledge and skills to ensure project success. The whole-team approach means that the business representatives, testers, and developers work together in every step of the development process, from planning to delivery. The whole-team approach aims to enhance communication and collaboration within the team, leverage the various skill sets of the team members, and make quality everyone's responsibility12. Therefore, the statement C is the most direct advantage of the whole-team approach, as it captures the essence of the principle and its benefits.
The other statements are not directly related to the whole-team approach, or are incorrect. Statement A is about continuous integration, which is a practice of agile development that involves having at least once a day an automated build and test process that detects integration errors early and quickly. Continuous integration is not a direct consequence of the whole-team approach, although it may be facilitated by it13. Statement B is about avoiding requirements misunderstandings, which may be a benefit of the whole-team approach, but not the most direct one. The whole-team approach does not only focus on requirements, but also on design, implementation, testing, and delivery. Moreover, avoiding requirements misunderstandings may also depend on other factors, such as the quality of the user stories, the use of acceptance criteria, and the feedback from the customers and users14. Statement D is incorrect, as it contradicts the whole-team approach. The whole-team approach does not reduce the involvement of business representatives, but rather increases it.
Business representatives are an integral part of the whole-team approach, as they provide the vision, the value, and the validation of the product. They collaborate with the testers and developers to define the features, prioritize the backlog, and verify the outcomes12. References: ISTQB Foundation Level Agile Tester Syllabus1, Section 1.2.1, page 9; What is Whole Team Approach in Agile Testing?2, Section What is Whole Team Approach?; Continuous Integration3, Section What is Continuous Integration?; Effective User Stories -
3C's and INVEST Guide4, Section The 3 C's (Card, Conversation, Confirmation) of User Stories.

NEW QUESTION # 26
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 and testers may work as a pair to develop and test a feature.
- D. Developers write acceptance criteria and test cases, together with testers.

Answer: A

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 # 27
Which of the following statements about Agile retrospectives is true?

- A. All of the improvements identified in an Agile retrospective must be implemented as soon as possible during the next iteration
- B. Metrics such as burndown charts, velocity, and number of stories completed could be effectively used during Agile retrospectives for process improvement
- C. Agile retrospectives should focus exclusively on improving negative aspects, without wasting time in discussions on what worked well during the iteration
- D. An Agile retrospective should be held at the end of an iteration only when the number of story points completed by the team in that iteration is lower than the team velocity

Answer: B

Explanation:
Comprehensive and Detailed Explanation From Exact Extract:
From theCTFL-AT Syllabus v4.0, Section 5.1Agile Retrospectives and Process Improvement, it states:
"Retrospectives are used to reflect on what went well and what could be improved. They should include qualitative insights and quantitative measures such as velocity, burndown charts, and number of stories completed." Therefore,Option Cis correct, as using metrics to support process improvement is arecommended best practicein retrospectives.
* Option Ais incorrect - retrospectivesshould include what went well, not just negatives.
* Option Bis inaccurate - not all improvements must be implemented immediately; they areprioritized and plannedbased on capacity and impact.
* Option Dis false - retrospectives are heldat the end of every iteration, regardless of story points completed.
References:
CTFL-AT Syllabus v4.0, Section 5.1
Learning Objective (K2) - Understand the purpose and outcomes of retrospectives

NEW QUESTION # 28
Which of the following statements best describes how development and testing activities are integrated in Agile projects?

- A. Testers can start testing a user story only when it is "done", meaning when the coding of that user story is finished
- B. Agile teams often adopt exploratory testing, where test design and test execution occur at the same time, usually guided by

a test charter
- C. The performances of developers are measured on implemented story points while the performances of testers on executed test cases and defect counts
- D. Both business stakeholders and testers can test user stories during their development within an iteration to provide fast feedback to the developers

Answer: D

Explanation:
Comprehensive and Detailed Explanation From Exact Extract:
FromCTFL-AT Syllabus v4.0, Section 2.4Testing 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 thatOption Dis correct -collaborative testingby stakeholders and testers during development is a core Agile practice.
* Option Ais incorrect - testing doesnot waitfor "done"; it occursconcurrentlywith development.
* Option Bmisrepresents Agile - performance isn't based on metrics like defect counts.
* Option Cis true in general, butdoes not directly answerthe 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 # 29
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 does not fit well in Agile development processes, as short iterations mandate short test times.
- C. Risk-based testing fits well in Agile development processes, as risks are easy to identify when the work is divided into user stories.
- D. Risk-based testing fits well in Agile development processes, as risks are analyzed twice - during release and iteration planning.

Answer: C

Explanation:
Risk-based testing fits well in Agile development processes, as risks are easy to identify when the work is divided into user stories. User stories are short descriptions of features or functionalities that are valuable to the customers or users. They help to define the scope and priority of the work in each iteration. By breaking down the work into user stories, the Agile team can identify the potential risks associated with each story, such as technical complexity, business criticality, or user feedback. The team can then prioritize the testing effort based on the risk level of each story, ensuring that the most important and risky features are tested first and thoroughly. Risk-based testing also helps to optimize the testing time and resources, as the team can focus on testing the most relevant aspects of the software, rather than testing everything equally. References: ISTQB Foundation Level Agile Tester Syllabus, Section 2.3.2, page 181; ISTQB Foundation Level Agile Tester Sample Exam Questions, Question 2.3.2-1, page 92

NEW QUESTION # 30
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