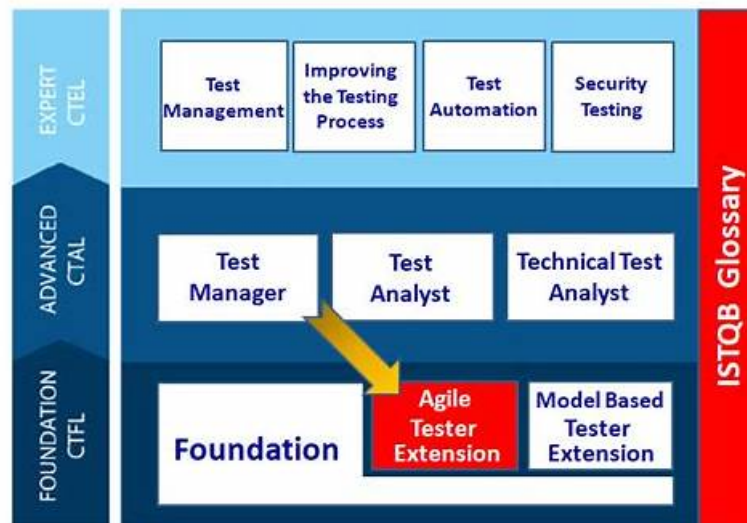


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ISQI ISTQB Certified Tester - Foundation Level Extension - Agile Tester

Sample Questions (Q35-Q40):

NEW QUESTION # 35

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

Answer: C

NEW QUESTION # 36

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

Answer: B

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.

1: 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 # 37

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

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

Answer: B

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 # 38

Which of the following statements describes Configuration Management?

- A. Configuration management consists of all of the test design techniques in which test cases are designed to execute all possible discrete combinations of any set of a specified number of configuration elements
- B. Configuration management is a test management task that deals with developing and applying a set of corrective actions to get a test project on track when monitoring shows a deviation from what was planned
- C. Configuration management represents a method for measuring and managing session-based testing, where a session is an uninterrupted period of testing which could last from 60 to 120 minutes
- **D. Configuration management aims to identify and document some characteristics of a configuration item, control changes to those characteristics, and record and report change processing and implementation status**

Answer: D

Explanation:

Comprehensive and Detailed Explanation From Exact Extract:

From ISTQB Glossary (also referenced in CTFL-AT):

"Configuration management is a discipline applying technical and administrative direction and surveillance to: identify and document the functional and physical characteristics of a configuration item, control changes to those characteristics, record and report change processing and implementation status, and verify compliance." Thus, Option D is the formal and accurate definition of Configuration Management.

* Option A describes test control, not configuration management.

* Option B refers to session-based testing, unrelated to configuration management.

* Option C refers to combinatorial test design, not configuration control.

References:

ISTQB Glossary (aligned with CTFL-AT)

Learning Objective (K1) - Recall basic concepts of configuration management

NEW QUESTION # 39

A Scrum team is performing quality risk analysis during planning for the first iteration. User stories have associated risk items with

levels determined by impact and likelihood. For multiple risk items, the user story's risk is the average of individual risk levels. Which of the following statements would you expect most likely to be true?

- A. An estimation session after the risk analysis should consider only the risk level for effort estimation
- B. Potential issues with poorly written user stories should not be raised during risk analysis because they could influence how the risk level is determined
- **C. While the identification of the risk items should be performed by the Product Owner, the assessment of the risk levels should be performed by the whole team**
- D. Regardless of the risk level, more thorough test techniques should be selected for US-004 since it is the user story with most associated risk items

Answer: C

Explanation:

Comprehensive and Detailed Explanation From Exact Extract:

From CTFL-AT Syllabus v4.0, Section 2.2 Quality Risk Analysis:

"The whole team contributes to quality risk analysis. While the Product Owner may identify business risks, the team collectively assesses risk levels based on impact and likelihood." Thus, Option A is correct - collaborative assessment ensures accurate risk-driven testing and planning

* Option B is wrong - poor user stories should be addressed, not ignored.

* Option C is incorrect - risk level, not item count, determines depth of testing.

* Option D is false - effort estimation considers multiple factors, not just risk.

References:

CTFL-AT Syllabus v4.0, Section 2.2

Learning Objective (K2) - Understand risk-based testing in Agile

NEW QUESTION # 40

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