

CTFL-AT Prüfungsvorbereitung - CTFL-AT Probesfragen

Agile Tester, Foundation Level
Exam ID: A
Sample Exam - Questions

ISTQB
International Software Testing Qualifications Board

Question #38 (1 Point)
Your manager would like to introduce exploratory testing to your agile team. He has received the following suggestions on how to proceed from previous colleagues:

- a. User stories are assigned to testers who are completely new to the user story. There is allotted 120 minutes allocated to complete exploratory testing on the user story. Testers do not need to document tests, or test results, but do need to log defects if any are encountered.
- b. User stories are assigned to testers who have already completed risk based testing on the same areas. There is allotted 120 minutes allocated to complete exploratory testing for this user story. The team expects at the end of the 120 minutes to have a list of test ideas, including data and actions, results and issues encountered, and list of defects to be logged in the defect management tool.
- c. A user story is assigned to business representative. The business representative is told to use the system like the customer would on a day-to-day basis. If issues are encountered, the business representative is told to inform the tester, so that they can prioritize and log the defect.
- d. A user story is assigned to a tester for exploratory testing. Tester is told to learn the functionality of the user story, to make sure the functionality is correct and to include negative testing. There is no set deadline for the exploratory testing to be complete, it depends on what is found by the tester. Documentation is not necessary, but defects need to be logged in defect tracking tool.

Your manager presents you with his conclusions about how best to introduce exploratory testing to an agile team.

Which of your manager's conclusions is correct?

- a) Scenario i IS NOT the best way because: In exploratory testing, test design and test execution happen at the same time but are guided by a documented test charter that includes actions, test conditions, test data, etc. Test results are also documented and will guide the next test.
- b) Scenario i IS the best way because: In this case, the testers have knowledge of the user story already, which will help them come up with test conditions and ideas. The team is using timeboxed exploratory test sessions. The team is expected to document test conditions, data, and user information, and to log results of the test. Issues are logged in a defect tracking tool and like any other test technique.
- c) Scenario is IS NOT the best way because: This could be describing system acceptance testing, but not exploratory testing.
- d) Scenario is IS NOT the best way because: Documentation is necessary for exploratory testing, and testers must log test ideas and results of testing. The results of testing are used to guide future exploratory testing.

Select ONE option.

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>> CTFL-AT Prüfungsvorbereitung <<

CTFL-AT ISTQB Certified Tester - Foundation Level Extension - Agile

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ISQI ISTQB Certified Tester - Foundation Level Extension - Agile Tester CTFL-AT Prüfungsfragen mit Lösungen (Q64-Q69):

64. Frage

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

Antwort: B

Begründung:

Explanation

Planning poker is a consensus-based technique for agile estimation, using a deck of cards with predefined numerical values, usually based on the Fibonacci sequence or a modified version¹². Therefore, statement 1 is correct. A high test estimate usually means that the user story or task is too complex, ambiguous, or risky, and should be broken down into multiple smaller stories that are easier to understand and estimate¹³. Therefore, statement 3 is correct. The risk level of each backlog item should be decided before the poker session, as it can affect the estimation process and the prioritization of the work¹⁴. Therefore, statement 5 is correct.

Statement

2 is incorrect, as a low test estimate usually means that the user story or task is simple, clear, and well-defined, and does not need to be broken down further¹³. Statement 4 is incorrect, as planning poker can involve multiple rounds of estimation, reveal, and discussion, until the team reaches a consensus or agrees to defer the item¹². References: 1: ISTQB Foundation Level Agile Tester Syllabus, Section 3.3.1, Test Automation¹; 2:

ASTQB Agile Tester Certification Resources, Section 3.3.1, Test Automation²; 3: Planning Poker: An Agile Estimating and Planning Technique³; 4: Planning poker: The all-in strategy for Agile estimation - Asana⁴

65. Frage

Which of the following is the BEST way for a test team to keep its independence when working in an Agile development environment?

- A. Co-locate only some of the testers with the Agile development team, while the rest of the testers are in a different location.
- **B. Assign testers to be members of the Agile team, but ensure the testers report to a different manager than the developers.**
- C. Locate the team that develops the test automation framework in a different location to the Agile development team.
- D. Share the Test Strategy with the Agile development team, but not the details of the Test Cases.

Antwort: B

Begründung:

According to the ISTQB Tester Foundation Level Agile Tester syllabus, one of the key principles of agile testing is that testers are integrated into the agile team and work closely with developers and other stakeholders. However, this does not mean that testers lose their independence or objectivity. Testers should still be able to provide an unbiased view of the quality of the software and challenge the assumptions and decisions made by the team. Therefore, option C is the best way for a test team to keep its independence when working in an agile development environment, as it allows testers to be part of the agile team, but also report to a different manager than the developers, who can support their professional development and ensure their independence. Option A

is not a good way to keep independence, as it limits the transparency and collaboration between testers and developers, which are essential for agile testing. Option B is also not a good way to keep independence, as it creates a physical and organizational barrier between the test automation team and the agile development team, which can hinder communication and feedback. Option D is also not a good way to keep independence, as it creates an inconsistency and imbalance between the testers who are co-located with the agile development team and those who are not, which can affect the quality and efficiency of the testing process. References: ISTQB Tester Foundation Level Agile Tester syllabus, section 1.2.1, page 91; ISTQB Tester Foundation Level Agile Tester syllabus, section 1.2.2, page 101; ISTQB Tester Foundation Level Agile Tester syllabus, section 2.1.1, page 141; ISTQB Tester Foundation Level Agile Tester syllabus, section 2.2.1, page 161; ISTQB Tester Foundation Level Agile Tester syllabus, section 2.2.2, page 171.

66. Frage

During a retrospective, which of the following items would be the LEAST effective to generate discussions on process improvement?

- A. The automation tests failed frequently without any logs to help in debugging the failure reason.
- B. The build process was slow and this often caused delays waiting for the build to complete.
- C. One of the testers was regarded as being both disruptive and lazy and did not contribute to team success.
- D. For the last sprint the estimated and actual effort were much higher than the team capacity.

Antwort: C

Begründung:

According to the ISTQB Tester Foundation Level Agile Tester syllabus, a retrospective is a meeting held at the end of each iteration or release, where the agile team reflects on what went well and what can be improved in their processes, practices, and interactions. The purpose of a retrospective is to identify and implement actions for continuous improvement, and to foster a culture of learning and collaboration. Therefore, the items that would be the most effective to generate discussions on process improvement are those that are related to the team's performance, challenges, feedback, and suggestions. Option D is the least effective item to generate discussions on process improvement, as it is a personal attack on one of the team members, and it does not offer any constructive feedback or solution. This kind of item can create a negative and hostile atmosphere in the retrospective, and damage the trust and respect among the team members. Option A is an effective item to generate discussions on process improvement, as it identifies a problem with the build process that affects the team's efficiency and quality, and it can lead to finding ways to optimize the build process or to mitigate the delays. Option B is also an effective item to generate discussions on process improvement, as it reveals a discrepancy between the team's estimation and actual effort, and it can lead to analyzing the root causes of the deviation and to improving the estimation techniques or the team's capacity.

Option C is also an effective item to generate discussions on process improvement, as it highlights a weakness in the automation tests that hinders the team's ability to debug and fix the failures, and it can lead to enhancing the automation tests with better logging mechanisms or to reviewing the automation strategy.

References: ISTQB Tester Foundation Level Agile Tester syllabus, section 2.1.1, page 14; ISTQB Tester Foundation Level Agile Tester syllabus, section 2.1.2, page 15; ISTQB Tester Foundation Level Agile Tester syllabus, section 2.2.1, page 16; ISTQB Tester Foundation Level Agile Tester syllabus, section 2.2.2, page 17.

67. Frage

Which one of the following is a testable acceptance criterion?

- A. The solution shall support business processes.
- B. The tools for testing are tested before use and are meeting the requirements.
- C. The response time to confirm a customer submission must not exceed 5 seconds.
- D. The system shall be easy to use.

Antwort: C

68. Frage

Which of the following is a typical task performed by a tester within a Scrum team?

- A. Suggesting improvements in sprint retrospectives
- B. Removing impediments to the Scrum team's progress
- C. Coaching other team members in self-organization and cross-functionality
- D. Prioritizing the items in the product backlog

Antwort: A

Begründung:

Comprehensive and Detailed Explanation From Exact Extract:

From CTFL-AT Syllabus v4.0, Section 5.1 and 5.3:

"Testers, like all team members, participate in retrospectives and are encouraged to suggest improvements to team processes and product quality." So Option A is correct. Testers actively engage in retrospectives and suggest improvements based on their testing experience.

* Option BandC refer to Scrum Master responsibilities.

* Option Dis the responsibility of the Product Owner.

References:

CTFL-AT Syllabus v4.0, Sections 5.1 and 5.3

Scrum Guide - Scrum Roles and Responsibilities

Learning Objective (K1) - Recall tester tasks within Scrum teams

69. Frage

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