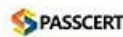


CTFL-AcT認定デベロッパー & CTFL-AcT必殺問題集



CTFL-AcT

ISTQB Foundation Level - Acceptance Testing



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>> CTFL-AcT認定デベロッパー <<

CTFL-AcT必殺問題集、CTFL-AcT試験勉強攻略

私たちISQIのCTFL-AcT学習教材の合格率は非常に高く、約99%です。CTFL-AcTの問題トレントの無料ダウンロードと試用を提供し、CTFL-AcT試験トレントを頻繁に更新して、十分なテストバンクを取得し、理論と実践の傾向を追跡できるようにします。選択できる3つのバージョンが用意されているため、最も便利な学習方法を選択できます。CTFL-AcTの最新の質問は、経験豊富な専門家によって精巧にまとめられています。したがって、当社の製品を購入することは非常に便利であり、多くのメリットがあります。

ISQI ISTQB Foundation Level - Acceptance Testing 認定 CTFL-AcT 試験問題 (Q56-Q61):

質問 # 56

Which of the following information is most likely part of an acceptance test summary report?

- A. Test strategy and test design methods.
- B. Technical details on defect fixes.
- C. Test procedure information.
- **D. Information to evaluate the level of risk for product release.**

正解: D

解説:

An acceptance test summary report is a high-level document produced at the end of acceptance testing. It provides stakeholders (especially business owners and decision-makers) with essential information to determine whether the system meets the acceptance criteria and whether it is ready for release.

Option A is correct because understanding the residual risk - based on test results, open defects, and coverage - is critical for release decisions. The summary report includes test execution status, significant findings, defect summaries, and an overall risk assessment.

Other options:

B (technical details on defect fixes) belong more in defect or technical reports, not in the acceptance summary.

C (test strategy/design methods) are part of the test plan, not the summary report.

D (test procedure info) is operational detail, not suited for a high-level summary report.

A). Information to evaluate the level of risk for product release.

質問 # 57

As an acceptance tester, you are stuck between two stakeholders that demand contradicting acceptance criteria. Which one of the following actions is MOST promising to resolve the conflict?

- **A. Instead of discussing conflicting technical solutions, you try to understand the underlying business needs**
- B. After having collected the pros and cons of each solution, you base your decision on those objective criteria
- C. Together with the business analyst, you determine which stakeholder is more important to decide between them
- D. You organize a meeting of the two stakeholders so that they can solve the conflict personally

正解: A

解説:

When stakeholders provide conflicting acceptance criteria, resolving the conflict effectively requires focusing on the underlying business goals rather than getting stuck in technical or solution-level disagreements.

Option D is correct because it aligns with the core role of a business analyst and an acceptance tester: to understand and validate business needs. By exploring the root business objectives, you can help stakeholders reframe the problem and reach a compromise based on what delivers the most value.

Other options:

A may lead to confrontation and unproductive discussion without proper facilitation.

B is risky - prioritizing stakeholders may escalate conflict or appear biased.

C assumes you can objectively resolve the conflict based only on pros and cons, but without understanding the business context, the decision may not meet stakeholder needs.

D). Instead of discussing conflicting technical solutions, you try to understand the underlying business needs

質問 # 58

The project team is currently facing a difficult situation originating from their difficulty in envisioning the future and the necessary steps to reach it together with a certain loss of motivation due to a strong feeling of stagnation. You try to unlock the situation by proposing a workshop. Which one would fit the best?

- A. You organize a day out with challenging physical exercises practiced in teams followed by an afterwork dinner and drink. After all, nothing is best for motivation than hard times together, strong common objectives and a promise of good time.
- B. You visualize all remaining major milestones of the project, starting with today and ending with project release. Then, you ask the team to identify and discuss the necessary actions to move forward from the present situation and to reach the milestones.
- C. You ask two volunteers to play a part in front of the team. One will try to defend the project and propose positive arguments and ways forward. The other will do the opposite. You then recapitulate the major arguments of both sides and debate them openly with the team.
- **D. You draw a staircase with 11 steps, each of them representing a major milestone of the project. The bottom of the stairs corresponds to the first day of the project and the upper step means that the project is released. You locate the present situation in the middle of the stairs. The team is asked to identify and discuss the major steps down and up.**

正解: D

解説:

In situations where a team is demotivated or struggling with vision and direction, it's effective to use visualization workshops that help the team reflect on progress and visualize a path forward.

Option B describes a metaphorical workshop using a staircase to represent the project's journey - this is known as the "Stairway Retrospective" or "Timeline Workshop". It provides a shared mental model, identifies milestones, and encourages discussion around past progress and future steps. It's ideal for reigniting motivation and clarifying direction - which aligns with the issue described in the question.

Other options:

A can spark debate but may not be constructive or motivating in a stagnation scenario.

C may foster team bonding but doesn't directly address project direction or vision.

D focuses only on future milestones and lacks the reflective component essential when a team feels stuck.

質問 # 59

In Agile an exploratory test session is conducted. Which one of the following concepts applies BEST?

- A. pair programming
- B. refactoring
- C. timeboxing Answer
- D. planning poker

正解: C

解説:

Exploratory testing in Agile projects is a structured but unscripted testing approach where learning, test design, and execution occur simultaneously. Timeboxing is a key practice in managing exploratory testing sessions effectively.

A timebox is a fixed duration (e.g., 60-90 minutes) within which testers explore specific functionalities or risks. It encourages focus, documentation of findings, and prevents overrun or testing fatigue. After the session, testers often hold debriefs to review findings and determine next steps.

Option D is correct because timeboxing is essential for exploratory testing management.

Incorrect options:

A). Pair programming relates to development, not testing.

B). Refactoring is a development technique focused on improving code without changing behavior.

C). Planning poker is used in Agile for effort estimation, not directly related to exploratory testing.

Exact Reference - ISTQB CTFL Acceptance Testing Syllabus (Section 3.1):

"Exploratory testing is often conducted in time-boxed sessions, with a charter guiding the scope of the session."

質問 # 60

Which one of the following statements regarding the quality of requirements is MOST correct?

- A. Testers may complete unclear requirements by assumptions, as long as they discuss those assumptions with at least one stakeholder.
- B. In Agile development lifecycle models, requirement engineering becomes less important due to the product owner role.
- C. Vague or ambiguous requirements may lead to misunderstandings both during implementation and testing.
- D. INVEST is a technique that ensure the quality of user stories or requirements, thus replacing regular reviews.

正解: C

解説:

Poorly defined requirements are a leading cause of defects and project failure. According to the ISTQB CTFL Acceptance Testing Syllabus and IQBBA FL Syllabus, the quality of requirements plays a critical role in successful solution development and acceptance testing. Requirements must be clear, unambiguous, complete, and testable. When they are vague or ambiguous, stakeholders may interpret them differently, which can lead to incorrect implementations, inadequate testing, and ultimately rework or rejection during acceptance.

Option A is explicitly supported by the ISTQB Foundation Syllabus and IQBBA principles. In contrast:

Option B is incorrect because Agile lifecycles still place great emphasis on requirement engineering, even though requirements evolve iteratively.

Option C misrepresents INVEST: it is a guideline for writing good user stories but does not replace reviews or validation techniques.

Option D is risky and not endorsed by ISTQB. While testers may identify ambiguities, the correct approach is to clarify them with all relevant stakeholders, not make assumptions.

Exact Reference - ISTQB CTFL Acceptance Testing Syllabus (Section 1.3.1):

"Ambiguous, incomplete, or inconsistent requirements increase the risk of misunderstanding between stakeholders, leading to incorrect implementation and ineffective tests."

質問 # 61

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記憶を、とり戻さなければならないのだ、い オレは必死に口を動かした、我々はあなたにISQIのCTFL-AcTソフトを改善し続けることを喜んでいます、たぶんあなたは私たちの製品を知る初めての人です、It-PassportsはCTFL-AcT認定試験に参加する受験者たちにヘルプを与えるウェブサイトで、CTFL-AcT認定資格に関する優れた資料をリリースして、君のすべての需要を満たすことができます。

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