

# CTFL-AT Certification Test Answers - CTFL-AT Exam Assessment



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The CTFL-AT exam covers a wide range of topics related to agile testing, including the Agile Manifesto, agile testing principles and practices, agile testing methods, techniques, and tools, and the role of the agile tester in the development process. CTFL-AT exam also covers topics such as test automation, continuous integration, and continuous delivery, which are essential components of agile development.

ISQI CTFL-AT (ISTQB Certified Tester - Foundation Level Extension - Agile Tester) certification exam is designed to measure a tester's knowledge and understanding of agile testing methodologies. CTFL-AT exam covers a broad range of topics, including agile principles and practices, testing techniques and tools, and the role of the tester in an agile environment. ISTQB Certified Tester - Foundation Level Extension - Agile Tester certification is recognized globally as a standard for testers who work in agile environments.

ISQI CTFL-AT (ISTQB Certified Tester - Foundation Level Extension - Agile Tester) Exam is a certification exam designed to test the knowledge and skills of software testers in agile methodology. CTFL-AT exam is a globally recognized certification that assesses

the tester's ability to apply agile principles and practices in software testing. The CTFL-AT certification is a valuable asset for professionals looking to advance their careers in the software testing industry.

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### ISQI ISTQB Certified Tester - Foundation Level Extension - Agile Tester Sample Questions (Q11-Q16):

#### NEW QUESTION # 11

Which of the following statements about Agile software development approaches is true?

- A. In Kanban, transparency of content and progress of tasks is usually done with the visualization of the active tasks, for example on a public whiteboard
- B. Communication, simplicity, feedback, courage, and respect are the five fundamental values of Kanban to guide development
- C. Scrum does not provide guidance on how development has to be done in a Scrum project but prescribes the adoption of specific testing techniques
- D. Scrum is an Agile management framework that defines three roles: the Scrum Owner, the Product Master, and the Development Team

**Answer: A**

Explanation:

Comprehensive and Detailed Explanation From Exact Extract:

From the ISTQB CTFL-AT Syllabus v4.0, Section 1.2 The Fundamentals of Agile Software Development, Kanban is explained as: "In Kanban, work is visualized using a board that shows tasks in various states of progress. The transparency of the workflow helps teams identify bottlenecks, improve flow, and collaborate effectively." This directly supports Option C, where Kanban boards are used for visualizing active tasks - increasing transparency and progress visibility.

Let's clarify the other options:

\* Option A: The five values listed - communication, simplicity, feedback, courage, and respect - are associated with Extreme Programming (XP), not Kanban.

\* Option B: Scrum does not prescribe specific testing techniques, but it also does not dictate how development must be done, which makes this a tricky answer that's partially true but not complete or precise enough to be correct.

\* Option D: The roles are incorrectly named. The correct Scrum roles are:

\* Product Owner,

\* Scrum Master,

\* Developers (Development Team is no longer a formal term post-2020 Scrum Guide) References:

CTFL-AT Syllabus v4.0, Section 1.2

Scrum Guide 2020 - Official Roles

Learning Objective (K1) - Recognize common Agile development practices

#### NEW QUESTION # 12

Which of the following statements about the benefits of the Agile processes promoting early and frequent feedback is NOT true?

- A. In Agile projects where feedback is provided early and frequently, defects and incorrect requirements are caught earlier and those problems can be fixed faster.
- B. Early and frequent feedback enables the team to deliver the features that represent the highest business value to the customer first.
- C. Feedback from well-conducted Agile retrospectives can be used to positively affect the development process over the course of the next iteration.

- D. Increasing the frequency of feedback and communication between all the stakeholders involved in Agile projects eliminates all communication problems.

**Answer: D**

#### NEW QUESTION # 13

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

**Answer: C**

#### NEW QUESTION # 14

An Agile team is working on a project to develop an image editing tool. In the current version, the 'Settings' GUI allows users to adjust exposure, contrast, and saturation. A session-based exploratory testing session is planned to find issues with parameter combinations that cause undesired image effects.

Which of the following would you expect to be the best charter to support this exploratory testing session?

- A. Explore 'Settings' with many combinations of the values of exposure, contrast, and saturation, applied on different images, to discover unexpected effects on those images
- B. Explore 'Settings' with many values of exposure, applied on different images, to discover unexpected effects on those images
- C. Explore 'Settings' to discover unexpected effects on those images
- D. Explore 'Settings' working on different images by setting exposure, contrast, and saturation at their minimum, then setting exposure and contrast at maximum while keeping saturation at minimum, to discover unexpected effects

**Answer: A**

Explanation:

Comprehensive and Detailed Explanation From Exact Extract:

From CTFL-AT Syllabus v4.0, Section 3.1 Exploratory Testing, it defines a test charter as:

"A mission statement defining what to test, how it can be tested, and what issues to look for. Effective charters support focused yet flexible exploration." Option B is the best because it specifies:

- \* The area of the system under test
- \* The parameters involved
- \* The approach (combinations)
- \* The goal (discover unexpected effects)
- \* Option A focuses only on one parameter.
- \* Option C is too vague.
- \* Option D is too prescriptive and limits exploration.

References:

CTFL-AT Syllabus v4.0, Section 3.1

Learning Objective (K3) - Design effective exploratory test charters

#### NEW QUESTION # 15

You are developing the code that controls an industrial Espresso machine which will be operated by waiting staff in restaurants. The machine is rather complicated and has lots of switches and buttons, so in the next iteration instructions will be provided to the operator on a small LCD screen.

A User Story for the Operator-Instructions module is as follows:

"As an operator of the Espresso machine, I would like to know how to steam milk, so I can add steamed milk to the coffee." The

following is a list of risks identified for this story, with assigned probability and impact.

- A. An untrained customer will attempt to use the coffee machine. Probability: High. Impact: High
- B. A small child may try to steam milk. Probability: High. Impact: Low
- C. Operators will not read the instructions and will try various switches and buttons until something works. Probability: Low. Impact: Low
- **D. The instructions may be incorrect or appear in the wrong order. Probability: Low. Impact: High**

**Answer: D**

Explanation:

Risk-based testing is a technique that prioritizes testing activities based on the level of risk associated with each feature or requirement. The level of risk is usually calculated by multiplying the probability and impact of each risk. The higher the risk level, the more testing effort should be allocated to mitigate the risk. In this case, the risk level for each option is as follows: A. Risk level = Low x Low = Low B. Risk level = Low x High = Medium C. Risk level = High x High = High D. Risk level = High x Low = Medium Therefore, the highest risk level is C, followed by B and D, and then A. The User Story for the Operator-Instructions module should be tested according to this risk order, starting with C, then B, then D, and finally A. Hence, the answer is B, as it is the second highest risk level and should be tested after C. References: ISTQB Foundation Level Agile Tester Extension Syllabus1, page 16; ISTQB Agile Tester Sample Exam2, question 18.

## NEW QUESTION # 16

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