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ISQI ISTQB Certified Tester - Foundation Level Extension - Agile Tester Sample Questions (Q31-Q36):

NEW QUESTION # 31

Consider an online application that allows registered users to pay the annual car tax based on the vehicle's engine power in kW. Given the following user story:

"As a customer I need the online application to calculate the annual car tax amount that I need to pay for my car:

- * If the power of the vehicle is less than 20 kW, then the annual car tax is free
 - * If the power of the vehicle is more or equal than 20 kW but less or equal than 150 kW, then the annual car tax is 250 Euros
 - * If the power of the vehicle is more than 150 kW, then the annual car tax is 750 Euros"
- What is the MOST suitable use of a black-box test design technique for this user story?

- A. Use case testing

Test the following use case (Actor=registered user):

Pre-condition=registered user logged in

Scenario=registered user inserts the power of the vehicle, making payment and logs out Post-condition=car tax paid and registered user logged out

- B. State transition testing. Test the transitions between the following states: logging in, inserting the power of the vehicle, making payment, logging out.
- C. Decision table testing. Test the following conditions: Conditions=registered user logged in; inserted power of the vehicle=20kW; Action=Car tax paid
- **D. Equivalence partitioning. Test the annual car tax value for the following partitions: [power of the vehicle<20 kW ; 20 kW power of the vehicles150 kW; power of the vehicle>150 kW]**

Answer: D

NEW QUESTION # 32

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 5hours.
- B. 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.
- C. Ask experienced testers to try and find new defects by using the system without the constraint of documentation and tools.
- **D. Ask experienced testers to prepare test charters for time boxed sessions lasting no more than 2hours. Tests should be designed and executed within each session using heuristics, creativity and intuition.**

Answer: D

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 # 33

You have been asked to explain to your client how to define acceptance criteria that are fully testable. Which of the following is the BEST EXAMPLE for testable acceptance criteria?

- A. The "ID" field must accept input value of a length between 2 and 10 characters.
- B. The program's icon should be clear and attractive.
- C. Action "Reopen" must be available only for a user with a specific authorization level.
- D. The interface to External System shall be specified.

Answer: A

Explanation:

Explanation

According to the ISTQB Tester Foundation Level Agile Tester syllabus, acceptance criteria are a set of conditions that a user story must satisfy to be accepted by the customer or stakeholder. Acceptance criteria should be testable, meaning that they can be verified by objective measurements or observations. Testable acceptance criteria should be clear, unambiguous, complete, and consistent. Therefore, option A is the best example for testable acceptance criteria, as it specifies a clear and measurable condition for the input value of the ID field. Option B is not a good example for testable acceptance criteria, as it is vague and does not define any specific condition or expectation for the interface to External System. Option C is not a good example for testable acceptance criteria, as it is incomplete and does not specify what the specific authorization level is or how it is determined. Option D is not a good example for testable acceptance criteria, as it is subjective and not measurable. What is clear and attractive for one user may not be for another. References: ISTQB Tester Foundation Level Agile Tester syllabus, section 1.1.1, page 7; ISTQB Tester Foundation Level Agile Tester syllabus, section 1.1.2, page 8; ISTQB Tester Foundation Level Agile Tester syllabus, section 3.1.1, page 23; ISTQB Tester Foundation Level Agile Tester syllabus, section 3.1.2, page 24.

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NEW QUESTION # 34

Which tasks are typically performed by a tester on an Agile project?

- 1) Implementing test strategy.
- 2) Documenting business requirements.
- 3) Measuring and reporting test coverage.
- 4) Coaching development team in relevant aspects of testing.
- 5) Executing test-driven development tests.

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

Answer: B

NEW QUESTION # 35

Which of the following is the best example of a testable acceptance criterion for test-related activities?

- A. The application's user interface for the checkout process shall be clear and intuitive to the users
- B. The application shall calculate the volume of the solid shapes (cones, pyramids) with reasonable accuracy
- C. The web application shall provide a response time lower than one second for 95% of the webpages when 100 concurrent users are working on it
- D. 100% of the source code must be statically analyzed against some of the known major security vulnerabilities and no errors/warnings must be reported

Answer: C

Explanation:

Comprehensive and Detailed Explanation From Exact Extract:

From CTFL-AT Syllabus v4.0, Section 2.1:

"Acceptance criteria should be testable, meaning they should define expected behavior or measurable outcomes that can be verified." Option A is testable because it includes specific, measurable conditions: response time, user load, and percentage of pages.

* Option B is vague about which vulnerabilities and how errors are defined.

* Option C uses subjective language ("clear and intuitive").

* Option D is vague about what "reasonable accuracy" means.

References:

CTFL-AT Syllabus v4.0, Section 2.1

Learning Objective (K2) - Identify examples of testable vs. non-testable acceptance criteria

NEW QUESTION # 36

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