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CTFL-AT

Behavior-driven development [Chelimsky10] allows a developer to focus on testing the code based on the expected behavior of the software. Because the tests are based on the exhibited behavior of the software, the tests are generally easier for other team members and stakeholders to understand. Specific behavior-driven development frameworks can be used to define acceptance criteria based on the given/when/then format:
Given some initial context,
When an event occurs,
Then ensure some outcomes.

QUESTION 15

An Agile team would like to implement Acceptance test first development. This is the workflow that they follow to implement that.

Create user story->make test cases from user stories-> execute both positive and negative tests-> verify tests-> solve bugs->integrate.

However, while testing, they found out that there were some misunderstanding in the user stories;therefore, the test cases that followed did not reflect what the user originally wanted. What the team should have had done ?

- A. They should have let business representative only to write user stories
- B. Since developers do the coding, they should have written the user stories
- C. Conduct specification workshop where stories are analyzed, discussed and written collaboratively
- D. Acceptance Test Driven development is not suitable for all type of project.

Correct Answer: C

Explanation/Reference:

As per the syllabus page 26: (2.3.2 The Role of a Tester in an Agile Team)

The role of a tester in an Agile team includes activities that generate and provide feedback not only on test status, test progress, and product quality, but also on process quality. In addition to the activities described elsewhere in this syllabus, these activities include:

- Understanding, implementing, and updating the test strategy
- Measuring and reporting test coverage across all applicable coverage dimensions
- Ensuring proper use of testing tools
- Configuring, using, and managing test environments and test data
- Reporting defects and working with the team to resolve them
- Coaching other team members in relevant aspects of testing
- Ensuring the appropriate testing tasks are scheduled during release and iteration planning
- Actively collaborating with developers and business stakeholders to clarify requirements, especially in terms of testability, consistency, and completeness
- Participating proactively in team retrospectives, suggesting and implementing improvements

QUESTION 16

Which of the following statements would you expect to be the MOST direct advantage of the whole-team approach?

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The ISQI CTFL-AT exam is divided into multiple sections, including Agile software development, fundamental Agile testing concepts, testing processes in Agile projects, and tools used in Agile testing. CTFL-AT exam is a multiple-choice format, and candidates must score a minimum of 65% to pass. CTFL-AT exam is available in several languages and can be taken online or in-

person through an accredited testing provider. The ISQI CTFL-AT certification is valid for five years, after which candidates must recertify by taking a revalidation exam.

To prepare for the CTFL-AT Exam, candidates can enroll in training programs offered by ISQI or other accredited training providers. These training programs cover various topics related to Agile Testing and provide candidates with the knowledge and skills required to pass the exam. Additionally, candidates can also take practice exams to assess their readiness for the actual exam.

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ISQI CTFL-AT (ISTQB Certified Tester - Foundation Level Extension - Agile Tester) Exam is an excellent certification for software testers who want to demonstrate their knowledge and skills in agile testing methodologies. CTFL-AT exam covers essential topics related to agile development principles, testing in agile projects, and tools and techniques for agile testing. Passing the CTFL-AT Exam can enhance your career prospects and open up new opportunities in the software testing industry.

ISQI ISTQB Certified Tester - Foundation Level Extension - Agile Tester Sample Questions (Q74-Q79):

NEW QUESTION # 74

Consider the following acceptance criterion associated to a user story:

"A maximum of 0.0002 failures per hour in the specified operational conditions over at least ten days of testing must be achieved." Which of the following aspects of testability is best described in this acceptance criterion?

- A. Scenarios
- **B. Quality characteristics**
- C. External interfaces
- D. Functional behavior

Answer: B

Explanation:

Comprehensive and Detailed Explanation From Exact Extract:

From CTFL-AT Syllabus v4.0, Section 2.1 Acceptance Criteria and Testability, and Section 3.1:

"Acceptance criteria may also address non-functional quality characteristics such as reliability, performance, and usability." The criterion references failure rate over time, which is a reliability attribute, making Option D (Quality characteristics) the correct answer.

* Option A (Scenarios) refers to usage paths.

* Option B refers to functional correctness.

* Option C refers to interface interaction points.

References:

CTFL-AT Syllabus v4.0, Sections 2.1, 3.1

Learning Objective (K2) - Understand testability related to quality characteristics

NEW QUESTION # 75

In Agile projects, which of the following approaches would result in the best compromise for preserving independence of testers and for allowing testers to have a good understanding of the product as well as good relationships with other team members?

- **A. Having independent separate test teams where testers are assigned to Agile teams on a long-term basis, at the beginning of an Agile project**
- B. Having independent separate test teams where testers are assigned to Agile teams on-demand during the final days of each iteration
- C. Having independent separate test teams where all of the testers work separately from developers without being assigned to Agile teams

- D. Having only Agile teams where testers are integral parts and where they perform many of the testing tasks, without having an independent test team

Answer: A

Explanation:

Comprehensive and Detailed Explanation From Exact Extract:

From CTFL-AT Syllabus v4.0, Section 2.5 Testers and Independence, it states:

"Testers may be assigned to Agile teams on a permanent or rotating basis. While full independence is compromised, this setup allows for better collaboration and understanding of the product, while still maintaining some degree of independence." Thus, Option B is the most accurate - long-term embedded testers support Agile collaboration while preserving partial independence.

* Option A leads to total involvement, which contradicts Agile principles.

* Option C sacrifices independence entirely.

* Option D is traditional and contrary to Agile values of collaboration.

References:

CTFL-AT Syllabus v4.0, Section 2.5

Learning Objective (K2) - Understand approaches to preserving test independence in Agile

NEW QUESTION # 76

Which of the following is NOT a statement of value from the Agile Manifesto?

- A. Responding to change over following a plan.
- **B. Processes and tools over individuals and interactions.**
- C. Working software over comprehensive documentation
- D. Customer collaboration over contract negotiation.

Answer: B

Explanation:

Explanation

The Agile Manifesto is a declaration of four values and twelve principles that guide the Agile software development approach¹². The four values of the Agile Manifesto are¹²:

Individuals and interactions over processes and tools

Working software over comprehensive documentation

Customer collaboration over contract negotiation

Responding to change over following a plan

These values emphasize the importance of human collaboration, working product, customer feedback, and adaptability over rigid processes, extensive documentation, fixed contracts, and predefined plans. The values do not imply that the items on the right are not important, but rather that the items on the left are more important and should be prioritized.

Therefore, the statement that is NOT a value from the Agile Manifesto is B, as it contradicts the first value of the Agile Manifesto.

The correct statement should be "Individuals and interactions over processes and tools". References: ISTQB Foundation Level Agile Tester Extension Syllabus¹, page 10; ISTQB Agile Tester Sample Exam², question 1.

NEW QUESTION # 77

Your agile team is using the Testing Quadrants to ensure that all important test levels and test types are covered in the test plan.

In relation to Quadrant 3 - business facing and product critique, what should be considered for the plan?

- A. Functional Testing
- B. Prototype Testing
- C. Performance Testing
- **D. Exploratory Testing**

Answer: D

Explanation:

Explanation

Exploratory testing is a type of testing that involves simultaneous learning, test design, and test execution. It is suitable for Quadrant 3 because it is business facing and product critique, meaning that it focuses on the user's perspective and the quality attributes of the product. Exploratory testing can help discover new risks, requirements, and defects that may not be covered by other test levels and

NEW QUESTION # 78

- A. Creating acceptance tests for the user stories selected for the current iteration
- B. Identifying specific quality risks associated with the next iteration
- C. Highlighting blocking issues that are impeding the test progress
- D. Discussing what did not work well during the previous iteration

Learning Objective (K1) - Recall daily stand-up purpose and format

[illegible]

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