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Preparing for the ISQI CTFL-AcT exam requires a deep understanding of acceptance testing concepts and principles. Candidates can prepare for the exam by attending training courses, reading relevant books and articles, and practicing with sample exam questions. Upon passing the exam, candidates will receive the CTFL-AcT Certification, which demonstrates their proficiency in acceptance testing and their commitment to professional development in the software testing industry.

## ISQI ISTQB Foundation Level - Acceptance Testing Sample Questions (Q65-Q70):

### NEW QUESTION # 65

As a tester you are part of a development team for a health monitoring system to record and synchronize various health parameters, calculate health score and provide practical advice on how to maintain and improve health Consider the following User Story and related acceptance criterion:

US 34: As a user of the system, I can measure my blood sugar by using a blood glucose meter connected device, in order to adjust my diet and medication dosage if I am diabetic Acceptance criteria # 1 - Once a blood sugar measurement using the blood glucose

meter is done by logged-in user, the measurement result is displayed in less than four seconds.

Which of the following test cases written in Gherkin language is BEST for this user story and acceptance criterion?

- A. GIVEN I am logged in on the system 3 WHEN I measure my blood sugar with a blood glucose meter connected device THEN I can see the result on the my personal dashboard in less than 4 seconds
- B. WHEN I measure my blood sugar with a blood glucose meter connected device THEN I can see the result on the personal dashboard in less than 4 seconds and obtain an alert if the risk of hypoglycemia or hypoglycemia is high
- C. GIVEN I am diabetic 3 WHEN I measure my blood sugar with a blood glucose meter connected device THEN I can see the result on my personal dashboard in less than 4 seconds
- D. GIVEN I am logged in on the system 3 WHEN I measure my blood pressure THEN I can see the result on the my personal dashboard in less than 4 seconds

**Answer: A**

Explanation:

This user story is about a logged-in user measuring their blood sugar using a connected glucose meter and seeing the result quickly. The acceptance criterion specifies that the result should be displayed in less than four seconds.

Option B is correct because:

It starts with a valid GIVEN precondition ("I am logged in").

The WHEN step matches the functionality described in the user story (blood sugar measurement using a connected device).

The THEN step explicitly includes the performance expectation ("less than 4 seconds"), aligning directly with the acceptance criterion.

Other options:

A is incorrect - while it mentions the correct functionality, "I am diabetic" is not a necessary system precondition.

C refers to blood pressure instead of blood sugar - mismatched with the user story.

D introduces additional functionality (alerts for hypo-/hyperglycemia), which is not part of the specified acceptance criteria.

B). GIVEN I am logged in on the system ... THEN I can see the result ... in less than 4 second

## NEW QUESTION # 66

You recently became an acceptance tester in a cross-discipline project, because your predecessor left the company over night. The 15 project team members are located in different time zones. Everybody seems to work hard on their tasks, but nobody can give you with an overview on the project.

What one of the following actions is BEST to encourage the team members to work closer together?

- A. You write a long e-mail summarizing your understanding of the project goals, its current difficulties and indicate the steps required to solve the problem.
- B. Knowing about the importance of the personal interactions, you travel from site to site to meet with every project team member and collect their vision
- C. You establish a test management tool to make sure everybody has Access to the requirements and their related test cases.
- D. You organize a workshop with all team members to establish common understanding and to lay the foundation for fruitful trusting collaboration

**Answer: D**

Explanation:

In cross-functional, globally distributed teams, establishing collaboration, communication, and trust is key. A workshop (even virtual) is a proven method for initiating alignment, especially when a new team member joins, and project coordination is weak.

Option A promotes transparency and collective understanding, crucial for building team cohesion.

Option B is too passive and one-directional. Long emails rarely solve coordination problems in Agile or collaborative contexts.

Option C is about tool setup, not team integration or communication - tools are supportive but not substitutes for human connection.

Option D is not efficient; traveling to meet each team member is impractical and doesn't guarantee a shared team vision.

A). You organize a workshop with all team members to establish common understanding and to lay the foundation for fruitful trusting collaboration.

## NEW QUESTION # 67

As an acceptance tester you want to test the \$100 withdrawal process described by the following BPMN model.

You would like to achieve decision coverage. Consider the following test cases: Test 1: balance = \$100, receipt = YES Test 2: balance = \$99 Test 3: balance = \$120, receipt = NO Test 4: balance = \$2500, receipt = YES Which of the following is the minimal set of test cases allowing to achieve full decision coverage?

- A. Test 1, Test 2, Test 4
- **B. Test 1, Test 2**
- C. Test 2, Test 3
- D. Test 1, Test 2, Test 3

**Answer: B**

Explanation:

The goal here is to achieve full decision coverage (also known as branch coverage), which means each decision point in the process must evaluate to both TRUE and FALSE at least once during testing.

From the BPMN ATM withdrawal model, we identify two key decisions:

Is the balance # \$100?

If yes, is receipt = YES?

To achieve full decision coverage:

One test must evaluate decision 1 as TRUE and another as FALSE.

If decision 1 is TRUE, then decision 2 must be exercised both ways (receipt = YES and NO), but for minimal decision coverage, one path through decision 2 is enough.

Analyzing test cases:

Test 1 (balance = \$100, receipt = YES): decision 1 = TRUE, decision 2 = TRUE Test 2 (balance = \$99): decision 1 = FALSE

These two tests ensure:

Decision 1 evaluated TRUE (Test 1) and FALSE (Test 2)

Decision 2 evaluated at least once (receipt = YES in Test 1)

Thus, Test 1 and Test 2 form the minimal set for full decision coverage.

Other options:

C and D are redundant for the minimal set.

A includes an extra test not needed for minimal decision coverage.

#### NEW QUESTION # 68

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

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

**Answer: D**

Explanation:

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."

#### NEW QUESTION # 69

Which one of the following scenarios characterizes UX context analysis BEST?

- **A. External conditions and psychological conditions are analyzed to derive design decisions**
- B. Users are categorized using personas to describe their physical and intellectual characteristics
- C. User behavior is described using use cases and business process models
- D. Attractive solutions from competitors are analyzed to obtain inspirations similar products

