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ISQI CTFL-AT, also known as ISTQB Certified Tester - Foundation Level Extension - Agile Tester, is a certification exam designed for professionals who are looking to gain an understanding of Agile testing methodologies. CTFL-AT Exam is intended to validate a candidate's skills and knowledge in Agile testing and provides an opportunity for individuals to enhance their career prospects in the field of software testing.

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ISQI CTFL-AT (ISTQB Certified Tester - Foundation Level Extension - Agile Tester) certification exam is a globally recognized certification designed for professionals seeking to validate their understanding of agile testing methodologies. ISTQB Certified Tester - Foundation Level Extension - Agile Tester certification exam is designed to assess the knowledge, skills, and abilities of individuals involved in agile testing projects. The CTFL-AT certification exam is an advanced level certification that builds on the foundational knowledge of software testing principles.

By earning the ISQI CTFL-AT Certification, individuals can demonstrate their expertise in agile testing methodologies, which are becoming increasingly popular in software development projects. ISTQB Certified Tester - Foundation Level Extension - Agile Tester certification can help testers and software developers enhance their career prospects and increase their earning potential. It can also benefit organizations by ensuring that their testing team members have the necessary skills to work effectively in agile environments, leading to higher-quality software products and improved customer satisfaction.

ISQI ISTQB Certified Tester - Foundation Level Extension - Agile Tester Sample Questions (Q77-Q82):

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. Exploratory Testing

- B. Performance Testing
- C. Functional Testing
- D. Prototype Testing

Answer: A

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 test types. It can also provide feedback on the usability, functionality, and reliability of the product. References: ISTQB Foundation Level Agile Tester Syllabus1, Section 2.3.2, page 17; ISTQB Glossary of Testing Terms2, version 4.0, page 23.

NEW QUESTION # 78
Which of the following sentences about the integration of development and testing activities in Agile projects is INCORRECT?

- A. Developers and testers may work as a pair to develop and test a feature.
- B. While developers develop automated unit test scripts, testers write automated system level tests.
- C. Developers write acceptance criteria and test cases, together with testers.
- D. Testers replace developers in writing unit test automation scripts.

Answer: D

Explanation:
Testers replace developers in writing unit test automation scripts. Comprehensive Explanation: The integration of development and testing activities in Agile projects is based on the principle of cross-functional teamwork, where all team members collaborate and share their skills and knowledge to achieve a common goal. In the context of testing, this means that testing is not seen as a separate activity or phase, but as an integral part of the development process. Therefore, the following sentences are correct:
* While developers develop automated unit test scripts, testers write automated system level tests. This is an example of how developers and testers can work in parallel and complement each other's testing efforts. Developers can focus on testing the internal quality of the code, while testers can focus on testing the external quality of the product.
* Developers write acceptance criteria and test cases, together with testers. This is an example of how developers and testers can work together to define and verify the user requirements and expectations.
Developers can provide their technical expertise and input, while testers can provide their business and user perspective and feedback.
* Developers and testers may work as a pair to develop and test a feature. This is an example of how developers and testers can work closely and interactively to deliver a feature. Developers and testers can exchange ideas, suggestions, and information, and support each other in the coding and testing tasks.
The following sentence is incorrect:
* Testers replace developers in writing unit test automation scripts. This is not a valid example of the integration of development and testing activities in Agile projects, because it implies that testers take over the responsibility of developers, rather than collaborate with them. Testers should not replace developers in writing unit test automation scripts, because developers have more knowledge and experience in coding and debugging, and because unit testing is an essential part of the development process. Testers should instead work with developers to ensure that the unit test automation scripts are adequate, effective, and maintainable. References: ISTQB Foundation Level Agile Tester Syllabus1, Section 1.2.1, page 9; ISTQB Glossary of Testing Terms2, version 4.0, pages 16 and 55.

NEW QUESTION # 79
In a sprint planning, the product owner presents a user story written on a card. The team starts having a discussion with the product owner to get an understanding on how the software should work.
The user story written on the card is:
"As a customer, I want to subscribe to the mailing list so that I can receive the latest deal in an email." By applying the 3C concept, which ONE of the following statements is CORRECT?

- A. The card should contain requirements not the user story.
- B. The conversation is not required and the team should start developing.
- C. Product owner has written a user story and confirmation is not needed.
- D. Conversation should include the acceptance criteria discussion.

Answer: D

Explanation:
Explanation
The 3C concept of user stories consists of three elements: card, conversation, and confirmation12. The card is a written description of the user story that captures the essence of the feature or functionality from the user's perspective. The conversation is a dialogue between the product owner and the development team to clarify the details, assumptions, and expectations of the user story. The confirmation is a set of criteria or tests that verify that the user story is implemented correctly and meets the user's needs12. Therefore, by applying the 3C concept, the correct statement is A, as the conversation should include the acceptance criteria discussion. This will help the team to understand the scope, priority, and value of the user story, as well as the conditions of satisfaction that the product owner expects12. The other statements are incorrect, as they violate the 3C concept. Statement B is wrong, as the card should contain the user story, not the requirements. The user story is a brief and informal way of expressing the user's goal and benefit, while the requirements are more detailed and specific descriptions of how the software should work. The requirements can be added later as part of the conversation or confirmation12. Statement C is wrong, as the product owner has written a user story, but confirmation is still needed. The confirmation is a vital part of the 3C concept, as it ensures that the user story is testable, measurable, and verifiable. The confirmation also helps to avoid ambiguity, misunderstanding, or disagreement between the product owner and the development team12. Statement D is wrong, as the conversation is required and the team should not start developing without it. The conversation is an essential part of the 3C concept, as it allows the team to ask questions, share ideas, and collaborate with the product owner to refine the user story and reach a shared understanding. The conversation also helps to identify the dependencies, risks, and assumptions that may affect the implementation of the user story12. References: ISTQB Foundation Level Agile Tester Syllabus1, Section 2.2.1, page 16-17; Effective User Stories - 3C's and INVEST Guide2, Section The 3 C's (Card, Conversation, Confirmation) of User Stories.

NEW QUESTION # 80
A calculator application is being developed. The third sprint has been planned to add functionality to the calculator to allow scientific calculations.
Which TWO examples below represent activities that would likely be managed on an agile task board for the third sprint?
1) A task to design the features planned for the next sprint.
2) A task to run an acceptance test for a user story.
3) A task to automate regression tests.
4) A task to participate in training in preparation for the fourth sprint.
5) A task to produce a daily progress report for the agile team members.

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

Answer: D

Explanation:
According to the ISTQB Tester Foundation Level Agile Tester syllabus, an agile task board is a visual tool that displays the status of the work items in an agile sprint. The task board typically shows the user stories, tasks, and their progress from "to do" to "done". The task board helps the agile team to monitor and coordinate their work, and to communicate with stakeholders. Therefore, the examples that represent activities that would likely be managed on an agile task board for the third sprint are those that are related to the user stories, tasks, and their progress in the current sprint. Option A is the correct answer, as it contains two examples of such activities: running an acceptance test for a user story, and automating regression tests. These are both tasks that are part of the testing process in the current sprint, and their status can be tracked on the task board. Option B is not a correct answer, as it contains two examples of activities that are not related to the current sprint: designing the features planned for the next sprint, and participating in training in preparation for the fourth sprint. These are both activities that are part of the planning or learning process for the future sprints, and they are not managed on the task board. Option C is also not a correct answer, as it contains two examples of activities that are not related to the current sprint: participating in training in preparation for the fourth sprint, and producing a daily progress report for the agile team members. These are both activities that are part of the learning or reporting process, and they are not managed on the task board.
Option D is also not a correct answer, as it contains two examples of activities that are not related to the current sprint: designing the features planned for the next sprint, and producing a daily progress report for the agile team members. These are both activities that are part of the planning or reporting process, and they are not managed on the taskboard. References: ISTQB Tester Foundation Level Agile Tester syllabus, section
2.1.1, page 14; ISTQB Tester Foundation Level Agile Tester syllabus, section 2.1.2, page 15; ISTQB Tester Foundation Level Agile Tester syllabus, section 2.2.1, page 16; ISTQB Tester Foundation Level Agile Tester syllabus, section 2.2.2, page 17.

NEW QUESTION # 81
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. Action "Reopen" must be available only for a user with a specific authorization level.
- B. The interface to External System shall be specified.
- C. The "ID" field must accept input value of a length between 2 and 10 characters.
- D. The program's icon should be clear and attractive.

Answer: A

NEW QUESTION # 82
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