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The ISQI CTFL-AcT certification exam syllabus is changing with the passage of time. As a CTFL-AcT exam candidate you have to be aware of these ISQI CTFL-AcT exam changes. To give you complete knowledge about the ISQI CTFL-AcT Exam Topics, the PrepAwayTest has hired a team of experts that consistently work on these changes and add these changes in ISQI CTFL-AcT exam practice test questions.

ISQI CTFL-AcT Exam is one of the most important certification exams for professionals who work in software testing. CTFL-AcT exam is designed to test the knowledge of individuals regarding the ISTQB Foundation Level - Acceptance Testing. CTFL-AcT exam is intended to evaluate whether an individual has the required skills and knowledge to effectively perform acceptance testing.

ISQI CTFL-AcT exam is a certification exam designed for software testers who are interested in learning about acceptance testing. CTFL-AcT exam is the ISTQB Foundation Level - Acceptance Testing certification, which is an internationally recognized certification for software testers. CTFL-AcT exam is designed to test the knowledge of candidates on the concepts, principles, and techniques of acceptance testing. CTFL-AcT Exam is an excellent opportunity for software testers who want to advance their careers in the field of software testing.

ISQI CTFL-AcT (ISTQB Foundation Level - Acceptance Testing) Exam is a certification exam that tests an individual's knowledge and skills in acceptance testing. It is designed for professionals who are involved in software testing and quality assurance activities and want to validate their expertise in acceptance testing. CTFL-AcT exam covers various topics, including the principles and concepts of acceptance testing, test planning and design, test execution and evaluation, and defect management.

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## ISQI ISTQB Foundation Level - Acceptance Testing Sample Questions (Q54-Q59):

### NEW QUESTION # 54

As an acceptance tester you are analyzing the following user story for a computer web-based mass multiplayer role-playing game:

As an unregistered player

I want to be able to register myself by defining my e-mail, login and password in a registration form so that I become a registered player. Consider the following propositions of the acceptance criteria:

- i. a registration form is displayed on the screen.
- ii. the form is written in the Groovy language; the cursor is initially set on the 'login' field; after pushing the TAB button the cursor switches to 'password', 'repeat password', 'mail', and 'repeat mail' forms.
- iii. I cannot register myself if the login I choose is used by another player.
- iv. after successful registration process I am informed about it by an e-mail.

Which of the above statements would you consider as well-written acceptance criteria?

- A. only ii)
- B. only ii) and iv)
- C. only i) and iii)
- **D. only i), iii) and iv)**

**Answer: D**

Explanation:

Comprehensive Detailed Explanation (Approx. 200 words):

Acceptance criteria should focus on business-relevant outcomes that are specific, testable, and observable. In this user story, the goal is to validate that the registration functionality is available and behaves as expected.

Let's analyze each proposition:

i) "A registration form is displayed on the screen."

# Valid. It is observable, specific, and directly aligned with the user story.

ii) "The form is written in the Groovy language; the cursor is initially set on the 'login' field..."

# Invalid as acceptance criteria. It contains implementation details (e.g., "Groovy language") irrelevant to business stakeholders.

Also, low-level UI behavior like cursor position is overly technical and not a business-driven criterion.

iii) "I cannot register myself if the login I choose is used by another player."

# Valid. It defines system behavior based on a business rule (unique login) and is testable.

iv) "After successful registration process I am informed about it by an e-mail."

# Valid. It describes a user-visible outcome after registration, which is observable and testable.

D). only i), iii), and iv) are well-written acceptance criteria.

Exact Reference - ISTQB CTFL Acceptance Testing Syllabus (Section 1.3.2):

"Acceptance criteria must describe the externally visible and verifiable system behavior, excluding implementation details."

## NEW QUESTION # 55

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

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

**Answer: C**

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 # 56

Which of the following sentences explains BEST how business process and business rule modeling can be used for ATDD?

- A. In an ATDD approach, business process/rule models must be created before the project starts.
- B. In an ATDD approach, process models are created for initial test design but are not maintained afterwards.
- C. In an ATDD approach, business process models replace acceptance criteria.
- **D. In an ATDD approach, testers use business process and business rule models to generate acceptance tests.**

**Answer: D**

Explanation:

Acceptance Test-Driven Development (ATDD) is a collaborative approach in which acceptance criteria are defined early, often before implementation starts. Business process models (e.g., BPMN) and business rule models (e.g., DMN) are essential tools to formalize how the system should behave under various conditions.

In ATDD, these models provide a structured representation of system workflows and decision logic, which can then be used by testers and stakeholders to derive or generate acceptance tests. This ensures that testing is aligned with actual business processes and requirements.

Option C is correct because it aligns with the purpose of ATDD: to use business models as a foundation for deriving acceptance tests in collaboration with business analysts, testers, and developers.

Other options:

A is incorrect - models are created as part of the project, not necessarily before it starts.

B is incorrect - models support and clarify acceptance criteria; they do not replace them.

D is incorrect - models are maintained as living documentation, especially in agile and iterative approaches.

C). In an ATDD approach, testers use business process and business rule models to generate acceptance tests.

### NEW QUESTION # 57

Which of the following information is most likely part of an acceptance test summary report?

- A. Test strategy and test design methods.
- B. Test procedure information.
- **C. Information to evaluate the level of risk for product release.**
- D. Technical details on defect fixes.

**Answer: C**

### NEW QUESTION # 58

How does ISTQB CTFL test activities relate to the IQBBA FL business analysis and requirements engineering activities?

- A. Business analysts who follow the IQBBA requirements engineering process will not be involved in designing test cases.
- B. Business analysts and tester have to decide, whether they follow the IQBBA or ISTQB lifecycle processes, because they exclude each other.
- **C. Test analysis and test design activities may result in changes of acceptance criteria.**
- D. The IQBBA solution evaluation phase precedes the ISTQB test implementation and test execution activities.

**Answer: C**

### NEW QUESTION # 59

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