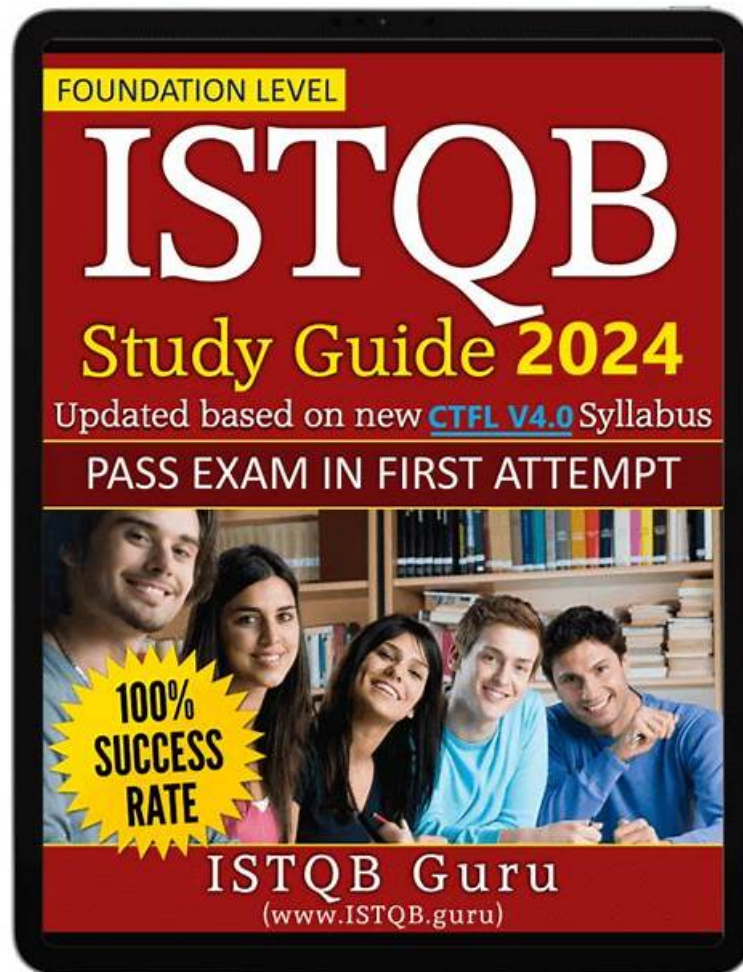


CTFL-AT Dumps Deutsch, CTFL-AT Fragen&Antworten



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Die CTFL-AT Zertifizierung wird weltweit anerkannt und ist in der Software-Testindustrie sehr geschätzt. Sie ist ein Zeugnis für das Wissen und die Fähigkeiten des Kandidaten im agilen Testing und kann seine Karriereaussichten erheblich verbessern. Die Zertifizierung ist auch eine Anforderung für Personen, die fortgeschrittene Zertifizierungen im Bereich des Software-Testings anstreben möchten, wie z.B. die CTAL-TA (Certified Tester Advanced Level - Test Analyst) und die CTAL-TM (Certified Tester Advanced Level - Test Manager).

>> CTFL-AT Dumps Deutsch <<

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100% Garantie für CTFL-AT Zertifizierung ISTQB Certified Tester - Foundation Level Extension - Agile Tester Prüfungserfolg. Wenn Sie ZertPruefung CTFL-AT Prüfung ISQI wählen, ist ZertPruefung Test Engine das perfekte Werkzeug, mit dem Sie sich

besser auf die Zertifizierungsprüfung vorbereiten. Erfolg kommt einfach, wenn Sie mit Hilfe CTFL-AT Dumps (ISTQB Certified Tester - Foundation Level Extension - Agile Tester) von ZertPruefung nutzen. Falls Sie in der Prüfung durchfallen, geben wir Ihnen eine volle Rückerstattung Ihres Einkaufs.

Die Prüfung ist für Software-Tester gedacht, die bereits mit den Grundlagen des Softwaretestens vertraut sind und Erfahrung in einer agilen Umgebung haben. Die Prüfung deckt Themen wie die Grundlagen der agilen Softwareentwicklung, den agilen Testprozess, das Testen in agilen Teams sowie Tools und Techniken für agiles Testen ab. Die CTFL-AT-Prüfung ist eine Multiple-Choice-Prüfung, die aus 40 Fragen besteht und 60 Minuten dauert. Die Bestehensnote für die Prüfung beträgt 65%. Das Bestehen der CTFL-AT-Prüfung zeigt, dass ein Tester ein solides Verständnis von agilen Testpraktiken hat und diese effektiv in einer agilen Umgebung anwenden kann.

ISQI ISTQB Certified Tester - Foundation Level Extension - Agile Tester CTFL-AT Prüfungsfragen mit Lösungen (Q32-Q37):

32. Frage

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

Antwort: D

Begründung:

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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33. Frage

Which of the following statements about Agile retrospectives is CORRECT?

- A. During Agile retrospectives, testers should be encouraged to provide constructive suggestions only on non-testing activities.
- B. In an Agile retrospective the moderator can encourage and make sure that good practices are kept by the team, by asking what the team is doing well.
- C. Agile retrospectives should be focused mainly on impediments that are outside the control of the team because these issues are more challenging.
- D. Unlike working sessions or meetings held in non-Agile projects, Agile retrospectives do not require follow-up activities.

Antwort: B

Begründung:

An Agile retrospective is a regular meeting where the team reflects on their work process and identifies the areas for improvement¹². The following statements about Agile retrospectives are correct¹²:

* During Agile retrospectives, testers should be encouraged to provide constructive suggestions on both testing and non-testing activities, as testing is an integral part of the Agile team and testers can contribute to the overall quality of the product and the process.

* In an Agile retrospective, the moderator can encourage and make sure that good practices are kept by the team, by asking what

the team is doing well. This helps to reinforce the positive aspects of the team's work and to appreciate the team members' efforts and achievements.

* Agile retrospectives should be focused mainly on impediments that are within the control of the team because these issues are more actionable and can be resolved by the team. Impediments that are outside the control of the team should also be discussed, but they may require the involvement of other stakeholders or external parties to be addressed.

The following statement about Agile retrospectives is incorrect¹²:

* Unlike working sessions or meetings held in non-Agile projects, Agile retrospectives do require follow-up activities. The team should agree on the action items that result from the retrospective and assign them to the responsible team members. The team should also monitor the progress and effectiveness of the action items in the next iteration and review them in the next retrospective. Therefore, the correct answer is B, as it is the only statement that is correct about Agile retrospectives. References: ISTQB Foundation Level Agile Tester Extension Syllabus¹, page 24; ISTQB Agile Tester Sample Exam²,

34. Frage

You are working in a software development company which, for many years, used a sequential development model and was organized into separate departments for each functional group (e.g. business analysts, developers, testers) located within their own office space. Your organization has recently changed to a SCRUM agile framework. Which of the following is an important organizational and behavioral best practice for a tester in the SCRUM team that should have also been practiced when using the sequential model?

- A. Co-located teamwork means that all team members, including developers and testers, must sit together in the same office, so they can quickly communicate face-to-face.
- **B. Cross-functional teamwork means that all team members contribute to testing in various ways. For example, involving people with the test strategy, test planning and execution as well as test reporting.**
- C. Resilient testing means that the testing process is capable of dealing with rapid changes throughout the development process with test plans being updated during each iteration.
- D. Credibility means that the tester must share information with the stakeholders about the test process so that they find the selected test strategy and testing activities trustworthy.

Antwort: B

35. Frage

Which of the following activities are done in release planning?

- 1) Identifying testable user stories with acceptance criteria.
- 2) Elaborating the user stories into tasks.
- 3) Prioritizing the user stories.
- 4) Creating acceptance tests for the user stories.
- 5) Analyzing risks for each of the user stories.
- 6) Performing high level estimation for the release.

- A. Activities 2, 3 and 5
- **B. Activities 1, 3 and 6**
- C. Activities 1, 4 and 6
- D. Activities 2 and 4

Antwort: B

Begründung:

Release planning is a process of defining the scope and timeline for an iterative or incremental product development project. It is used in agile or hybrid projects where a mid- to long-term planning of the product or system development or integration is required¹². Release planning involves the following activities:

* Identifying testable user stories with acceptance criteria. User stories are short descriptions of the features or functionalities that the customer or user wants from the product. Acceptance criteria are the conditions that must be met for the user story to be considered done and acceptable. Identifying testable user stories with acceptance criteria helps to define the scope and quality of the release¹³.

* Prioritizing the user stories. User stories are prioritized based on the value they deliver to the customer or user, as well as the dependencies, risks, and costs associated with them. Prioritizing the user stories helps to determine the order and frequency of the releases¹³.

* Performing high level estimation for the release. High level estimation is a technique to estimate the effort, time, and resources needed to complete the user stories in the release. High level estimation can be done using various methods, such as analogy, expert judgment, planning poker, etc. Performing high level estimation for the release helps to set realistic and achievable goals and

deadlines¹³.

Therefore, activities 1, 3 and 6 are done in release planning. Activities 2, 4 and 5 are done in iteration planning, which is a more detailed and short-term planning of the work to be done in each iteration or sprint¹³. References: 1: ISTQB Foundation Level Agile Tester Syllabus, Section 2.2, Fundamental Agile Testing Principles, Practices and Processes¹; 2: Agile Release Planning in Hybrid and Agile Projects⁴; 3:

How to Create an Agile Release Plan⁵

36. Frage

Which of the following describes the main purpose of a task management tool in agile projects?

- A. A task management tool allows developers to continuously integrate their code.
- **B. A task management tool is used to manage and track user stories, tests and other tasks.**
- C. A task management tool is used to store source code and automated tests.
- D. A task management tool is used by team members to share ideas and collaborate on assigned tasks.

Antwort: B

Begründung:

A task management tool is a software application that helps agile teams plan, organize, and monitor their work. A task management tool typically allows the team to create, assign, prioritize, update, and track user stories, tests, and other tasks that are part of the agile project. A task management tool can also provide various views and reports to visualize the progress and status of the project, such as Kanban boards, burndown charts, velocity charts, etc. Some examples of task management tools are Jira, Trello, Asana, and Monday.com¹²³⁴⁵. References: ISTQB Foundation Level Agile Tester Syllabus, Section 2.1.1, page 13; ASTQB Agile Tester Certification Resources, Section 2.1.1, page 13.

37. Frage

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