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ISQI CTFL-AcT (ISTQB Foundation Level - Acceptance Testing) Certification Exam is a globally recognized certification for software testers who specialize in acceptance testing. ISTQB Foundation Level - Acceptance Testing certification is designed to test the skills and knowledge of testers in the field of acceptance testing, which involves verifying that software meets the requirements and expectations of its users. The CTFL-AcT certification exam is designed to ensure that testers possess the necessary skills and knowledge to effectively plan, design, execute, and report on acceptance testing activities.

The CTFL-AcT exam covers a broad range of topics, including the principles of acceptance testing, testing techniques, and test management. It also includes questions related to the software development lifecycle, software testing fundamentals, and the role of acceptance testing in the overall process. CTFL-AcT Exam is administered online and consists of 40 multiple-choice questions that must be answered within 60 minutes.

The CTFL-AcT Exam is an internationally recognized certification that validates the candidate's skills and knowledge in acceptance testing. ISTQB Foundation Level - Acceptance Testing certification is ideal for professionals who are involved in software development or testing and want to enhance their skills in acceptance testing. Candidates who successfully pass the exam will receive the CTFL-AcT certification, which is recognized globally and can help them advance their careers in the testing field.

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ISQI ISTQB Foundation Level - Acceptance Testing Sample Questions (Q66-

Q71):

NEW QUESTION # 66
Which one of the following statements regarding the quality of requirements is MOST correct?

- A. In Agile development lifecycle models, requirement engineering becomes less important due to the product owner role.
- B. Vague or ambiguous requirements may lead to misunderstandings both during implementation and testing.
- C. INVEST is a technique that ensure the quality of user stories or requirements, thus replacing regular reviews.
- D. Testers may complete unclear requirements by assumptions, as long as they discuss those assumptions with at least one stakeholder.

Answer: B

Explanation:
Poorly defined requirements are a leading cause of defects and project failure. According to the ISTQB CTFL Acceptance Testing Syllabus and IQBBA FL Syllabus, the quality of requirements plays a critical role in successful solution development and acceptance testing. Requirements must be clear, unambiguous, complete, and testable. When they are vague or ambiguous, stakeholders may interpret them differently, which can lead to incorrect implementations, inadequate testing, and ultimately rework or rejection during acceptance.
Option A is explicitly supported by the ISTQB Foundation Syllabus and IQBBA principles. In contrast:
Option B is incorrect because Agile lifecycles still place great emphasis on requirement engineering, even though requirements evolve iteratively.
Option C misrepresents INVEST: it is a guideline for writing good user stories but does not replace reviews or validation techniques.
Option D is risky and not endorsed by ISTQB. While testers may identify ambiguities, the correct approach is to clarify them with all relevant stakeholders, not make assumptions.
Exact Reference - ISTQB CTFL Acceptance Testing Syllabus (Section 1.3.1):
"Ambiguous, incomplete, or inconsistent requirements increase the risk of misunderstanding between stakeholders, leading to incorrect implementation and ineffective tests."

NEW QUESTION # 67
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, testers use business process and business rule models to generate acceptance tests.
- C. In an ATDD approach, process models are created for initial test design but are not maintained afterwards.
- D. In an ATDD approach, business process models replace acceptance criteria.

Answer: B

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 # 68
Which of the following report formats fits the intended audience BEST?

- A. Top 3 testing project risks for system users
- B. Test results pie charts for the development team

- C. Progress trend charts for the project manager
- D. Defect reports for the project's steering group

Answer: C

Explanation:
Effective test reporting should be tailored to the audience's role and needs. Project managers are typically concerned with high-level progress, schedules, risks, and milestones. Progress trend charts (e.g., test execution over time, defect trends) provide insights into how the project is advancing and help identify delays or bottlenecks.
Option B is correct as it fits the informational needs of a project manager.
Other options:
A: Defect reports are too detailed for steering groups, which prefer strategic summaries or risk reports.
C: Pie charts may provide high-level summaries, but development teams usually need detailed defect or test result data.
D: System users (e.g., customers) are not responsible for project risks and would not benefit from test risk rankings.
B). Progress trend charts for the project manager

NEW QUESTION # 69
As a tester on an Agile project, you have to perform an exploratory test session for a new feature developed.
Which of the following actions is the LEAST likely to be carried out for the purpose.

- A. Preparation of a test charter and review with the Product Owner
- B. Performing the tests and reporting the results
- C. Scripting of the automated test scripts
- D. Discovering and learning the use of the product

Answer: C

Explanation:
Exploratory testing is an unscripted, experience-based testing technique where the tester learns about the system, designs tests, and executes them simultaneously. It is especially effective in Agile environments, where rapid feedback and creative exploration are valuable.
Option D is the least likely action because scripting automated test scripts is a structured activity that typically occurs after exploratory sessions or during more formal test phases. Exploratory testing emphasizes manual exploration, not automation scripting.
Other options:
A is part of the core purpose of exploratory testing - discovering the product.
B is relevant - defining a charter and discussing it with stakeholders (like the Product Owner) helps guide the exploratory session.
C is also relevant - results of exploratory tests should be documented and communicated.
D). Scripting of the automated test scripts

NEW QUESTION # 70
In Agile an exploratory test session is conducted. Which one of the following concepts applies BEST?

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

Answer: B

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 # 71
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