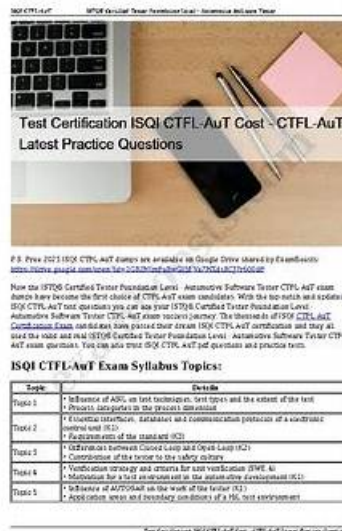


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ISQI ISTQB Certified Tester - Foundation Level Extension - Agile Tester Sample Questions (Q53-Q58):

NEW QUESTION # 53

Which of the following activities would you expect most likely to be performed during daily stand-up meetings?

- A. Discussing what did not work well during the previous iteration
- **B. Highlighting blocking issues that are impeding the test progress**
- C. Identifying specific quality risks associated with the next iteration
- D. Creating acceptance tests for the user stories selected for the current iteration

Answer: B

Explanation:

Comprehensive and Detailed Explanation From Exact Extract:

From CTFL-AT Syllabus v4.0, Section 5.2 Daily Stand-Ups, it states:

"The daily stand-up is a short meeting used to discuss progress, plans for the day, and any impediments that are blocking progress." Therefore, Option B is correct - highlighting impediments/blockers is a key goal of the daily stand-up.

* Option A is a retrospective activity.

* Option C is done during planning or risk assessment, not the daily meeting.

* Option D is part of iteration planning, not the stand-up.

References:

CTFL-AT Syllabus v4.0, Section 5.2

Learning Objective (K1) - Recall daily stand-up purpose and format

NEW QUESTION # 54

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. Product owner has written a user story and confirmation is not needed.
- B. The conversation is not required and the team should start developing.
- C. The card should contain requirements not the user story.
- **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 team¹. 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 story². 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 # 55

Iteration planning for Sprint 5 of your current project is complete. The plan for the sprint is to increase performance of the system, which of the following acceptance criteria would you expect for Sprint 5?

- 1) User access for all roles has been validated.
- 2) A static analysis tool has been executed for all code.
- 3) 100% of the existing regression test suite has passed.
- 4) System is responding in less than 3 seconds, 90% of the time.
- 5) A new version of internet Explorer has been included.

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

Answer: D

Explanation:

Explanation

The acceptance criteria for a sprint are the conditions that must be met for the user stories to be considered done and deliver value to the customer¹. The acceptance criteria should be specific, measurable, achievable, relevant, and testable². In this case, the plan for the sprint is to increase performance of the system, so the acceptance criteria should reflect that goal. Therefore, the acceptance criteria that would be expected for Sprint

5 are:

100% of the existing regression test suite has passed. This criterion ensures that the system has not introduced any new defects or broken any existing functionality while improving performance³.

System is responding in less than 3 seconds, 90% of the time. This criterion defines a clear and quantifiable performance target that can be verified by testing⁴.

The other options are not relevant or appropriate acceptance criteria for Sprint 5:

User access for all roles has been validated. This criterion is not related to the performance of the system, but rather to the security or functionality of the system. It might be an acceptance criterion for a different sprint or user story, but not for Sprint 55.

A static analysis tool has been executed for all code. This criterion is not a customer

NEW QUESTION # 56

Which of the following statements about the differences between testing activities in Agile projects and traditional projects is true?

- A. In traditional V-model projects the different test phases are performed sequentially, while in Agile projects these phases are performed parallel to one another within each iteration
- B. Because Agile projects tend to adopt test-first approaches, test automation in Agile projects is performed at lower test levels, while test automation in traditional projects is performed at higher test levels
- C. Risk-based testing can be adopted both in Agile projects and traditional projects. In Agile projects, the specific risks for all of the iterations are identified and assessed during release planning
- D. In traditional V-model projects there is a system test level that usually involves executing functional tests as well as non-functional tests, while in Agile projects there is never a system test level

Answer: A

Explanation:

Comprehensive and Detailed Explanation From Exact Extract:

From CTFL-AT Syllabus v4.0, Section 2.4 Testing and Iterations, it states:

"In Agile projects, testing activities are conducted in parallel with development activities within an iteration, unlike traditional models

where testing is done after development." Therefore, Option D is correct - Agile promotes parallel testing, while traditional projects (e.g., V-model) follow sequential phases.

* Option A is incorrect - Agile projects do perform system testing, but it's integrated within iterations.

* Option B is misleading - while Agile emphasizes lower-level test automation, traditional projects also use automation at various levels.

* Option C is partially correct but oversimplifies the process - risks are reassessed iteratively, not just once during release planning.

References:

CTFL-AT Syllabus v4.0, Section 2.4

Learning Objective (K2) - Compare Agile vs traditional testing activities

NEW QUESTION # 57

Which of the following is a typical task performed by a tester within a Scrum team?

- A. Prioritizing the items in the product backlog
- **B. Suggesting improvements in sprint retrospectives**
- C. Removing impediments to the Scrum team's progress
- D. Coaching other team members in self-organization and cross-functionality

Answer: B

Explanation:

Comprehensive and Detailed Explanation From Exact Extract:

From CTFL-AT Syllabus v4.0, Section 5.1 and 5.3:

"Testers, like all team members, participate in retrospectives and are encouraged to suggest improvements to team processes and product quality." So Option A is correct. Testers actively engage in retrospectives and suggest improvements based on their testing experience.

* Option B is correct - Refer to Scrum Master responsibilities.

* Option D is the responsibility of the Product Owner.

References:

CTFL-AT Syllabus v4.0, Sections 5.1 and 5.3

Scrum Guide - Scrum Roles and Responsibilities

Learning Objective (K1) - Recall tester tasks within Scrum teams

NEW QUESTION # 58

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