#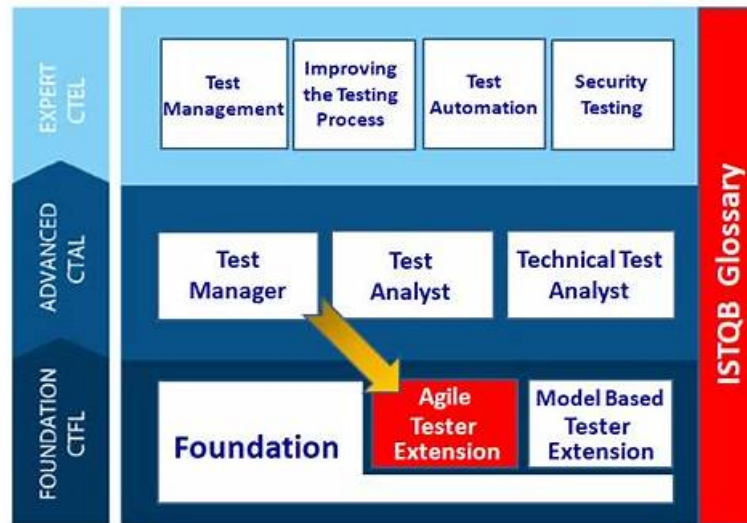 ISQI CTFL-AT Actual Tests: ISTQB Certified Tester - Foundation Level Extension - Agile Tester - RealVCE Quality and Value Guaranteed

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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 ISTQB Certified Tester - Foundation Level Extension - Agile Tester Sample Questions (Q72-Q77):

NEW QUESTION # 72
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. Functional Testing
- C. Performance Testing
- D. Prototype Testing

Answer: A

Explanation:
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 # 73
You are developing the code that controls an industrial Espresso machine which will be operated by waiting staff in restaurants. The machine is rather complicated and has lots of switches and buttons, so in the next iteration instructions will be provided to the operator on a small LCD screen.
A User Story for the Operator-Instructions module is as follows:
"As an operator of the Espresso machine, I would like to know how to steam milk, so I can add steamed milk to the coffee." The following is a list of risks identified for this story, with assigned probability and impact.

- A. An untrained customer will attempt to use the coffee machine. Probability: High. Impact: High
- B. The instructions may be incorrect or appear in the wrong order. Probability: Low. Impact: High
- C. A small child may try to steam milk. Probability: High. Impact: Low
- D. Operators will not read the instructions and will try various switches and buttons until something works. Probability: Low. Impact: Low

Answer: B

Explanation:
Risk-based testing is a technique that prioritizes testing activities based on the level of risk associated with each feature or requirement. The level of risk is usually calculated by multiplying the probability and impact of each risk. The higher the risk level, the more testing effort should be allocated to mitigate the risk. In this case, the risk level for each option is as follows: A. Risk level = Low x Low = Low B. Risk level = Low x High = Medium C. Risk level = High x High = High D. Risk level = High x Low = Medium Therefore, the highest risk level is C, followed by B and D, and then A. The User Story for the Operator-Instructions module should be tested according to this risk order, starting with C, then B, then D, and finally A. Hence, the answer is B, as it is the second highest risk level and should be tested after C. References: ISTQB Foundation Level Agile Tester Extension Syllabus1, page 16; ISTQB Agile Tester Sample Exam2, question 18.

NEW QUESTION # 74
Which agile development approach incorporates the following practices:
* a project is divided into iterations called sprints
* each sprint results in a potentially releasable/shippable product?

- A. Kanban
- B. Extreme Programming
- C. Continuous Integration
- D. Scrum

Answer: D

Explanation:
Scrum is an agile development approach that incorporates the following practices:
* a project is divided into iterations called sprints, which are typically 2-4 weeks long
* each sprint starts with a planning meeting, where the team selects a subset of user stories from the product backlog to work on
* each sprint ends with a review meeting, where the team demonstrates the potentially releasable

/shippable product increment to the stakeholders and collects feedback
* each sprint also includes a retrospective meeting, where the team reflects on the process and identifies areas for improvement123
References: 1: ISTQB Foundation Level Agile Tester Syllabus, Section
2.1, Agile Software Development1; 2: ASTQB Agile Tester Certification Resources, Section 2.1, Agile Software Development2; 3: What is Agile? | Atlassian3

NEW QUESTION # 75

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

Answer: D

Explanation:
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 betracked 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 task board. 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 # 76

Which of the following statements is FALSE regarding early and frequent feedback?

- A. Early feedback decreases the amount of time needed for system testing.
- B. Early feedback promotes early discovery and resolution of quality problems.
- C. Early feedback helps to deliver a product that better reflects what the customer wants.
- D. Early feedback provides the Agile team with information on its productivity.

Answer: A

Explanation:
Explanation
Early and frequent feedback is one of the core values of Agile development. It helps the Agile team to deliver features with the highest business value first, to discover and resolve quality problems as soon as possible, to provide information on the team's

productivity and progress, and to ensure that the product meets the customer's expectations and needs. However, early feedback does not necessarily decrease the amount of time needed for system testing, as system testing is still an important activity in Agile projects to verify the integration and functionality of the whole system. Early feedback may reduce the number of defects found in system testing, but it does not eliminate the need for system testing. References: ISTQB Foundation Level Agile Tester Extension Syllabus1, page 10; ISTQB Agile Tester Sample Exam2, question 11.

NEW QUESTION # 77
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