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(CTFL-AT) exam questions with correct answers.

The CTFL-AT exam is an extension of the ISTQB Certified Tester - Foundation Level (CTFL) exam. Candidates who pass the CTFL-AT exam will receive an additional certification that demonstrates their knowledge of agile testing methodologies. The CTFL-AT exam covers topics such as agile development principles, testing in agile projects, and tools and techniques for agile testing. CTFL-AT Exam is designed to test the candidate's knowledge and understanding of these topics and their ability to apply them in real-world scenarios.

ISQI ISTQB Certified Tester - Foundation Level Extension - Agile Tester Sample Questions (Q62-Q67):

NEW QUESTION # 62

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. Operators will not read the instructions and will try various switches and buttons until something works. Probability: Low. Impact: Low
- D. A small child may try to steam milk. Probability: High. 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 # 63

Which of the following is a risk that continuous integration introduces?

- A. Teams no longer have the ability to run manual tests, as all tests must be automated.
- B. Teams sometimes over-rely on unit tests and exclude some important system and acceptance tests.
- C. Developer's workload is increased, which can result in a reduction of output.
- **D. Testers sometimes have too many builds to test, which reduces the quality of testing.**

Answer: D

Explanation:

Continuous integration is a practice of integrating code changes frequently and automatically into a shared repository, and running automated tests to verify the integration. Continuous integration can introduce some risks to the testing process, such as:

* Testers sometimes have too many builds to test, which reduces the quality of testing. This can happen when the code changes are too frequent or too large, and the testers do not have enough time or resources to test each build thoroughly. This can lead to missed defects, incomplete test coverage, and reduced confidence in the product quality.

* Testers sometimes have to deal with unstable or broken builds, which affects the testability of the product. This can happen when the code changes introduce errors or conflicts that cause the build to fail or malfunction. This can waste the testers' time and effort, and delay the feedback cycle.

* Testers sometimes have to cope with changing requirements and priorities, which affects the test planning and execution. This can happen when the stakeholders or customers provide new or modified requirements or feedback during the development cycle. This can require the testers to adapt their test strategy, test cases, and test data accordingly, and to balance the testing of new features and regression testing of existing features. References: ISTQB Foundation Level Agile Tester Syllabus1, Section

NEW QUESTION # 64

Consider an online application that allows registered users to pay the annual car tax based on the vehicle's engine power in kW. Given the following user story:

"As a customer I need the online application to calculate the annual car tax amount that I need to pay for my car:

- * If the power of the vehicle is less than 20 kW, then the annual car tax is free
 - * If the power of the vehicle is more or equal than 20 kW but less or equal than 150 kW, then the annual car tax is 250 Euros
 - * If the power of the vehicle is more than 150 kW, then the annual car tax is 750 Euros"
- What is the MOST suitable use of a black-box test design technique for this user story?

- A. State transition testing. Test the transitions between the following states: logging in, inserting the power of the vehicle, making payment, logging out.
- B. Decision table testing. Test the following conditions:
Conditions=registered user logged in; inserted power of the vehicle=20kW; Action=Car tax paid
- C. Use case testing Test the following use case (Actor=registered user):
Pre-condition=registered user logged in Scenario=registered user inserts the power of the vehicle, making payment and logs out Post-condition=car tax paid and registered user logged out
- D. Equivalence partitioning. Test the annual car tax value for the following partitions:
[power of the vehicle<20 kW ; 20 kW #power of the vehicles#150 kW; power of the vehicle>150 kW]

Answer: D

Explanation:

Equivalence partitioning is a black-box test design technique that divides the input domain of a system into classes of data from which test cases can be derived. The idea is that if a system works correctly for a representative value from an equivalence class, it will work correctly for all values from that class, and vice versa. Equivalence partitioning reduces the number of test cases by eliminating redundant ones. For the given user story, equivalence partitioning is the most suitable technique because it can test the different outcomes of the annual car tax calculation based on the power of the vehicle, which is the main input for the system. By testing one value from each partition, the tester can verify the functionality of the system and detect any errors in the calculation logic. The other techniques are not as suitable because they do not focus on the input domain of the system, but rather on the conditions, transitions, or scenarios that are not directly related to the user story. References:

* : ISTQB Foundation Level Agile Tester Syllabus, Version 2014, Section 2.2.2

* : ASTQB Agile Tester Certification Resources, Agile Testing Foundations, Chapter 3, Section 3.2.2

* : 3

NEW QUESTION # 65

Consider an online application that allows registered users to pay the annual car tax based on the vehicle's engine power in kW. Given the following user story:

"As a customer I need the online application to calculate the annual car tax amount that I need to pay for my car:

- * If the power of the vehicle is less than 20 kW, then the annual car tax is free
 - * If the power of the vehicle is more or equal than 20 kW but less or equal than 150 kW, then the annual car tax is 250 Euros
 - * If the power of the vehicle is more than 150 kW, then the annual car tax is 750 Euros"
- What is the MOST suitable use of a black-box test design technique for this user story?

- A. State transition testing. Test the transitions between the following states: logging in, inserting the power of the vehicle, making payment, logging out.
- B. Equivalence partitioning. Test the annual car tax value for the following partitions:
[power of the vehicle<20 kW ; 20 kW power of the vehicles150 kW; power of the vehicle>150 kW]
- C. Use case testing Test the following use case (Actor=registered user):Pre-condition=registered user logged in Scenario=registered user inserts the power of the vehicle, making payment and logs out Post-condition=car tax paid and registered user logged out
- D. Decision table testing. Test the following conditions:
Conditions=registered user logged in; inserted power of the vehicle=20kW; Action=Car tax paid

Answer: B

Explanation:

Explanation

Equivalence partitioning is a black-box test design technique that divides the input domain of a system into classes of data from which test cases can be derived. The idea is that if a system works correctly for a representative value from an equivalence class, it will work correctly for all values from that class, and vice versa. Equivalence partitioning reduces the number of test cases by eliminating redundant ones. For the given user story, equivalence partitioning is the most suitable technique because it can test the different outcomes of the annual car tax calculation based on the power of the vehicle, which is the main input for the system. By testing one value from each partition, the tester can verify the functionality of the system and detect any errors in the calculation logic. The other techniques are not as suitable because they do not focus on the input domain of the system, but rather on the conditions, transitions, or scenarios that are not directly related to the user story. References:

1: ISTQB Foundation Level Agile Tester Syllabus, Version 2014, Section 2.2.2

2: ASTQB Agile Tester Certification Resources, Agile Testing Foundations, Chapter 3, Section 3.2.2: 3

NEW QUESTION # 66

Which of the following statements would you expect to be the MOST direct advantage of the whole-team approach?

- A. Having at least once a day an automated build and test process that detects integration errors early and quickly.
- B. Avoiding requirements misunderstandings which may not have been detected until later in the development cycle when they are more expensive to fix.
- C. Reducing the involvement of business representatives because of the increased communication and collaboration between testers and developers.
- **D. Capitalizing on the combined skills of business representatives, testers and developers working together to contribute to project success.**

Answer: D

NEW QUESTION # 67

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