

Quiz 2025 Professional ISQI Reliable CTFL-AT Test Topics



TestFormation 2025

Certifications for Career Growth and Test Maturity
With **Debbie Archer** (ISQI Group) **03:50 PM (CDT)**

From Theory To Practice: How Certifications and Experience Shape Testing Careers?
With **Debbie Archer (ISQI) & Amanda Logue (CSTB)** **03:50 PM (CDT)**

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ISQI CTFL-AT Exam covers a wide range of topics related to Agile testing, including Agile software development, Agile testing methods, Agile testing techniques, Agile test automation, and Agile testing tools. CTFL-AT exam is divided into two parts: a multiple-choice section and a practical section. The multiple-choice section consists of 40 questions that test the candidate's knowledge of Agile testing concepts, while the practical section requires the candidate to apply their knowledge in a real-world scenario.

The CTFL-AT Exam is a multiple-choice exam that consists of 40 questions. Candidates have 60 minutes to complete the exam and must score at least 65% to pass. CTFL-AT exam is available in several languages, including English, German, French, Spanish, Portuguese, and Japanese.

>> **Reliable CTFL-AT Test Topics** <<

Quiz 2025 Authoritative CTFL-AT: Reliable ISTQB Certified Tester - Foundation Level Extension - Agile Tester Test Topics

The CTFL-AT mock exam setup can be configured to a particular style and arrive at unique questions. Itcerttest CTFL-AT practice exam software went through real-world testing with feedback from more than 90,000 global professionals before reaching its latest form. Our ISQI CTFL-AT Practice Test software is suitable for computer users with a Windows operating system. Itcerttest ISQI CTFL-AT practice exam support team cooperates with users to tie up any issues with the correct equipment.

ISQI ISTQB Certified Tester - Foundation Level Extension - Agile Tester

Sample Questions (Q64-Q69):

NEW QUESTION # 64

During a retrospective, which of the following items would be the LEAST effective to generate discussions on process improvement?

- A. For the last sprint the estimated and actual effort were much higher than the team capacity.
- B. The automation tests failed frequently without any logs to help in debugging the failure reason.
- C. One of the testers was regarded as being both disruptive and lazy and did not contribute to team success.
- D. The build process was slow and this often caused delays waiting for the build to complete.

Answer: C

Explanation:

According to the ISTQB Tester Foundation Level Agile Tester syllabus, a retrospective is a meeting held at the end of each iteration or release, where the agile team reflects on what went well and what can be improved in their processes, practices, and interactions. The purpose of a retrospective is to identify and implement actions for continuous improvement, and to foster a culture of learning and collaboration. Therefore, the items that would be the most effective to generate discussions on process improvement are those that are related to the team's performance, challenges, feedback, and suggestions. Option D is the least effective item to generate discussions on process improvement, as it is a personal attack on one of the team members, and it does not offer any constructive feedback or solution. This kind of item can create a negative and hostile atmosphere in the retrospective, and damage the trust and respect among the team members. Option A is an effective item to generate discussions on process improvement, as it identifies a problem with the build process that affects the team's efficiency and quality, and it can lead to finding ways to optimize the build process or to mitigate the delays. Option B is also an effective item to generate discussions on process improvement, as it reveals a discrepancy between the team's estimation and actual effort, and it can lead to analyzing the root causes of the deviation and to improving the estimation techniques or the team's capacity.

Option C is also an effective item to generate discussions on process improvement, as it highlights a weakness in the automation tests that hinders the team's ability to debug and fix the failures, and it can lead to enhancing the automation tests with better logging mechanisms or to reviewing the automation strategy.

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 # 65

Which of the following is a benefit of a whole-team approach?

- A. Enables the various skill sets within the team to be leveraged to the benefit of the project.
- B. Enables reduction in test duplication as the testers and test engineers function as a single team.
- C. Enables testers to execute their responsibility for quality for the combined team.
- D. Enables the team to focus on solely their separate areas of expertise and responsibility.

Answer: A

NEW QUESTION # 66

During a retrospective, which of the following items would be the LEAST effective to generate discussions on process improvement?

- A. For the last sprint the estimated and actual effort were much higher than the team capacity.
- B. The automation tests failed frequently without any logs to help in debugging the failure reason.
- C. One of the testers was regarded as being both disruptive and lazy and did not contribute to team success.
- D. The build process was slow and this often caused delays waiting for the build to complete.

Answer: C

NEW QUESTION # 67

You are working in a team preparing a bank loan application. Your task is the preparation of acceptance tests for the following user story:

"If a customer needs a loan for less than 50,000 Euros and they have made repayments regularly (without any delay) and the

customer's monthly income is more than 3000 Euros for the last year, THEN the bank will accept the loan request; in other cases, the bank will not accept the request. A customer assistant is responsible for preparing data for approval but the approval is done by the bank manager." Which of the following test cases can be treated as acceptance test criteria for the above user story?

- 1) As a customer assistant I can log in to the system and check the history of the customer account for the last year.
- 2) As a customer assistant I can log in to the system and check the history of the customer debts and repayments.
- 3) As a customer assistant I can log in to the system and change my password.
- 4) As a bank manager I can log in to the system and receive the information of all requests waiting for approval.
- 5) As a bank manager I can log in to the system and decide whether to approve a loan for a customer.
- 6) As a bank manager I can log in to the system within 10 seconds.

- A. Acceptance test criteria are 1, 2, 4 and 5
- B. Acceptance test criteria are 2, 4, 5 and 6
- C. Acceptance test criteria are 1, 3, 4 and 5
- D. Acceptance test criteria are 1, 2, 3 and 6

Answer: A

Explanation:

Explanation

Acceptance test criteria are the conditions that a user story must satisfy to be accepted by the customer or the stakeholder. They are usually derived from the user story and its acceptance scenarios, and they should cover the functional and non-functional requirements of the user story. Acceptance test criteria should be clear, concise, testable, and agreed upon by the team and the customer or the stakeholder.

In this case, the user story describes the business rule for approving a loan request based on the customer's income, repayment history, and loan amount. The user story also specifies the roles of the customer assistant and the bank manager in the process. Therefore, the acceptance test criteria should verify that the user story is implemented correctly and that the system behaves as expected for different scenarios and inputs.

The following test cases can be treated as acceptance test criteria for the above user story:

As a customer assistant I can log in to the system and check the history of the customer account for the last year. This test case verifies that the customer assistant can access the system and view the customer's income information, which is one of the factors for approving the loan request.

As a customer assistant I can log in to the system and check the history of the customer debts and repayments. This test case verifies that the customer assistant can access the system and view the customer's repayment history, which is another factor for approving the loan request.

As a bank manager I can log in to the system and receive the information of all requests waiting for approval. This test case verifies that the bank manager can access the system and see the list of loan requests that have been prepared by the customer assistant, and that the system provides the necessary information for each request.

As a bank manager I can log in to the system and decide whether to approve a loan for a customer. This test case verifies that the bank manager can access the system and perform the approval action for a loan request, and that the system applies the business rule correctly and updates the status of the request accordingly.

The following test cases cannot be treated as acceptance test criteria for the above user story:

As a customer assistant I can log in to the system and change my password. This test case is not related to the user story, as it does not verify any of the functional or non-functional requirements of the user story. It is a generic test case that applies to any user of the system, not specific to the customer assistant role or the loan approval process.

As a bank manager I can log in to the system within 10 seconds. This test case is not related to the user story, as it does not verify any of the functional or non-functional requirements of the user story. It is a performance test case that applies to any user of the system, not specific to the bank manager role or the loan approval process.

References: ISTQB Foundation Level Agile Tester Syllabus1, Section 2.3.1, pages 15-16; ISTQB Glossary of Testing Terms2, version 4.0, pages 2 and 3.

NEW QUESTION # 68

Which of the following statements best describes how development and testing activities are integrated in Agile projects?

- A. Testers can start testing a user story only when it is "done", meaning when the coding of that user story is finished
- B. Agile teams often adopt exploratory testing, where test design and test execution occur at the same time, usually guided by a test charter
- C. The performances of developers are measured on implemented story points while the performances of testers on executed test cases and defect counts
- D. Both business stakeholders and testers can test user stories during their development within an iteration to provide fast feedback to the developers

Answer: D

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, developers and testers work together to ensure the correct functionality is delivered during the iteration. Business representatives and testers may also validate the software during development to provide quick feedback." This confirms that Option Dis correct -collaborative testingby stakeholders and testers during development is a core Agile practice.

* Option A is incorrect - testing does not wait for "done"; it occurs concurrently with development.

* Option B misrepresents Agile - performance isn't based on metrics like defect counts.

* Option C is true in general, but does not directly answer the integration of testing and development activities.

References:

CTFL-AT Syllabus v4.0, Section 2.4

Learning Objective (K2) - Understand integration of development and testing in Agile

NEW QUESTION # 69

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