ISTQB CTFL-AT

ISTQB AGILE TESTER CERTIFICATION QUESTIONS & ANSWERS

Exam Summary – Syllabus – Questions

CTFL-AT

ISTQB Certified Tester Foundation Level - Agile Tester (CTFL-AT)

40 Questions Exam – 65% Cut Score – Duration of 60 minutes

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Know Your CTFL-AT Certification Well:

The CTFL-AT is best suitable for candidates who want to gain knowledge in the ISTQB Software Testing. Before you start your CTFL-AT preparation you may struggle to get all the crucial Agile Tester materials like CTFL-AT syllabus, sample questions, study guide.

But don't worry the CTFL-AT PDF is here to help you prepare in a stress free manner.

The PDF is a combination of all your queries like-

- What is in the CTFL-AT syllabus?
- How many questions are there in the CTFL-AT exam?
- Which Practice test would help me to pass the CTFL-AT exam at the first attempt?

Passing the CTFL-AT exam makes you ISTQB Certified Tester Foundation Level - Agile Tester (CTFL-AT). Having the Agile Tester certification opens multiple opportunities for you. You can grab a new job, get a higher salary or simply get recognition within your current organization.

ISTQB CTFL-AT Agile Tester Certification Details:

Exam Name	ISTQB Certified Tester Foundation Level - Agile Tester
Exam Code	CTFL-AT
Exam Fee	USD $200
Exam Duration	60 Minutes
Number of Questions	40
Passing Score	65%
Format	Multiple Choice Questions
Schedule Exam	**Pearson VUE**
Sample Questions	**ISTQB CTFL-Agile Tester Exam Sample Questions and Answers**
Practice Exam	**ISTQB Certified Tester Foundation Level - Agile Tester (CTFL-AT) Practice Test**

CTFL-AT Syllabus:

Domain	Details
Agile Software Development	
The Fundamentals of Agile Software Development	- Recall the basic concept of Agile software development based on the Agile Manifesto - Understand the advantages of the whole-team approach - Understand the benefits of early and frequent feedback
Aspects of Agile Approaches	- Recall Agile software development approaches - Write testable user stories in collaboration with developers and business representatives - Understand how retrospectives can be used as a mechanism for process improvement in Agile projects - Understand the use and purpose of continuous integration - Know the differences between iteration and release planning, and how a tester adds value in each of these activities
Fundamental Agile Testing Principles, Practices, and Processes	
The Differences between Testing in Traditional and Agile Approaches	- Describe the differences between testing activities in Agile projects and non-Agile projects - Describe how development and testing activities are integrated in Agile projects - Describe the role of independent testing in Agile projects
Status of Testing in Agile Projects	- Describe the tools and techniques used to communicate the status of testing in an Agile project, including test progress and product quality - Describe the process of evolving tests across multiple iterations and explain why test automation is important to manage regression risk in Agile projects
Role and Skills of a Tester in an Agile Team	- Understand the skills (people, domain, and testing) of a tester in an Agile team - Understand the role of a tester within an Agile team

Domain	Details
Agile Testing Methods, Techniques, and Tools	
Agile Testing Methods	- Recall the concepts of test-driven development, acceptance test-driven development, and behavior-driven development - Recall the concepts of the test pyramid - Summarize the testing quadrants and their relationships with testing levels and testing types - For a given Agile project, practice the role of a tester in a Scrum team
Assessing Quality Risks and Estimating Test Effort	- Assess quality risks within an Agile project - Estimate testing effort based on iteration content and quality risks
Techniques in Agile Projects	- Interpret relevant information to support testing activities - Explain to business stakeholders how to define testable acceptance criteria - Given a user story, write acceptance test-driven development test cases - For both functional and non-functional behavior, write test cases using black box test design techniques based on given user stories - Perform exploratory testing to support the testing of an Agile project
Tools in Agile Projects	- Recall different tools available to testers according to their purpose and to activities in Agile projects

ISTQB CTFL-AT Sample Questions:

Question: 1

Which of the following statements best reflects one of the values of the Agile Manifesto?

a) Working software allows the customer to provide rapid feedback to the developer.
b) Developers should use unit testing tools to support the testing process.
c) Business representatives should provide a backlog of user stories and their estimates to the team.
d) Adopting plans to change adds no real value to an agile project.

Answer: a

Question: 2

Which of the following activities would a tester do during release planning?

a) Produce a list of acceptance tests for user stories
b) Help break down user stories into smaller and more detailed tasks.
c) Estimate testing tasks generated by new features planned for this iteration.
d) Support the clarification of the user stories and ensure that they are testable

Answer: d

Question: 3

Which TWO of the following are examples of testable acceptance criteria for test related activities?
Select TWO options.

a) Structure based testing: White box testing in addition to black box testing is used.
b) System testing: At least 80% of functional regression tests are automated.
c) Security testing: A threat risk analysis scan is completed with no faults identified.
d) Performance testing: The application is responding in a reasonable amount of time with 5000 users.
e) Compatibility testing: The application is working on all major browsers.

Answer: b, c

Question: 4

Which of the following statements is FALSE with respect to exploratory testing?

a) Exploratory testing encompasses concurrent learning, test design, and execution.
b) Exploratory testing eliminates the need for testers to prepare test ideas prior to test execution.
c) Best results are achieved when exploratory testing is combined with other test strategies.
d) Exploratory testers need to have a solid understanding of the system under test

Answer: b

Question: 5

Given the following user story: "An online application charges customers to ship purchased items, based on the following criteria:

- Standard shipping costs for under 6 items
- Shipping is $5 for 6-10 items.
- Shipping is free for more than 10 items.

Which of the following is the best black box test design technique for the user story?

   a) State Transition testing: Test the following states – browsing, logged in, selecting, purchasing, confirming, and exiting
   b) Decision tables: Test the following conditions – User logged in; At least 1 item in cart; Purchase confirmed; Funding approved; with the resulting action of – Ship Item.
   c) Boundary Value Analysis: Test the following inputs – 0,5,6,10,11,max
   d) Use Case Testing: Actor=customer; Prerequisites=customer logs in, selects and purchases items; Postconditions= items are shipped.

Answer: c

Question: 6

Which tasks are typically expected of a tester on an agile project?

i. decide on user acceptance
ii. design, create and execute appropriate tests
iii. schedule defect reports for analysis
iv. automate and maintain tests
v. improve program logic by pair programming

   a) i & iii
   b) ii & iii
   c) ii & iv
   d) ii & v

Answer: c

Question: 7

Which of the following is NOT a typical task performed by the tester within an agile team?

   a) To automate tests and maintain them
   b) To mentor and coach other team members
   c) To produce and update burndown charts
   d) To participate in code analyzing activities

Answer: c

Question: 8

During an iteration planning meeting, the team is sharing their thoughts about a user story. The product owner advises that the customer should have one screen to enter information. The developer explains that there are technical limitations for the feature, due to the amount of information needed to be captured on the screen. Another developer says that there are risks about performance as the information will be stored in an external offsite database. Which of the following would best represent a tester's contribution to this discussion?

  a) The tester advises that the screen for the user story needs to be a single page to reduce test automation effort.
  b) The tester advises that usability is more important than performance
  c) The tester advises that performance acceptance criteria should standard maximum of 1 second for data storage.
  d) The tester advises that the user story needs acceptance criteria to be testable.

Answer: d

Question: 9

The business advises during iteration 5 planning that they require changes to the system delivered in iteration 3.
Of the following activities, which would need to be done first to minimize the introduction of regression risk when this feature is changed?

  a) Review and update all manual and automated tests impacted by this change to meet the new acceptance criteria.
  b) Write new manual and automated tests for the feature and add them to the regression test suite.
  c) Automate all test cases from the previous iteration and add them to the automated regression test suite.
  d) Increase the amount of test automation around the system to include more detailed test conditions.

Answer: a

Question: 10

Which of the following demonstrates effective use of the testing quadrants?

  a) When communicating test ideas, the tester can refer to the matching test quadrant, so that the rest of the team will better understand the purpose of the test.
  b) The tester can use the types of tests described in the testing quadrants as a coverage metric, the more tests covered from each quadrant, the higher the test coverage.
  c) The team should pick a number of tests expected from each quadrant, and the tester should design and execute those tests to ensure all levels and types of tests have been executed
  d) The tester can use the testing quadrants during risk analysis; with the lower level quadrants representing lower risk to customer.

Answer: a

Study Guide to Crack ISTQB Agile Tester CTFL-AT Exam:

- Getting details of the CTFL-AT syllabus, is the first step of a study plan. This pdf is going to be of ultimate help. Completion of the syllabus is must to pass the CTFL-AT exam.
- Making a schedule is vital. A structured method of preparation leads to success. A candidate must plan his schedule and follow it rigorously to attain success.
- Joining the ISTQB provided training for CTFL-AT exam could be of much help. If there is specific training for the exam, you can discover it from the link above.
- Read from the CTFL-AT sample questions to gain your idea about the actual exam questions. In this PDF useful sample questions are provided to make your exam preparation easy.
- Practicing on CTFL-AT practice tests is must. Continuous practice will make you an expert in all syllabus areas.

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