[May 11, 2023 New Updated CTFL-AT Exam Questions 2023 [Q18-Q35

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To prepare for the CTFL-AT Exam, individuals can take various training courses offered by ISQI or other training providers. These courses cover various topics related to Agile Testing and provide individuals with the necessary knowledge and skills to pass the certification exam. Additionally, individuals can also use practice exams and study materials to prepare for the exam.

The CTFL-AT exam is an extension of the ISTQB Certified Tester - Foundation Level (CTFL) certification program. The CTFL-AT certification is a recognition of the tester's ability to apply Agile principles and practices to software testing. The exam covers various topics such as Agile testing process, testing techniques in Agile projects, and Agile testing tools and methods.

Preparing for the ISQI CTFL-AT certification exam requires a solid understanding of agile principles and practices. This can be achieved through self-study, online courses, or classroom training. Many training providers offer CTFL-AT preparation courses that cover the exam content in detail and provide practice questions and mock exams to help candidates prepare.

NO.18 Which of the following activities are done in release planning?

1) Identifying testable user stories with acceptance criteria.

2) Elaborating the user stories into tasks.

3) Prioritizing the user stories.

4) Creating acceptance tests for the user stories.

5) Analyzing risks for each of the user stories.

6) Performing high level estimation for the release.
* Activities 1, 4 and 6
* Activities 2 and 4
* Activities 2, 3 and 5
* Activities 1, 3 and 6

NO.19 Which of the following allows a developer to define accurate unit tests focused on business needs?
* Design-Driven Development
* Behavior-Driven Development
* Test-Driven Development
* Acceptance Test-Driven Development

NO.20 Which of the following is a benefit of a whole-team approach?
* Enables reduction in test duplication as the testers and test engineers function as a single team.
* Enables testers to execute their responsibility for quality for the combined team.
* Enables the team to focus on solely their separate areas of expertise and responsibility.
* Enables the various skill sets within the team to be leveraged to the benefit of the project.

NO.21 Why is regression of software a high risk in agile projects?
* Test-driven development means that existing functionality is not considered.
* Test automation can cause regression of software in the test environment.
* Regression is built into software as a safeguard against unexpected failures.
* There is code churn due to change in business needs over several sprints.

NO.22 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.

* 2, 3
* 1, 4
* 4, 5
* 1, 5

NO.23 You are working on an Agile project and have been asked to implement exploratory testing for the current sprint. Which one of the following is a correct approach to adopt?

* Allocate independent testers to design exploratory tests using test charters in time boxed sessions. Plan to run all sessions in parallel with each session lasting more than 5hours.
* Ask experienced testers to try and find new defects by using the system without the constraint of documentation and tools.
* Use testers who have not been involved in the sprint to write new test cases from the user stories. These test cases are then executed in a time boxed session for the sprint.
* Ask experienced testers to prepare test charters for time boxed sessions lasting no more than 2hours.

Tests should be designed and executed within each session using heuristics, creativity and intuition.

NO.24 Which of the following sentences about the integration of development and testing activities in Agile projects is INCORRECT?

* While developers develop automated unit test scripts, testers write automated system level tests.
* Testers replace developers in writing unit test automation scripts.
* Developers write acceptance criteria and test cases, together with testers.
* Developers and testers may work as a pair to develop and test a feature.

NO.25 User Story: As a user I want to be able to calculate tax percentage based on amount of income.

What is the best black box test design technique for verifying the accuracy of this user story?

* Statement testing – test all statements in income calculation.
* User story testing – test that the user can enter an income amount and get a result.
* State transition testing – test all states of income entry.
* Equivalence partitioning – test with low, medium and high income.

NO.26 Which of the following statements about the benefits of the Agile processes promoting early and frequent feedback is NOT true?

* In Agile projects where feedback is provided early and frequently, defects and incorrect requirements are caught earlier and those problems can be fixed faster.
* Feedback from well-conducted Agile retrospectives can be used to positively affect the development process over the course of the next iteration.
* Early and frequent feedback enables the team to deliver the features that represent the highest business value to the customer first.
* Increasing the frequency of feedback and communication between all the stakeholders involved in Agile projects eliminates all communication problems.

NO.27 What is the main benefit of the Test Pyramid?

* It means testing is involved early in the development cycle.
* It helps in evaluating the amount of test cases needed.
* It shows complexity of testing activities.
* It acts as a metric for testing progress.

NO.28 What is the definition of agile software development?

* Testing carried out informally where no formal test preparation or execution takes place, no recognized test design technique is

used and there are no expectations for results.

* A group of software development methodologies based on iterative incremental development with self-organizing cross-functional teams who cooperate to define requirements and to implement the solution.

* A framework to describe the software development lifecycle activities from requirements specification to maintenance where test planning of the various test levels is done as soon as the test basis is ready

* A way of developing software where the test cases are developed, and often automated, before the software under test is developed.

NO.29 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?

* Decision table testing. Test the following conditions:

Conditions=registered user logged in; inserted power of the vehicle=20kW; Action=Car tax paid

* State transition testing. Test the transitions between the following states:

logging in, inserting the power of the vehicle, making payment, logging out.

* 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]

* 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

NO.30 Which of the following would provide the MOST independence for testers working with agile teams?

* Testers are fully embedded in each Agile team to perform many of the testing tasks.

* Testers from an independent test team who do not get involved with the Agile team, but are assigned to do System Testing once all sprints are completed.

* Testers from an independent test team are assigned on-demand for the final days of each sprint.

* Testers from an independent test team are assigned to the Agile team at the beginning of the project, returning for re-assignment to a new agile team.

NO.31 Which of the following statements would you expect to be the MOST direct advantage of the whole-team approach?

* Having at least once a day an automated build and test process that detects integration errors early and quickly.

* Avoiding requirements misunderstandings which may not have been detected until later in the development cycle when they are more expensive to fix.

* Capitalizing on the combined skills of business representatives, testers and developers working together to contribute to project

success.

* Reducing the involvement of business representatives because of the increased communication and collaboration between testers and developers.

NO.32 You are working in a software development company which, for many years, used a sequential development model and was organized into separate departments for each functional group (e.g. business analysts, developers, testers) located within their own office space. Your organization has recently changed to a SCRUM agile framework.Which of the following is an important organizational and behavioral best practice for a tester in the SCRUM team that should have also been practiced when using the sequential model?

* Resilient testing means that the testing process is capable of dealing with rapid changes throughout the development process with test plans being updated during each iteration.

* Credibility means that the tester must share information with the stakeholders about the test process so that they find the selected test strategy and testing activities trustworthy.

* Cross-functional teamwork means that all team members contribute to testing in various ways. For example, involving people with the test strategy, test planning and execution as well as test reporting.

* Co-located teamwork means that all team members, including developers and testers, must sit together in the same office, so they can quickly communicate face-to-face.

NO.33 Which of the following statements is FALSE regarding early and frequent feedback?

* Early feedback decreases the amount of time needed for system testing.

* Early feedback promotes early discovery and resolution of quality problems.

* Early feedback provides the Agile team with information on its productivity.

* Early feedback helps to deliver a product that better reflects what the customer wants.

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