

# Sample Exam Questions- ISTQB

Foundation Level-Agile Tester Extension Exam  
(CTFL-AT)

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(CTFL) & ISTQB Foundation Level- Agile Tester Extension  
(CTFL-AT)

# **Sample Exam Questions - ISTQB Foundation Level-Agile Tester Extension Exam (CTFL-AT)**

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# About the Author

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Chhavi Raj Dosaj has more than 15 years of experience in functional Testing and analysis of Banking, Investment banking, and credit systems/platforms for large financial services companies in diverse geographies like; Australia, India, Hong Kong, Europe and the US.

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He holds a Bachelor's Degree in Computer Technology from Nagpur University, India.



# Preface

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I wrote this book with the following three categories of readers in mind:

The first category is of people who are planning to take the exam in the near future. They should go through the syllabus in chapter 1, research the topic and then attempt the sample exams to check their understanding about the subject. The sample exams can be used to find the areas of strength and weakness confidence.

The second category is of people who are working in Agile projects and want to test their knowledge of Agile Testing based on the ISTQB syllabus.

The third category is of teachers who can use these sample papers to measure their students' understanding of each syllabus chapter by focusing on specific questions from that particular chapter.

These sample exams can also be used as an aid to passing the exam with minimal effort

## **Disclaimer:**

Although all efforts have been made to ensure the accuracy of the contents of this book, we cannot guarantee 100% correctness of the information contained herein.

If you find any factual anomalies, grammar or spelling errors please send it along with your comments and suggestions to the author. Good luck on the exam questions!

## **Acknowledgements**

I would like to acknowledge that this book relies heavily on the ISTQB-Agile Tester Extension Syllabus and Standard Glossary of Terms used in Software Testing. In some cases, certain phrases were used verbatim to ensure the content adheres to the syllabus and glossary.

I would like to thank my parents Dr Pradeep Dosaj and Kaushal Dosaj for their unconditional support and for allowing me to realize my own potential, my wife Shikha for her continuous support without which this book would not have been possible.

Special thanks to my dear friend Richard Clifton for helping in the technical review of this book.

I would also like to thank my friends Sapna Bhatia and Navneesh Garg who always inspire me to take new challenges every day.

## **Feedback and Queries**

For any feedback or queries you can contact the author at [www.adactin.com/contact.html](http://www.adactin.com/contact.html) or email [chhavi.raj@adactin.com](mailto:chhavi.raj@adactin.com)

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# 1. Overview of Exam

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## **Introduction to Foundation Level Agile Tester Extension**

The certification for Foundation Level Extension – Agile Tester is designed for professionals who are working within Agile environments. It is also for professionals who are planning to start implementing Agile methods in the near future, or are working within companies that plan to do so. The certification provides an advantage for those who would like to know the required Agile activities, roles, methods, and methodologies specific to their role.

## **Intended Audience**

The Foundation Level Extension – Agile Tester qualification is aimed at four groups of professionals:

1. Professionals who have achieved in-depth testing experience in traditional methods and would like to get an Agile Tester Certificate.
2. Junior professional testers who are just starting in the testing profession, have received the Foundation Level certificate, and would like to know more about the tester's role in an Agile environment.
3. Professionals who are relatively new to testing and are required to implement test approaches, methods and techniques in their day to day job in Agile projects.
4. Professionals who are experienced in their role (including unit testing) and need more understanding and knowledge about how to perform and manage testing on all levels in Agile projects.

These professionals include people who are in roles such as testers, test analysts, test engineers, test consultants, test managers, user acceptance testers, and software developers.

This Foundation Level Extension – Agile Tester certification may also be appropriate for anyone who wants a deeper understanding of software testing in the Agile world, such as project managers, quality managers, software development managers, business analysts, IT directors, and management consultants.

## Career Paths for Testers

Building on the Foundation Level, the Agile Tester Extension supports the definition of career paths for professional testers. A person with the Agile Tester certificate has extended the broad understanding of testing acquired at the Foundation Level to enable him or her to work effectively as a professional tester in an Agile project. People possessing an ISTQB Foundation Level Extension – Agile Tester certificate may use the Certified Tester Foundation Level acronym CTFL-AT.

## Learning Objectives

The syllabus categorizes learning objectives into three cognitive levels:

- **K1:** remember, recognize, and recall
- **K2:** understand, explain, give reasons, compare, classify and summarize
- **K3:** apply

The relevant learning objectives at K1, K2, and K3 levels are provided at the beginning of each chapter within each particular extension syllabus.

## Entry Requirements

To be able to participate in a Foundation Level Extension – Agile Tester exam, candidates must have obtained the ISTQB Foundation Level certificate.

## Agile Tester Extension Exam Structure

Similar to the Foundation Level Certification exam, the Agile Tester Certification exam is comprised of 40 multiple choice questions, with a pass mark of 65% to be completed within 60 minutes.

## Overview of the Foundation Level Extension – Agile Tester Syllabus

### Business Outcomes

This section lists the Business Outcomes expected of a candidate who has achieved the Foundation Level Extension – Agile Tester certification. An Agile Tester can...

AFM1 Collaborate in a cross-functional Agile team being familiar with principles and basic practices of Agile software development.

AFM2 Adapt existing testing experience and knowledge to Agile values and principles.

AFM3 Support the Agile team in planning test-related activities.

AFM4 Apply relevant methods and techniques for testing in an Agile project.

AFM5 Assist the Agile team in test automation activities.

AFM6 Assist business stakeholders in defining understandable and testable user stories, scenarios, requirements and acceptance criteria as appropriate.

AFM7 Work and share information with other team members using effective communication styles and channels.

In general, a Certified Tester Foundation Level – Agile Tester is expected to have acquired the necessary skills to work effectively within an Agile team and environment.

## **Content**

### **Chapter 1: Agile Software Development**

- The tester should remember the basic concept of Agile software development based on the Agile Manifesto.
- The tester should understand the advantages of the whole-team approach and the benefits of early and frequent feedback.
- The tester should recall Agile software development approaches.
- The tester should be able to write testable user stories in collaboration with developers and business representatives.
- The tester should understand how retrospectives can be used as a mechanism for process improvement in Agile projects.
- The tester should understand the use and purpose of continuous integration.
- The tester should know the differences between iteration and release planning, and how a tester adds value in each of these activities.

## **Chapter 2: Fundamental Agile Testing Principles, Practices, and Processes**

- The tester should be able to describe the differences between testing activities in Agile projects and non-Agile projects.
- The tester should be able to describe how development and testing activities are integrated in Agile projects.
- The tester should be able to describe the role of independent testing in Agile projects.
- The tester should be able to describe the tools and techniques used to communicate the status of testing in an Agile project, including test progress and product quality.
- The tester should be able to describe the process of evolving tests across multiple iterations and explain why test automation is important to manage regression risk in Agile projects.
- The tester should understand the skills (people, domain, and testing) of a tester in an Agile team.
- The tester should be able to understand the role of a tester within an Agile team.

## **Chapter 3: Agile Testing Methods, Techniques, and Tools**

- The tester should be able to recall the concepts of test-driven development, acceptance test driven development, and behavior-driven development.
- The tester should be able to recall the concepts of the test pyramid.
- The tester should be able to summarize the testing quadrants and their relationships with testing levels and testing types.
- For a given Agile project, the tester should be able to work as a tester in a Scrum team.
- The tester should be able to assess quality risks within an Agile project.
- The tester should be able to estimate testing effort based on iteration content and quality risks.

- The tester should be able to interpret relevant information to support testing activities.
- The tester should be able to explain to business stakeholders how to define testable acceptance criteria.
- Given a user story, the tester should be able to write acceptance test-driven development test cases.
- For both functional and non-functional behavior, the tester should be able to write test cases using black box test design techniques based on given user stories.
- The tester should be able to perform exploratory testing to support the testing of an Agile project.
- The tester should be able to recall different tools available to testers according to their purpose and to activities in Agile projects.

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## 2. Agile Tester Extension

### Sample Exam 1

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#### Question 1

Which of the following is NOT an Agile Manifesto statement of values?

**Answer:**

- A. Customer collaboration over contract negotiation
- B. Responding to change over following a plan
- C. Processes and tools over individuals and interactions
- D. Working software over comprehensive documentation

#### Question 2

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

**Answer:**

- A. Responding to change allows an Agile team to develop relevant, helpful product that people want to use.
- B. The team should try to automate all unit test cases to reduce regression testing effort.
- C. Business representatives should participate in all project activities.
- D. Testers should work collaboratively with Business and development team.

### Question 3

Who is responsible for the quality of the product in Agile projects?

**Answer:**

- A. Testers as they are testing the product before it reaches the real customer
- B. Developers as they are developing the product based on the requirements
- C. Business Analyst as they are responsible for writing the acceptance criteria for the product
- D. The whole Team has responsibility for the quality of the product
- E. The Product owner as they specifies the customer requirements to the team.

### Question 4

Which of the following can be used to take advantage of the whole team approach in Agile development?

**Answer:**

- A. Daily stand-up meeting
- B. Continuous integration
- C. Test Driven Development
- D. Pairing

### Question 5

Which TWO of the following statements are true?

1. Early feedback can only be achieved by Continuous Integration
2. Early and frequent feedback helps manage the team better since the capability of the team is transparent to everyone.
3. Early and frequent feedback helps the team find the high severity bugs early.
4. Early and frequent feedback enables an agile team to build a product which reflects what the customer wants.

**Answer:**

- A. 1 and 4
- B. 2 and 3
- C. 2 and 4
- D. 1 and 3

### Question 6

Which of the following is NOT a benefit of early feedback?

- A. Avoiding requirements misunderstandings
- B. Clarifying customers requests, making them available for customer use early
- C. Early discovery and resolution of bugs
- D. Early feedback reduces costs because it decreases the amount of time needed for testing.



Which of the following is NOT one of the values to guide development in Extreme Programming?

**Answer:**

- A. Simplicity
- B. Quality
- C. Courage
- D. Feedback
- E. Communication

### Question 8

During an iteration planning meeting, the team is discussing a user story. The product owner advises that sensitive customer data is captured as part of the story and should be encrypted. The developer explains that the encryption could result in an increase in development time.

Which of the following would best represent a tester's contribution to this discussion?

**Answer:**

- A. The tester advises that encryption will increase the testing effort as there is more development required.
- B. The tester advises that the priority of the story should be increased.
- C. The tester advises that more performance testing will be required for the user story.
- D. The tester advises that the user story needs testable acceptance criteria for the encryption functionality.

### Question 9

Which of the following BEST describes a tester's contribution in a retrospective meeting?

**Answer:**

- A. As a tester participating in a retrospective meeting, I should only be concerned about the test-related improvement decisions focused on test effectiveness
- B. As a tester, I should I should give feedback only on the automation tasks so that I can improve test effectiveness
- C. As a tester, I should provide feedback on all activities conducted by the agile team during all the completed sprints.
- D. As a tester, I should give feedback only on the development task so that I can improve test effectiveness

### Question 10

Which of the following could be raised in the retrospective meeting?

**Answer:**

- i. Frequent Environment related issues are slowing down testing. A root cause analysis of the environment issues is required.
- ii. A new tool is needed for the team to better manage user stories.
- iii. Automation coverage of unit tests should be increased to improve overall quality
- iv. The team should plan for some social activity after the end of each iteration

**Answer:**

- A. i, ii, iii
- B. i and iii
- C. i, ii, iv
- D. i, ii, iii, iv