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Certified Tester Foundation Level Agile Tester

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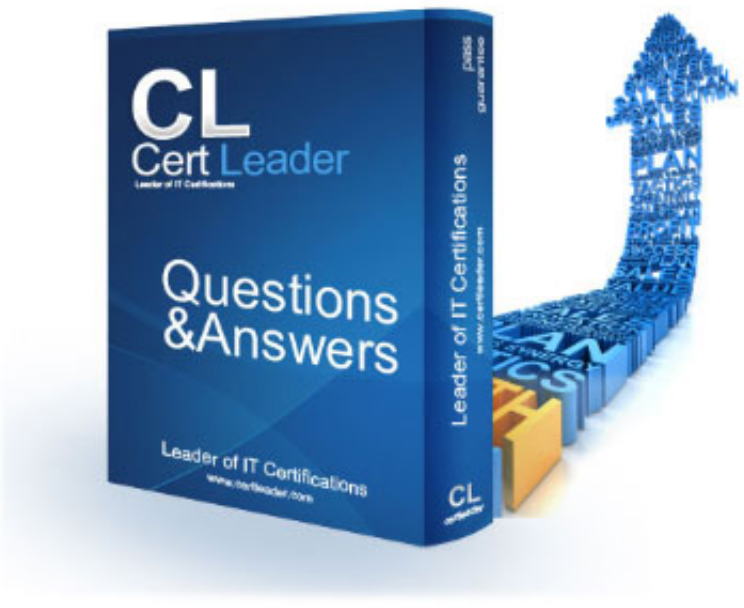

NEW QUESTION 1
Which of the following statements would you expect to be the MOST direct advantage of the whole-team approach?

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. Capitalizing on the combined skills of business representatives, testers and developers working together to contribute to project success.
D. Reducing the involvement of business representatives because of the increased communication and collaboration between testers and developers.

Answer: C

Explanation:
The whole-team approach is a principle of agile testing that involves everyone with different knowledge and skills to ensure project success. The whole-team approach means that the business representatives, testers, and developers work together in every step of the development process, from planning to delivery. The whole-team approach aims to enhance communication and collaboration within the team, leverage the various skill sets of the team members, and make quality everyone's responsibility12. Therefore, the statement C is the most direct advantage of the whole-team approach, as it captures the essence of the principle and its benefits. The other statements are not directly related to the whole-team approach, or are incorrect. Statement A is about continuous integration, which is a practice of agile development that involves having at least once a day an automated build and test process that detects integration errors early and quickly. Continuous integration is not a direct consequence of the whole-team approach, although it may be facilitated by it13. Statement B is about avoiding requirements misunderstandings, which may be a benefit of the whole-team approach, but not the most direct one. The whole-team approach does not only focus on requirements, but also on design, implementation, testing, and delivery. Moreover, avoiding requirements misunderstandings may also depend on other factors, such as the quality of the user stories, the use of acceptance criteria, and the feedback from the customers and users14. Statement D is incorrect, as it contradicts the whole-team approach. The whole-team approach does not reduce the involvement of business representatives, but rather increases it. Business representatives are an integral part of the whole-team approach, as they provide the vision, the value, and the validation of the product. They collaborate with the testers and developers to define the features, prioritize the backlog, and verify the outcomes12. References: ISTQB Foundation Level Agile Tester Syllabus1, Section 1.2.1, page 9; What is Whole Team Approach in Agile Testing?2, Section What is Whole Team Approach?; Continuous Integration3, Section What is Continuous Integration?; Effective User Stories - 3C's and INVEST Guide4, Section The 3 C's (Card, Conversation, Confirmation) of User Stories.

NEW QUESTION 2
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. Decision table testin
B. Test the following conditions:Conditions=registered user logged in; inserted power of the vehicle=20kW; Action=Car tax paid
C. State transition testin
D. Test the transitions between the following states: logging in, inserting the power of the vehicle, making payment, logging ou
E. Equivalence partitionin
F. 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]
G. 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

Answer: C

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 inputdomain 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 3
What is the main benefit of the Test Pyramid?

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

Answer: B

Explanation:
The Test Pyramid is a model for organizing tests in a way to make the process of testing faster, efficient and cost-effective. This model focusses on getting maximum functional testing getting covered by faster and less brittle tests like Unit and API tests1. The main benefit of the Test Pyramid is that it helps in evaluating the amount of test cases needed for each level of testing. The Test Pyramid suggests that the number of test cases should decrease as we move up the pyramid, from unit tests to integration tests to end-to-end tests. This is because unit tests are more granular, isolated, and easy to write and maintain, while end-to-end tests are more complex, dependent, and brittle. The Test Pyramid also helps in balancing the test coverage and the test execution time, as unit tests provide high coverage and low execution time, while end-to-end tests provide low coverage and high execution time. By following the Test Pyramid, teams can optimize their testing efforts and resources, and ensure that they have a sufficient and effective test suite for their software. References: ISTQB® Foundation Level Agile Tester Syllabus, Section 2.2.1, page 16; ASTQB Agile Tester Certification Resources, Section 2.2.1, page 16; What is Test Pyramid : Getting started with Test Automation Pyramid, The Practical Test Pyramid - Martin Fowler, Testing Pyramid: What Is It and How To Use It | Solvd.

NEW QUESTION 4
Which of the following is the BEST way for a test team to keep its independence when working in an Agile development environment?

A. Share the Test Strategy with the Agile development team, but not the details of the Test Cases.
B. Locate the team that develops the test automation framework in a different location to the Agile development team.
C. Assign testers to be members of the Agile team, but ensure the testers report to a different manager than the developers.
D. Co-locate only some of the testers with the Agile development team, while the rest of the testers are in a different location.

Answer: C

Explanation:
According to the ISTQB Tester Foundation Level Agile Tester syllabus, one of the key principles of agile testing is that testers are integrated into the agile team and work closely with developers and other stakeholders. However, this does not mean that testers lose their independence or objectivity. Testers should still be able to provide an unbiased view of the quality of the software and challenge the assumptions and decisions made by the team. Therefore, option C is the best way for a test team to keep its independence when working in an agile development environment, as it allows testers to be part of the agile team, but also report to a different manager than the developers, who can support their professional development and ensure their independence. Option A is not a good way to keep independence, as it limits the transparency and collaboration between testers and developers, which are essential for agile testing. Option B is also not a good way to keep independence, as it creates a physical and organizational barrier between the test automation team and the agile development team, which can hinder communication and feedback. Option D is also not a good way to keep independence, as it creates an inconsistency and imbalance between the testers who are co-located with the agile development team and those who are not, which can affect the quality and efficiency of the testing process. References: ISTQB Tester Foundation Level Agile Tester syllabus, section 1.2.1, page 91; ISTQB Tester Foundation Level Agile Tester syllabus, section 1.2.2, page 101; ISTQB Tester Foundation Level Agile Tester syllabus, section 2.1.1, page 141; ISTQB Tester Foundation Level Agile Tester syllabus, section 2.2.1, page 161; ISTQB Tester Foundation Level Agile Tester syllabus, section 2.2.2, page 171.

NEW QUESTION 5
Which ONE of the following is an example of a typical “Business-oriented work product”?

A. The released product.
B. Acceptance testing entry criteria.
C. A user manual.
D. Usability testing test results.

Answer: C

Explanation:
Business-oriented work products are those that describe what is needed (e.g., requirements specifications) and how to use it (e.g., user documentation). A user manual is an example of a business-oriented work product, as it provides instructions and guidance on how to use the product from the user’s perspective. A user manual may also contain information about the product’s features, benefits, and limitations. A user manual is typically written by technical writers, who may collaborate with developers, testers, and business analysts to ensure the accuracy and clarity of the content. A user manual may be delivered in various formats, such as printed, online, or interactive. References: ISTQB® Foundation Level Agile Tester Syllabus1, Section 1.2.1, page 10; ASTQB Agile Tester Certification Resources2, Section 1.2.1, page 10.

NEW QUESTION 6
Which agile development approach incorporates the following practices:
* a project is divided into iterations called sprints
* each sprint results in a potentially releasable/shippable product?

A. Kanban
B. Extreme Programming
C. Continuous Integration
D. Scrum

Answer: D

Explanation:
Scrum is an agile development approach that incorporates the following practices:
? a project is divided into iterations called sprints, which are typically 2-4 weeks long
? each sprint starts with a planning meeting, where the team selects a subset of user stories from the product backlog to work on
? each sprint ends with a review meeting, where the team demonstrates the potentially releasable/shippable product increment to the stakeholders and collects feedback
? each sprint also includes a retrospective meeting, where the team reflects on the process and identifies areas for improvement123 References: 1: ISTQB® Foundation Level Agile Tester Syllabus, Section 2.1, Agile Software Development1; 2: ASTQB Agile Tester Certification Resources, Section 2.1, Agile Software Development2; 3: What is Agile? | Atlassian3

NEW QUESTION 7
Which tasks are typically performed by a tester on an Agile project?
1) Implementing test strategy.
2) Documenting business requirements.
3) Measuring and reporting test coverage.
4) Coaching development team in relevant aspects of testing.
5) Executing test-driven development tests.

A. 2, 5
B. 2, 4, 5
C. 1, 3, 4
D. 1, 3

Answer: C

Explanation:

A tester on an Agile project typically performs the following tasks12:
? Implementing test strategy: A tester helps to define and implement the test strategy for the Agile project, which includes the test approach, test levels, test types, test techniques, test tools, test environment, test data, test metrics, and test documentation.
? Measuring and reporting test coverage: A tester measures and reports the test coverage of the product features and quality attributes, such as functionality, usability, performance, security, etc. Test coverage can be expressed in terms of test cases, test scenarios, test sessions, test conditions, test data, code, etc.
? Coaching development team in relevant aspects of testing: A tester coaches the development team in relevant aspects of testing, such as test design, test execution, test automation, test-driven development, behavior-driven development, exploratory testing, etc. A tester also helps the development team to improve their testing skills and practices.
The following tasks are not typically performed by a tester on an Agile project:
? Documenting business requirements: Business requirements are usually documented by the product owner or the business analyst, not by the tester. The tester may review and provide feedback on the business requirements, but the tester is not responsible for documenting them.
? Executing test-driven development tests: Test-driven development tests are usually executed by the developers, not by the tester. The tester may assist the developers in creating and reviewing the test-driven development tests, but the tester is not responsible for executing them.
Therefore, the correct answer is C, as it contains the tasks that are typically performed by a tester on an Agile project. References: ISTQB Foundation Level Agile Tester Extension Syllabus1, pages 14-15, 18-19, 22-23; ISTQB Agile Tester Sample Exam2, question 17.

NEW QUESTION 8
You have been asked to execute an exploratory testing session on Park & Ride system. The test charter has been titled as “Buy a bus ticket”. As a result, a number of defects were
reported, the titles of which are listed below.
Which defect is out of scope for the given test charter?

A. Price for a bus ticket was calculated incorrectly.
B. Failed to buy a bus ticket after 18:00.
C. Failed to buy a bus ticket when the network connection to the Central System is down.
D. Payment for parking ticket is restricted to cash only (no credit card supported).

Answer: D

Explanation:
The test charter for the exploratory testing session is focused on buying a bus ticket, not a parking ticket. Therefore, any defect related to the payment for parking ticket is out of scope for the given test charter. The other defects are related to the functionality, usability, or reliability of buying a bus ticket, which are in scope for the test charter. References: ISTQB Certified Tester Foundation Level Agile Tester Extension Syllabus, Version 2014, Section 2.3.2 Exploratory Testing1, Section 2.3.2.1 Test Charter2; ISTQB Glossary of Testing Terms, Version 3.2, 2017, Definition of Test Charter3 1: ISTQB Certified Tester Foundation Level Agile Tester Extension Syllabus, Version 2014, Section 2.3.2 Exploratory Testing 2: ISTQB Certified Tester Foundation Level Agile Tester Extension Syllabus, Version 2014, Section 2.3.2.1 Test Charter 3: [ISTQB Glossary of Testing Terms, Version 3.2, 2017, Definition of Test Charter]

NEW QUESTION 9
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, 3 and 6
B. Acceptance test criteria are 1, 3, 4 and 5
C. Acceptance test criteria are 2, 4, 5 and 6
D. Acceptance test criteria are 1, 2, 4 and 5

Answer: D

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 10
Iteration planning for Sprint 5 of your current project is complete. The plan for the sprint is to increase performance of the system, which of the following acceptance criteria would you expect for Sprint 5?
1) User access for all roles has been validated.
2) A static analysis tool has been executed for all code.
3) 100% of the existing regression test suite has passed.
4) System is responding in less than 3 seconds, 90% of the time.
5) A new version of internet Explorer has been included.

A. 1, 3
B. 3, 4
C. 4, 5
D. 2, 5

Answer: B

Explanation:
The acceptance criteria for a sprint are the conditions that must be met for the user stories to be considered done and deliver value to the customer1. The acceptance criteria should be specific, measurable, achievable, relevant, and testable2. In this case, the plan for the sprint is to increase performance of the system, so the acceptance criteria should reflect that goal. Therefore, the acceptance criteria that would be expected for Sprint 5 are:
? uk.co.certification.simulator.questionpool.PList@340b0380
The other options are not relevant or appropriate acceptance criteria for Sprint 5:
? uk.co.certification.simulator.questionpool.PList@340b04b0

NEW QUESTION 10
Which one of the following is a testable acceptance criterion?

A. The solution shall support business processes.
B. The system shall be easy to use.
C. The response time to confirm a customer submission must not exceed 5 seconds.
D. The tools for testing are tested before use and are meeting the requirements.

Answer: C

Explanation:
A testable acceptance criterion is a condition that can be verified or measured objectively by the tester, customer, or stakeholder. It should be specific, measurable, achievable, relevant, and time-bound (SMART). A testable acceptance criterion should also be written from the user's perspective, achievable within the sprint, and written before development begins1.
Among the four options, only option C meets these criteria. It is specific (the response time to confirm a customer submission), measurable (must not exceed 5 seconds), achievable (within the technical and business constraints), relevant (to the user's needs and expectations), and time-bound (must be met in every sprint). It is also written from the user's perspective, testable (by measuring the response time), and written before development (as part of the user story definition).
Option A is not testable because it is vague and subjective. What does it mean to support business processes? How can this be verified or measured? Option B is also not testable because it is subjective and ambiguous. What does it mean to be easy to use? How can this be verified or measured? Option D is not testable because it is not written from the user's perspective. It is an internal quality criterion for the testing team, not an acceptance criterion for the product or feature.
References: ISTQB Foundation Level Agile Tester Syllabus, Section 2.3.2, page 182; ISTQB Foundation Level Agile Tester Sample Exam Questions, Question 2.3.2-2, page 93

NEW QUESTION 13
Which two of the following statements are CORRECT with regards to test automation on agile projects?
1) Every test developed for past iterations is kept and executed as part of a regression suite for each new release of code.
2) It would be very difficult to ensure high quality in an agile project without test automation.
3) Automated acceptance tests are run regularly as part of the continuous integration full system build.
4) Automated regression suites are only run for the final release of code.
5) In agile projects, the results from automated acceptance tests provide feedback on the overall product quality.

A. 3, 4
B. 2, 5
C. 1, 3
D. 2, 3

Answer: B

Explanation:
Test automation is essential for agile projects, as it enables fast and frequent feedback on the quality of the product. Without test automation, it would be very difficult to ensure high quality in an agile project, as manual testing would be too slow and costly to keep up with the pace of development12. Automated acceptance tests are one of the key types of test automation on agile projects, as they verify that the user stories are implemented correctly and that the product meets the customer's expectations. Automated acceptance tests are run regularly as part of the continuous integration full system build, and the results provide feedback on the overall product quality12. Therefore, statements 2
and 5 are correct with regards to test automation on agile projects. References: 1: ISTQB® Foundation Level Agile Tester Syllabus, Section 3.3.1, Test Automation1; 2: ASTQB Agile Tester Certification Resources, Section 3.3.1, Test Automation2

NEW QUESTION 18
Which statement about an Agile task board is CORRECT?

A. It provides detailed visual representation of the whole team's status.
B. It is updated once at the end of each iteration.
C. Only “in progress” tasks are shown on the task board.
D. It is a detailed visual representation of the status of testing.

Answer: A

Explanation:
An Agile task board is a visual framework to display and sync up on the tasks moving between production steps. It is usually applied to the two most popular Agile development frameworks — Kanban and Scrum. Used by software developers and project managers, an Agile board helps manage workloads in a flexible, transparent, and iterative way1. An Agile task board provides a detailed visual representation of the whole team’s status, showing which tasks remain to be started, which are in progress, and which are done. It also helps to track the progress of the current sprint, identify bottlenecks, and facilitate collaboration and communication among team members2. References:
? : ISTQB® Foundation Level Agile Tester Syllabus, Version 2014, Section 2.1.1
? : ASTQB Agile Tester Certification Resources, Agile Testing Foundations, Chapter 2, Section 2.1.1
? : 6

NEW QUESTION 21
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?

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

Answer: D

Explanation:
The best black box test design technique for verifying the accuracy of this user story is equivalence partitioning. Equivalence partitioning is a technique that divides the input domain of a system into classes or groups that are expected to behave similarly. By testing one value from each class, the tester can reduce the number of test cases while still achieving good coverage. In this case, the input domainof the system is the amount of income, which can be divided into classes based on the tax percentage applied to different income ranges. For example, if the tax percentage is 10% for income below 10,000, 20% for income between 10,000 and 20,000, and 30% for income above 20,000, then the equivalence classes are: low income (<10,000), medium income (10,000-20,000), and high income (>20,000). By testing one value from each class, such as 5,000, 15,000, and 25,000, the tester can verify that the system calculates the correct tax percentage for each income range. This technique is more efficient and effective than testing all possible values of income, or testing only one value of income, or testing the states of income entry, or testing the statements in income calculation. References: ISTQB Foundation Level Agile Tester Syllabus1, Section 2.3.1, page 19; ISTQB Foundation Level Agile Tester Extension Sample Exam Questions2, Question 5, page 6.

NEW QUESTION 22
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