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Certified Tester Foundation Level Agile Tester

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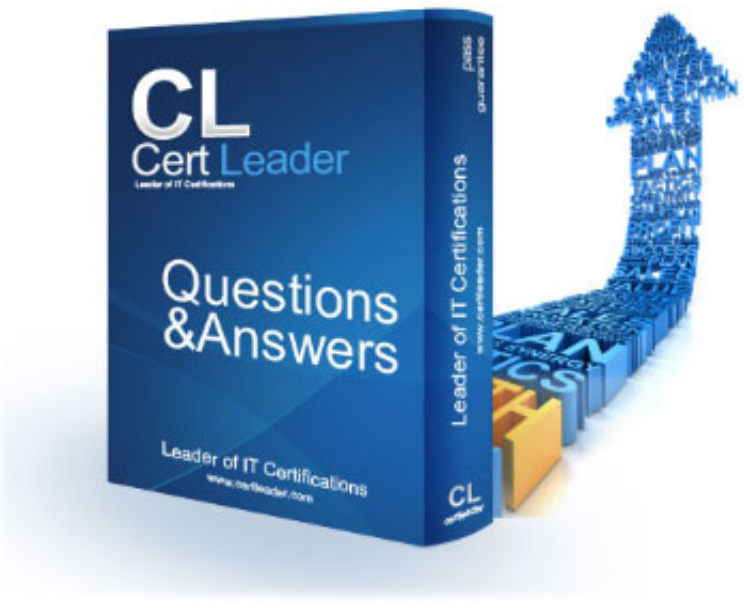

NEW QUESTION 1
Which of the following activities are done in release planning?
1) Identifying testable user stories with acceptance criteria.
2) Elaborating the user stories into tasks.
3) Prioritizing the user stories.
4) Creating acceptance tests for the user stories.
5) Analyzing risks for each of the user stories.
6) Performing high level estimation for the release.

A. Activities 1, 4 and 6
B. Activities 2 and 4
C. Activities 2, 3 and 5
D. Activities 1, 3 and 6

Answer: D

Explanation:
Release planning is a process of defining the scope and timeline for an iterative or incremental product development project. It is used in agile or hybrid projects where a mid- to long-term planning of the product or system development or integration is required12. Release planning involves the following activities:
? Identifying testable user stories with acceptance criteria. User stories are short descriptions of the features or functionalities that the customer or user wants from the product. Acceptance criteria are the conditions that must be met for the user story to be considered done and acceptable. Identifying testable user stories with acceptance criteria helps to define the scope and quality of the release13.
? Prioritizing the user stories. User stories are prioritized based on the value they deliver to the customer or user, as well as the dependencies, risks, and costs associated with them. Prioritizing the user stories helps to determine the order and frequency of the releases13.
? Performing high level estimation for the release. High level estimation is a technique to estimate the effort, time, and resources needed to complete the user stories in the release. High level estimation can be done using various methods, such as analogy, expert judgment, planning poker, etc. Performing high level estimation for the release helps to set realistic and achievable goals and deadlines13.
Therefore, activities 1, 3 and 6 are done in release planning. Activities 2, 4 and 5 are done in iteration planning, which is a more detailed and short-term planning of the work to be done in each iteration or sprint13. References: 1: ISTQB® Foundation Level Agile Tester Syllabus, Section 2.2, Fundamental Agile Testing Principles, Practices and Processes1; 2: Agile Release Planning in Hybrid and Agile Projects4; 3: How to Create an Agile Release Plan5

NEW QUESTION 2
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 3
Which of the following statements about a test charter are CORRECT?
1) It is used mainly in exploratory tests.
2) It is used to monitor a test process.
3) It may make reference to user stories.
4) It contains notes taken during a test session.
5) It is used to outline the company test policy.

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

Answer: D

Explanation:
A test charter is a document that describes the scope, objective, and approach of an exploratory testing session. It is used mainly in exploratory tests to guide the tester's actions and record the findings. A test charter may make reference to user stories, requirements, risks, or other sources of information that are relevant to the testing mission. A test charter also contains notes taken during a test session, such as test ideas, test results, bugs, issues, and observations. A test charter is not used to monitor a test process, as it is not a formal metric or report. It is also not used to outline the company test policy, as it is specific to a particular test session and context. References: ISTQB® Foundation Level Agile Tester Syllabus, Section 2.2.3, page 18; ASTQB Agile Tester Certification Resources, Section

2.2.3, page 18; How to Write an Exploratory Test Charter, Creating an Exploratory Testing Charter, What is Exploratory Testing?.

NEW QUESTION 4
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 5
You are developing the code that controls an industrial Espresso machine which will be operated by waiting staff in restaurants.
The machine is rather complicated and has lots of switches and buttons, so in the next iteration instructions will be provided to the operator on a small LCD screen.
A User Story for the Operator-Instructions module is as follows:
"As an operator of the Espresso machine, I would like to know how to steam milk, so I can add steamed milk to the coffee."
The following is a list of risks identified for this story, with assigned probability and impact.

A. Operators will not read the instructions and will try various switches and buttons until something work
B. Probability: Lo
C. Impact: Low
D. The instructions may be incorrect or appear in the wrong orde
E. Probability: Lo
F. Impact: High
G. An untrained customer will attempt to use the coffee machin
H. Probability: Hig
I. Impact:High
J. A small child may try to steam mil
K. Probability: Hig
L. Impact: Low

Answer: B

Explanation:
Risk-based testing is a technique that prioritizes testing activities based on the level of risk associated with each feature or requirement. The level of risk is usually calculated by multiplying the probability and impact of each risk. The higher the risk level, the more testing effort should be allocated to mitigate the risk. In this case, the risk level for each option is as follows: A. Risk level = Low x Low = Low B. Risk level = Low x High = Medium C. Risk level = High x High = High D. Risk level = High x Low = Medium Therefore, the highest risk level is C, followed by B and D, and then A. The User Story for the Operator-Instructions module should be tested according to this risk order, starting with C, then B, then D, and finally A. Hence, the answer is B, as it is the second highest risk level and should be tested after C. References: ISTQB Foundation Level Agile Tester Extension Syllabus1, page 16; ISTQB Agile Tester Sample Exam2, question 18.

NEW QUESTION 6
You are a tester in an agile team. The user story you are due to test is still under development so your tests are blocked. The main issue holding progress on this user story is that the developer's unit tests are constantly failing.
As an agile tester, which of the following actions should you take?

A. Review the design of the problematic user story and improve it where possible.
B. Create a bug report for each of your blocked tests.
C. Work together with the developer, suggesting reasons why the tests are failing.
D. Use the time to improve and automate existing test cases of other user stories.

Answer: C

Explanation:
As an agile tester, you should work together with the developer, suggesting reasons why the tests are failing. This is an example of the agile principle of collaboration and communication within the team, as well as the agile testing practice of early and frequent feedback. By working together with the developer, you can help to identify and resolve the root causes of the test failures, as well as share your testing knowledge and perspective. This can lead to faster and better quality delivery of the user story, as well as improved team relationships and trust.
Option A is not a good action, because reviewing and improving the design of the user story is not the tester’s responsibility, and it may not address the test failures. Option B is also not a good action, because creating bug reports for blocked tests is not an agile way of handling issues, and it may create unnecessary overhead and waste. Option D is not a good action, because it does not help to unblock the current user story, and it may distract you from the sprint goal and the team’s focus.
References: ISTQB Foundation Level Agile Tester Syllabus, Section 2.3.1, page 171; ISTQB Foundation Level Agile Tester Sample Exam Questions, Question 2.3.1-2, page 82

NEW QUESTION 7
Which of the following statements about the Planning poker test estimate technique are CORRECT?
1) Planning poker is a consensus based technique using a deck of cards.
2) A low test estimate usually means the story should be broken down into multiple smaller stories.
3) A high test estimate usually means the story should be broken down into multiple smaller stories.

4) One poker round is played and then consensus has to be reached.
5) The risk level of each backlog item should be decided before the poker session.

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

Answer: A

Explanation:
Planning poker is a consensus-based technique for agile estimation, using a deck of cards with predefined numerical values, usually based on the Fibonacci sequence or a modified version12. Therefore, statement 1 is correct. A high test estimate usually means that the user story or task is too complex, ambiguous, or risky, and should be broken down into multiple smaller stories that are easier to understand and estimate13. Therefore, statement 3 is correct. The risk level of each backlog item should be decided before the poker session, as it can affect the estimation process and the prioritization of the work14. Therefore, statement 5 is correct. Statement 2 is incorrect, as a low test estimate usually means that the user story or task is simple, clear, and well-defined, and does not need to be broken down further13. Statement 4 is incorrect, as planning poker can involve multiple rounds of estimation, reveal, and discussion, until the team reaches a consensus or agrees to defer the item12. 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; 3: Planning Poker: An Agile Estimating and Planning Technique3; 4: Planning poker: The all-in strategy for Agile estimation - Asana4

NEW QUESTION 8
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 9
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 10
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.

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

Answer: A

Explanation:
According to the ISTQB Tester Foundation Level Agile Tester syllabus, an agile task board is a visual tool that displays the status of the work items in an agile sprint. The task board typically shows the user stories, tasks, and their progress from “to do” to “done”. The task board helps the agile team to monitor and coordinate their work, and to communicate with stakeholders. Therefore, the examples that represent activities that would likely be managed on an agile task board for the third sprint are those that are related to the user stories, tasks, and their progress in the current sprint. Option A is the correct answer, as it contains two examples of such activities: running an acceptance test for a user story, and automating regression tests. These are both tasks that are part of the testing process in the current sprint, and their status can betracked on the task board. Option B is not a correct answer, as it contains two examples of activities that are not related to the current sprint: designing the features planned for the next sprint, and participating in training in preparation for the fourth sprint. These are both activities that are part of the planning or learning process for the future sprints, and they are not managed on the task board. Option C is also not a correct answer, as it contains two examples of activities that are not related to the current sprint: participating in training in preparation for the fourth sprint, and producing a daily progress report for the agile team members. These are both activities that are part of the learning or reporting process, and they are not managed on the task board. Option D is also not a correct answer, as it contains two examples of activities that are not related to the current sprint: designing the features planned for the next sprint, and producing a daily progress report for the agile team members. These are both activities that are part of the planning or reporting process, and they are not managed on the task board. 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 10
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?

A. 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.
B. 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.
C. Cross-functional teamwork means that all team members contribute to testing in various way
D. For example, involving people with the test strategy, test planning and execution as well as test reporting.
E. 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.

Answer: C

Explanation:
Cross-functional teamwork 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. Cross-functional teamwork means that all team members, regardless of their functional roles, collaborate and share their skills and knowledge to achieve a common goal. In the context of testing, this means that testing is not seen as a separate activity or phase, but as an integral part of the development process. All team members contribute to testing in various ways, such as:
? Involving people with the test strategy, test planning and execution as well as test reporting. This can help ensure that the testing activities are aligned with the business objectives, the user needs, and the technical requirements. It can also help improve the test coverage, the test quality, and the test efficiency.
? Sharing the responsibility for testing among the team members. This can help reduce the workload and the dependency on a single tester or a testing team. It can also help increase the feedback and the communication among the team members, and foster a culture of quality and learning.
? Leveraging the diverse skills and perspectives of the team members. This can help enhance the test design and the test execution by applying different techniques, tools, and approaches. It can also help identify and address the risks, the issues, and the opportunities for improvement from various angles.
References: ISTQB® Foundation Level Agile Tester Syllabus1, Section 1.2.1, page 9; ISTQB® Glossary of Testing Terms2, version 4.0, page 16.

NEW QUESTION 15
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