

CTFL-AT Premium Files Updated Jun-2023 Practice Valid Exam Dumps Question [Q15-Q32]



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Practice with CTFL-AT Dumps for Agile Tester Certified Exam Questions & Answer

Q15. Which one of the following is a testable acceptance criterion?

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

Q16. 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.

Q17. 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.
- * 1, 2, 5
 - * 2, 3, 4
 - * 2, 4, 5
 - * 1, 3, 4

Q18. Which of the following sentences related to Risk-based testing is CORRECT?

- * Risk-based testing fits well in Agile development processes, as risks are analyzed twice – during release and iteration planning.
- * Risk-based testing does not fit well in Agile development processes, as short iterations mandate short test times.
- * Risk-based testing does not fit in Agile development processes, as each iteration focuses on limited parts of the product.
- * Risk-based testing fits well in Agile development processes, as risks are easy to identify when the work is divided into user stories.

Q19. 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

Q20. Which of the following is NOT a typical task performed by the tester within an Agile team?

- * Ensuring all project status meetings are held according to the plan.
- * Ensuring the appropriate testing tasks are scheduled during iteration planning.
- * Suggesting improvements in team retrospectives.
- * Working with business stakeholders to clarify requirements.

Q21. 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.

Q22. Which of the following is NOT a statement of value from the Agile Manifesto?

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

Q23. 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

Q24. 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.

Q25. 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.

Q26. 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.

Q27. Which of the following statements about Agile retrospectives is CORRECT?

- * During Agile retrospectives, testers should be encouraged to provide constructive suggestions only on non-testing activities.
- * In an Agile retrospective the moderator can encourage and make sure that good practices are kept by the team, by asking what the team is doing well.
- * Agile retrospectives should be focused mainly on impediments that are outside the control of the team because these issues are more challenging.
- * Unlike working sessions or meetings held in non-Agile projects, Agile retrospectives do not require follow-up activities.

Q28. During a retrospective, which of the following items would be the LEAST effective to generate discussions on process improvement?

- * The build process was slow and this often caused delays waiting for the build to complete.
- * For the last sprint the estimated and actual effort were much higher than the team capacity.
- * The automation tests failed frequently without any logs to help in debugging the failure reason.
- * One of the testers was regarded as being both disruptive and lazy and did not contribute to team success.

Q29. In a sprint planning, the product owner presents a user story written on a card. The team starts having a discussion with the product owner to get an understanding on how the software should work.

The user story written on the card is:

“As a customer, I want to subscribe to the mailing list so that I can receive the latest deal in an email.” By applying the 3C concept, which ONE of the following statements is CORRECT?

- * Conversation should include the acceptance criteria discussion.
- * The card should contain requirements not the user story.
- * Product owner has written a user story and confirmation is not needed.
- * The conversation is not required and the team should start developing.

Q30. 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.

- * Operators will not read the instructions and will try various switches and buttons until something works.

Probability: Low. Impact: Low

- * The instructions may be incorrect or appear in the wrong order. Probability: Low. Impact: High
- * An untrained customer will attempt to use the coffee machine. Probability: High. Impact: High
- * A small child may try to steam milk. Probability: High. Impact: Low

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