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NEW QUESTION: 1

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?

SELECT ONE OPTION

- A. 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 5 hours.
- B. Ask experienced testers to prepare test charters for time boxed sessions lasting no more than 2 hours. Tests should be designed and executed within each session using heuristics, creativity and intuition.
- C. Ask experienced testers to try and find new defects by using the system without the constraint of documentation and tools.
- D. 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.

Answer: B (LEAVE A REPLY)

Exploratory testing in an agile environment involves the creative and intuitive testing of software without the constraints of predefined test cases. Time-boxed sessions, typically not exceeding 2 hours, are used to maintain focus and efficiency. Test charters guide these sessions, providing direction while still allowing for flexibility and adaptability in testing approaches. This method leverages the skills and experience of testers to uncover issues that might not be identified through traditional scripted testing, aligning with the agile emphasis on individuals and interactions over processes and tools.

NEW QUESTION: 2

Why is regression of software a high risk in agile projects?

SELECT ONE OPTION

- A. There is code churn due to change in business needs over several sprints.
- B. Test automation can cause regression of software in the test environment.
- C. Regression is built into software as a safeguard against unexpected failures.
- D. Test-driven development means that existing functionality is not considered.

Answer: (SHOW ANSWER)

In agile projects, the high risk of regression is primarily due to the code churn that occurs as business needs change over the course of several sprints. This is inherent in the agile process, where requirements and solutions evolve through collaborative effort. The iterative nature of agile projects means that as new features are added or existing features are modified to meet evolving business needs, previously tested and stable parts of the software might be affected, leading to potential regression issues. This phenomenon is well-recognized in agile methodologies and necessitates rigorous regression testing practices to ensure that new changes do not adversely affect existing functionalities.

NEW QUESTION: 3

Which of the following statements about a test charter are CORRECT?

- i) It is used mainly in exploratory tests.
- ii) It is used to monitor a test process.
- iii) It may make reference to user stories.
- iv) It contains notes taken during a test session.
- v) It is used to outline the company test policy.

SELECT ONE OPTION

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

Answer: (SHOW ANSWER)

A test charter is primarily used in exploratory testing (i) to guide the test session with a clear mission or objective, which might be related to specific functionalities, user stories, or areas of the application, making reference to user stories (iii) plausible. It also contains notes taken during the test session (iv), which are crucial for documenting observations, anomalies, and insights gained during exploratory testing. This approach aligns with Agile's emphasis on individuals and interactions and responding to change, as exploratory testing is inherently adaptive and relies on the tester's skill, creativity, and intuition. It contrasts with more traditional, documentation-heavy approaches, emphasizing the value of working software and collaboration.

NEW QUESTION: 4

What is the definition of agile software development?

SELECT ONE OPTION

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

Answer: A (LEAVE A REPLY)

Agile software development is characterized by its iterative and incremental approach, where development is conducted in cycles, and the work is divided into small, manageable chunks known as iterations or sprints. This approach allows for frequent reassessment of the project's direction, making it easier to incorporate changes and adapt to new information. Self-organizing, cross-functional teams are a hallmark of agile methodologies, emphasizing collaboration, flexibility, and team empowerment. This definition captures the essence of agile as described in various agile methodologies and the Agile Manifesto.

NEW QUESTION: 5

Which of the following statements about the benefits of the Agile processes promoting early and frequent feedback is NOT true?

SELECT ONE OPTION

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

Answer: B (LEAVE A REPLY)

Option B is not true regarding the benefits of Agile processes promoting early and frequent feedback. The statement, "Increasing the frequency of feedback and communication between all the stakeholders involved in Agile projects eliminates all communication problems," overstates the capability of Agile methodologies. While Agile practices such as Scrum and Kanban emphasize continuous feedback and collaboration to improve project outcomes and adapt to changes, they do not claim to eliminate all communication problems.

Communication challenges can arise due to various factors, including but not limited to, differences in stakeholders' perspectives, misunderstandings, and external constraints.

Agile methodologies aim to reduce the impact of these challenges by promoting transparency, regular interactions, and adaptive planning. Tools like daily stand-ups, retrospectives, and sprint reviews facilitate ongoing dialogue among team members and stakeholders, helping to identify and address issues promptly. However, these practices enhance communication effectiveness rather than eliminating all potential communication problems.

In contrast, options A, C, and D accurately reflect the principles and benefits of Agile methodologies. Early and frequent feedback helps in identifying and rectifying defects and misalignments with requirements more quickly (A), improves development processes through reflective practices like retrospectives (C), and ensures that the team prioritizes work that delivers the highest value to the customer (D).

Therefore, option B is the verified answer as it presents an unrealistic expectation of Agile processes' impact on communication challenges, contradicting the Agile Manifesto's acknowledgment of the complexity and collaborative nature of software development.

NEW QUESTION: 6

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

SELECT ONE OPTION

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

Answer: A (LEAVE A REPLY)

NEW QUESTION: 7

Which two of the following statements are CORRECT with regards to test automation on agile projects?

- i) Every test developed for past iterations is kept and executed as part of a regression suite for each new release of code.
- ii) It would be very difficult to ensure high quality in an agile project without test automation.
- iii) Automated acceptance tests are run regularly as part of the continuous integration full system build.
- iv) Automated regression suites are only run for the final release of code.
- v) In agile projects, the results from automated acceptance tests provide feedback on the overall product quality.

SELECT ONE OPTION

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

Answer: (SHOW ANSWER)

In Agile projects, test automation plays a crucial role in maintaining high quality and accommodating the rapid pace of iterative development. Statement ii highlights the difficulty of ensuring high quality without test automation, given Agile's frequent changes and fast iterations. Test automation facilitates continuous testing, allowing teams to quickly identify and address issues. Statement iii, regarding automated acceptance tests being part of continuous integration, underscores the Agile practice of integrating and testing changes regularly to ensure that the product evolves correctly with each iteration. This practice aligns with the principles of Agile methodologies that advocate for sustainable development, continuous attention to technical excellence, and good design to enhance agility.

NEW QUESTION: 8

Which tasks are typically performed by a tester on an Agile project?

- i) Implementing test strategy.
- ii) Documenting business requirements.
- iii) Measuring and reporting test coverage.
- iv) Coaching development team in relevant aspects of testing.
- v) Executing test-driven development tests.

SELECT ONE OPTION

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

Answer: (SHOW ANSWER)

In an agile project, testers often perform tasks beyond traditional testing roles, including implementing test strategy (i), measuring and reporting test coverage (iii), and coaching the development team on relevant aspects of testing (iv). Implementing test strategy involves planning how testing will be conducted within the agile framework, ensuring that testing aligns with agile principles and practices. Measuring and reporting test coverage help the team understand the extent to which the codebase is tested, which is crucial for maintaining quality in fast-paced agile environments. Coaching the development team involves sharing knowledge on testing best practices and fostering a quality-centric mindset across the team. These activities contribute to the collaborative and iterative nature of agile projects, where continuous feedback and improvement are emphasized.

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 customers 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?

- i) As a customer assistant I can log in to the system and check the history of the customer account for the last year.
- ii) As a customer assistant I can log in to the system and check the history of the customer debts and repayments.
- iii) As a customer assistant I can log in to the system and change my password.
- iv) As a bank manager I can log in to the system and receive the information of all requests waiting for approval.
- v) As a bank manager I can log in to the system and decide whether to approve a loan for a customer.
- vi) As a bank manager I can log in to the system within 10 seconds.

SELECT ONE OPTION

- A. Acceptance test criteria are ii, iv, v and vi
- B. Acceptance test criteria are i, ii, iv and v
- C. Acceptance test criteria are i, iii, iv and v
- D. Acceptance test criteria are i, ii, iii and vi

Answer: B (LEAVE A REPLY)

The acceptance test criteria for the user story should ensure that the system can effectively evaluate loan requests based on the specified conditions. Criteria i) and ii) allow the customer assistant to access and verify customer account history and repayment behaviors, which are essential for assessing loan eligibility as per the user story. Criteria iv) and v) enable the bank manager to review and make decisions on loan requests, aligning with the user story's stipulation that the bank manager is responsible for loan approvals. These criteria ensure the system supports both the customer assistant's preparatory role and the bank manager's decision-making role in the loan approval process.

NEW QUESTION: 10

Which ONE of the following is an example of a typical "Business-oriented work product"?

SELECT ONE OPTION

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

Answer: (SHOW ANSWER)

In Agile projects, a "Business-oriented work product" refers to any deliverable that provides business value or is directly usable by the end users or stakeholders of the project. Among the options provided, a user manual is a typical example of a business-oriented work product because it is designed for end users, helping them understand and use the

product effectively. Other options, such as the released product itself, acceptance testing criteria, and usability test results, while important, do not fit the definition of a business-oriented work product in the same direct manner as a user manual does.

NEW QUESTION: 11

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?

SELECT ONE OPTION

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

Answer: (SHOW ANSWER)

In Agile teams, collaboration and direct communication are key. When faced with blocked tests due to ongoing development or failing unit tests, an agile tester should collaborate with the developer to identify and resolve the issues. This approach encourages teamwork, knowledge sharing, and problem-solving, leading to more efficient and effective resolution of blocking issues.

NEW QUESTION: 12

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

SELECT ONE OPTION

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

Answer: (SHOW ANSWER)

Agile retrospectives focus on the process, practices, and tools, rather than personal critiques. The effectiveness of a retrospective lies in its ability to foster a positive, constructive environment where the team can discuss what worked well, what didn't, and how to improve going forward. Focusing on an individual's perceived shortcomings, such as being "disruptive and lazy" (Option C), does not align with the Agile principle of building projects around motivated individuals and trusting them to get the job done. It could lead to a negative atmosphere, reducing the team's willingness to openly share and collaborate on

solutions. Instead, retrospectives should concentrate on actionable items that can lead to process improvements, such as addressing frequent automation test failures, discrepancies in effort estimations, and delays in the build process, as mentioned in options A, B, and D respectively.

NEW QUESTION: 13

Which of the following is a risk that continuous integration introduces?

SELECT ONE OPTION

- A.** Testers sometimes have too many builds to test, which reduces the quality of testing.
- B.** Developer's workload is increased, which can result in a reduction of output.
- C.** Teams no longer have the ability to run manual tests, as all tests must be automated.
- D.** Teams sometimes over-rely on unit tests and exclude some important system and acceptance tests.

Answer: A (LEAVE A REPLY)

Continuous integration introduces the risk of having too many builds for testers to evaluate, potentially reducing the quality of testing. With frequent integration of new code and automated builds, testers may face challenges in keeping up with the pace, leading to less thorough testing and the possibility of defects slipping through.

NEW QUESTION: 14

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?

- i) User access for all roles has been validated.
- ii) A static analysis tool has been executed for all code.
- iii) 100% of the existing regression test suite has passed.
- iv) System is responding in less than 3 seconds, 90% of the time.
- v) A new version of Internet Explorer has been included.

SELECT ONE OPTION

- A.** ii, v
- B.** iii, iv
- C.** iv, v
- D.** i, iii

Answer: B (LEAVE A REPLY)

The acceptance criteria for a sprint focused on improving the performance of a system, like the one described for Sprint 5, typically include ensuring that the system meets specific performance benchmarks and that the functionality implemented in previous sprints continues to work as expected. Therefore, the most relevant acceptance criteria for such a sprint would be:

- iii) "100% of the existing regression test suite has passed." This criterion ensures that the new performance enhancements have not adversely affected the existing functionalities of

the system. It's a common practice in agile projects to maintain the integrity and quality of the system by running regression tests. This is supported by the notion that continuous testing and quality assurance are integral components of agile methodologies, ensuring that each increment of the project maintains and improves the quality of the product (Source: Agile Project Management methodologies).

iv) "System is responding in less than 3 seconds, 90% of the time." This criterion directly addresses the goal of the sprint, which is to increase the performance of the system. Setting a specific target for response times is a quantifiable and testable way to measure the improvement in performance. This aligns with agile principles, which emphasize delivering valuable, working software and encourage adaptive planning and continuous improvement. Performance targets like these help the team focus on delivering specific, valuable improvements to the system (Source: Principles behind the Agile Manifesto). Options i) and v) are less relevant to the specific focus of Sprint 5, which is on performance improvement, and more about user roles and software compatibility, which are not directly tied to the performance objectives of the sprint. Therefore, options iii) and iv) constitute the most appropriate acceptance criteria for Sprint 5, focusing on ensuring that the system's performance meets the set benchmarks without compromising existing functionalities.

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