



# Free Questions for ISTQB-Agile-Public

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## Question 1

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Question Type: MultipleChoice

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Your agile team is using the Testing Quadrants to ensure that all important test levels and test types are covered in the test plan.

In relation to Quadrant 3 - business facing and product critique, what should be considered for the plan?

SELECT ONE OPTION

Options:

- A- Prototype testing
- B- Performance Testing
- C- Exploratory Testing
- D- Functional Testing

Answer:

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C

Explanation:

Exploratory Testing is aligned with Quadrant 3 of the Testing Quadrants, which emphasizes business-facing tests that critique the product. This quadrant focuses on testing aspects that cannot be fully planned in advance and require a more ad-hoc, investigative approach to uncover issues from a business or user perspective. Exploratory Testing involves simultaneous learning, test design, and test execution, making it suitable for assessing the usability, relevance, and overall value of the product to the business, aligning with the goals of Quadrant 3.

## Question 2

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Question Type: MultipleChoice

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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

Options:

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



Answer:

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A

Explanation:

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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.



## Question 3

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Question Type: MultipleChoice

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Which ONE of the following is a testable acceptance criterion?

SELECT ONE OPTION

Options:

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

Answer:

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C

Explanation:

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A testable acceptance criterion must be specific, measurable, and verifiable, which makes option C the correct choice. Stating that 'the response time to confirm a customer submission must not exceed 5 seconds' provides a clear, quantifiable measure that can be tested to determine whether the criterion has been met. This contrasts with more subjective criteria, such as the system being 'easy to use,' which cannot be easily quantified or measured in a straightforward manner. The specificity of the response time allows for the creation of test cases that can confirm whether the system meets this particular requirement, thus making it a testable acceptance criterion.

## Question 4

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Question Type: MultipleChoice

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Which of the following allows a developer to define accurate unit tests focused on business needs?

SELECT ONE OPTION

Options:

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- A- Behavior-Driven Development
- B- Design-Driven Development
- C- Test-Driven Development
- D- Acceptance Test-Driven Development

Answer:

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A

## Explanation:

Behavior-Driven Development (BDD) allows developers to define accurate unit tests focused on business needs by bridging the communication gap between technical and non-technical team members. BDD uses scenarios in plain language that describe the behavior of the application from the end-user's perspective, ensuring that the development focus remains on delivering features that provide real value to the business.

## Question 5

Question Type: MultipleChoice

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?

SELECT ONE OPTION

## Options:

A- State transition testing. Test the transitions between the following states: logging In, inserting the power of the vehicle, making payment, logging out

B- 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

C- Decision table testing. Test the following conditions:

Conditions=registered user logged In; inserted power of the vehicle=20kW;

Action=Car tax paid

D- Equivalence partitioning. Test the annual car tax value for the following partitions: [power of

the vehicle<20 kW; 20 kW ?power of the vehicle?! 50 kW; power of the vehicle>150 kW]

Answer:

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C

## Question 6

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Question Type: MultipleChoice

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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?

SELECT ONE OPTION

Options:

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

Answer:

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D

Explanation:

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Cross-functional teamwork is a cornerstone of Agile methodologies, emphasizing the collaboration of team members with diverse expertise to enhance project outcomes. In Agile frameworks like Scrum, teams are encouraged to be self-organizing and multidisciplinary, with each member contributing to all project areas, including testing, regardless of their primary role. This approach promotes a shared responsibility for the project's success, fosters a deeper

understanding of the project from multiple perspectives, and enhances the team's ability to respond to changes effectively. It aligns with Agile principles that advocate for the best architectures, requirements, and designs emerging from self-organizing teams, underscoring the value of collective ownership and collaboration in achieving project goals.

## Question 7

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Question Type: MultipleChoice

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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?

- I) A task to design the features planned for the next sprint.
- ii) A task to run an acceptance test for a user story.
- iii) A task to automate regression tests.
- iv) A task to participate in training in preparation for the fourth sprint.
- v) A task to produce a daily progress report for the agile team members.

SELECT ONE OPTION

Options:

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

Answer:

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D

## Question 8

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Question Type: MultipleChoice

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Which of the following statements is FALSE regarding early and frequent feedback?

SELECT ONE OPTION

### Options:

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- A- Early feedback provides the Agile team with information on its productivity.
- B- Early feedback promotes early discovery and resolution of quality problems.
- C- Early feedback decreases the amount of time needed for system testing.
- D- Early feedback helps to deliver a product that better reflects what the customer wants.

### Answer:

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C

### Explanation:

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Early and frequent feedback is fundamental in Agile methodologies to ensure the product meets customer needs and to identify and resolve issues promptly. However, the statement that early feedback decreases the time needed for system testing (Option C) is misleading. While early feedback helps in identifying and resolving issues at an early stage, it does not necessarily reduce the overall time required for system testing. System testing is a comprehensive phase that assesses the system's compliance with the specified requirements. Agile practices, such as continuous integration and testing, aim to maintain a high quality throughout the development process, but they do not eliminate the need for thorough system testing to validate the product before release.





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