

**ISTQB Certified Tester
Advanced Agile Testing v1.0
Sample Exam Answers**



American Software Testing Qualifications Board

40 questions | 52 points, 34 needed to pass

1. (1 point) When using test-driven development, when does white-box testing occur?

- a. During analysis and design
- b. During the iteration
- c. After the iteration, when the code is complete
- d. During system integration testing

B is correct. AT-1.1.1 (K2) Compare test types to be performed during and after an iteration

2. (1 point) In the typical test pyramid for an Agile project, where does end-to-end testing reside?

- a. At the bottom
- b. In the middle
- c. At the top
- d. Throughout the pyramid

C is correct. End-to-end testing usually resides at the point of the pyramid. Using it earlier can delay the project due to the time to execute the tests and debug the failures. AT-1.2.1 (K2) Explain when end-to-end testing should be performed

- 3. (1 point) Why should end-to-end testing not be used as the primary test approach in an Agile project?**
- a. Agile does not support end-to-end testing because all testing is iteration-focused
 - b. It is usually more time-consuming to run and difficult to maintain
 - c. The test team cannot run the tests without help from the business SMEs
 - d. The testing will bog down with low-priority defects, and higher risk issues will be missed

B is correct. AT-1.2.1 (K2) Explain when end-to-end testing should be performed

- 4. (1 point) Which of the following is a disadvantage of holistic testing in an Agile project?**

- a. It focuses on collaboration, so the tester's viewpoint may be ignored
- b. It does not consider the context of the use of the software
- c. It is difficult to measure to understand the coverage achieved
- d. It concentrates on user-based perspectives rather than functionality

C is correct, this is a disadvantage. A is not correct. It does focus on collaboration, and that includes the tester viewpoint. B is not correct because it does consider the use. D is not correct because it does look at the user-based perspective, and that is an advantage, not disadvantage. AT-1.3.1 (K2) Compare the benefits and drawbacks of formal testing and holistic testing

5. (1 point) Your team has a regression test suite that is run regularly. You also perform manual testing to check for unexpected behaviors and interactions. What type of regression testing are you performing?

- a. Incremental regression testing
- b. Risk-based regression testing
- c. Explorative regression testing
- d. Collaborative regression testing

C is correct per the syllabus. AT-1.4.1 (K2) Differentiate regression testing approaches

6. (1 point) Which of the following is an example of generalization in testing?

- a. Exploratory testing
- b. Automated regression testing
- c. Mob testing
- d. Testing based on ISO 25010

C is correct. Mob testing uses the skills of the whole team to perform the testing, using their general testing skills. AT-2.1.1 (K2) Compare generalization and specialization within a team

7. (1 point) How can business representatives help the test team during backlog review?

- a. By prioritizing the stories to be developed
- b. By providing real and verifiable acceptance criteria
- c. By influencing the schedule and budget decisions
- d. By guiding the business analysts to refine the story descriptions to include more detail

B is correct. They may do some of the other things, but that doesn't particularly help testing. D is not correct because there is a limit to how much detail should be included in the story definition. AT-2.1.2 (K2) Give examples how to motivate business representatives to perform test activities

8. (1 point) If testers are attending and contributing to code reviews, and developers are conducting some exploratory testing, what is the approach that is being used?

- a. Whole team
- b. T-scale
- c. Pair programming and testing
- d. Job sharing

A is correct. This is an example of activities that occur in the whole team approach. AT-2.1.3 (K2) Summarize how the whole team approach can assist the development team

9. **(1 point) What is the benefit of the whole team approach of having the developers review the production analytics from a product that has already been deployed?**
- a. They will be able to optimize the code to remove performance bottlenecks for the current and future products
 - b. They will have an opportunity to see what the users are doing so they can build software that is more aligned to what the users need
 - c. They will be able to identify any security issues that are occurring so they can remove any vulnerabilities in the code
 - d. They will have visibility into which parts of the code will need white-box testing

B is correct. This information will give the developers information regarding what real users are doing with the software. This will help the developers to better understand the users and their needs. AT-2.1.3 (K2) Summarize how the whole team approach can assist the development team

10. (1 point) What is the best use of a tissue tester?

- a. To provide a first impression of a software product or feature
- b. To provide feedback on usability throughout the SDLC
- c. To provide expertise in a particular area of testing, usually security
- d. To provide a comparison between a specification and the finished product

A is correct. Tissue testers provide a one-time first impression of a product or feature. They can only provide this once, as any impressions after the first one will no longer be fresh. AT-2.2.1(K2) Explain how and when to use tissue testers

11. (1 point) At what planning stage is the backlog evaluated to determine the sequence for the implementation of features that are to be delivered?

- a. Iteration planning
- b. Release planning
- c. Project planning
- d. Production planning

B is correct. This is an activity of release planning. AT-3.1.1 (K2) Summarize how to perform test planning in Agile software development

12. (1 point) If an Agile project is experiencing a high number of failures in the test automation, this should trigger what activity?

- a. Test monitoring
- b. Test control
- c. Test initiation
- d. Test termination

B is correct. This indicates that test control is needed to determine what is going on and if more or less test automation is needed at this point. AT-3.2.1 (K2) Explain how to perform test monitoring and test control in Agile software development

13. (1 point) You are working on an Agile project. You are particularly concerned that some of the APIs are not being tested during system testing. What type of coverage should you track to verify if this testing is being performed?

- a. Requirements coverage
- b. Exploratory testing coverage
- c. Infrastructure and environment coverage
- d. Test type coverage

C is correct. API testing falls under infrastructure and environment coverage. It could also fall under code coverage. AT-3.3.1 (K2) Compare the different types of coverage that can be used for test reporting in Agile software development

14. (1 point) You have been working with a product that is undergoing user acceptance testing. The users are finding a lot of issues with workflows and awkward interfaces. You know the code had a high level of code coverage (95%), so why are you seeing these problems?

- a. The code coverage metrics must have been faked
- b. The code coverage tool was inaccurate
- c. The code coverage may have been high, but the testing may not have been meaningful and aligned with real usage
- d. The code coverage tool probably concentrated only on code that was heavily reused and missed the major flow-guiding code

C is correct. High code coverage can still miss issues that occur when the code is used by a real user. AT-3.3.1 (K2) Compare the different types of coverage that can be used for test reporting in Agile software development

15. (1 point) You have just finished an Agile release cycle. There are three more releases scheduled. At this point, you would like to get input from the wider team regarding the efficiency of testing and any areas where improvement is needed. What is the best way to get this information from the team?

- a. Work with the test team to establish a baseline assessment
- b. Conduct a joint risk workshop
- c. Host a test-focused retrospective
- d. Strengthen the CI/CD feedback loops

C is correct. By hosting this focused retrospective, you should get good input from the team regarding what is working well and what should be changed in the testing approach. This information can then be applied to the next release. AT-3.4.2 (K2) Explain how to perform test process improvement in Agile software development

16. (3 points) You are developing a new game for senior citizens. This is designed to run offline once downloaded to a smartphone. There are no seniors on the test team. Once it has been launched, it can be updated with a pushed update that will load when the phone is connected to the Internet.

Given this information, which of the testing quadrants will be needed, and in what order should the testing be applied?

- a. Q4, Q2, Q3, and then Q1 if there is time. If time runs out, the testing in Q1 can be skipped.
- b. Q3, Q2, Q4, and Q1 only if the developers have time. The most important thing is to get it to the users quickly.
- c. Q1, Q3, Q2, and Q4 if there is time. Q4 could be skipped as long as there are no compatibility or security concerns.
- d. Q3, Q4, Q2, and skip Q1. Because the game is easily updated, defects will not be a concern.

C is correct. Regardless of the other testing, there should always be component and component integration testing (Q1). Q3 is next because it will get the game in front of some real users, which is critical since there aren't any user representatives on the test team. Q2 is the next one because that will be the overall functional testing. Q4 could be skipped, but there might be compatibility and security issues to be considered. AT-3.1.2 (K4) Outline a project test strategy using testing quadrants

17. (3 points) You have been working on an Agile project for three months. There are still three months to go, but there are clearly some issues that are becoming difficult to work around. These issues include the following:

- **Critical paths are not well covered in testing**
- **Automated tests are fragile and low yield**
- **The team is siloed based on their primary responsibilities**
- **Investigation and resolution of failures is unacceptably slow**

You know there are a number of test process improvement measures you could take, including the following:

1. **Improve session-based test management**
2. **Bring in service virtualization**
3. **Bring in quality coaches to reinforce whole team quality ownership**
4. **Strengthen automation test coverage at component/integration levels**
5. **Refactor using design patterns such as page objects**
6. **Bring in someone to do some coaching to facilitate psychological safety**
7. **Apply test automation refactoring practices on a regular schedule**
8. **Implement role rotation**
9. **Automate root cause analysis**

Given the issues this project is experiencing, which four test process improvement measures from the list above will best target these issues?

- a. 4, 5, 8, 9
- b. 2, 3, 5, 6
- c. 6, 7, 3, 4
- d. 1, 2, 7, 9

A is correct per the syllabus. These process improvement activities are the best ones to target the issues. AT-3.4.1 (K4) Select appropriate test process improvement measures based on metrics in Agile software development

18. (1 point) In what way can session-based test charters help to define requirements?

- a. By identifying areas where performance is not sufficient
- b. By highlighting security issues
- c. By identifying missing functionality
- d. By making testing more efficient and repeatable

C is correct. When exploratory tests are run, they can help to find functionality that is missing. AT-4.1.1 (K2) Give examples of how testware can be used as a form of requirements

19. (1 point) Which of the following is most helpful in defining interactions between the user and the software?

- a. Decision tables
- b. Surfboarding
- c. Storyboarding
- d. Testboarding

C is correct. AT-4.1.2 (K2) Explain how storyboarding and testboarding can be used to increase the quality of the test basis

20. (1 point) Which of the following are two practices in Agile projects that are often combined to support the thinking required for good exploratory testing?

- a. Decision tables and state diagrams
- b. Equivalence partitioning and boundary value analysis
- c. Storyboarding and testboarding
- d. Retrospectives and daily standups

C is correct. AT-4.1.2 (K2) Explain how storyboarding and testboarding can be used to increase the quality of the test basis

21. (1 point) You are working on example mapping for a project. You have found that you have a story where there are four rule cards, but each rule has at least five examples. What should you do with that story?

- a. Start writing test cases; it is ready for testing
- b. Slice the rules so there are fewer applicable examples
- c. Start testing at the example level rather than the rule level to ensure you cover all examples
- d. Slice the story into two or more stories and allocate the rules accordingly

D is correct. This is a case where story slicing is needed. The rules are then assigned to the proper story based on how the story is sliced. AT-4.1.3 (K2) Explain how example mapping can be used to increase the quality of the test basis

22. (1 point) What is the biggest risk when the anchoring effect occurs?

- a. The expected behavior is not well-defined
- b. The negative paths are over-emphasized
- c. The alternative behaviors are ignored
- d. The independent judgment of the testers is discouraged

C is correct. AT-4.1.4 (K2) Give examples of how biases can negatively affect the product quality

23. (1 point) You have reviewed the testing that has occurred on a new module of a mobile application. You have found that only the positive path has been tested, and there are significant issues as soon as the user veers off the path of expected behavior. What type of bias has likely occurred to cause this problem with the test coverage?

- a. Confirmation bias
- b. Anchoring effect
- c. Conformity bias
- d. Optimistic bias

A is correct. D isn't a real thing. AT-4.1.4 (K2) Give examples of how biases can negatively affect the product quality

24. (1 point) How does requirements analysis support shift left?

- a. It provides clear, precise, and testable documentation allowing coding to begin sooner
- b. It ensures the requirements are correct and testable, allowing the development of early test cases
- c. It identifies ambiguities, conflicts, risks, and dependencies early
- d. It captures user needs early and continuously

C is correct per the syllabus. A happens during specification. B happens during validation. D happens during elicitation. AT-4.2.1 (K2) Explain how requirements engineering supports shift left

25. (2 points) You have just received the following user story for an e-commerce website:

As a shopper, I want to select items and put them in my cart, so I can buy the items I want.

This story has the following rules:

Rule 1: Item selection must be confirmed before the item is added to the cart

Rule 2: The quantity of the item to purchase must be defined before it is put into the cart

Rule 3: Quantity 0 is not allowed

Rule 4: The maximum quantity is defined per item and must be enforced

Rule 5: Items can only be added to the cart after they have been viewed

Rule 6: The age of the user must be checked for any restricted goods prior to purchase

You think this story is too complex, and you want to slice it. What would be the most efficient slicing?

- a. Six separate stories, one per rule
- b. Rules 2,3,4 in one story and 1,5,6 in a second story
- c. Rules 2,3,4 in one story, 1,5 in another story, and 6 in a third story
- d. Rules 1,2,3,4,5 in one story and 6 in a separate story because of the regulatory requirements

C is correct. This groups the related rules together and separates out the unrelated rules. AT-4.1.5 (K3) Apply user story slicing to achieve testable user stories

26. (2 points) You have been given 10 stories to slice. How should you approach this work?

- a. Group the stories into logical groups and combine the similar stories into larger stories that can be assigned to separate teams for testing
- b. Slice them according to which ones can be tested with automation versus the ones that will have to be tested manually, and assign them to the manual or automation teams accordingly
- c. Work with the team to set the priorities and slice the high-priority ones so they can be addressed more quickly, and automation can start early
- d. Work with the team to define the rules and examples for the rules and then slice each story based on the number of rules and examples to reduce the complexity

D is correct. AT-4.1.5 (K3) Apply user story slicing to achieve testable user stories

27. (1 point) When should test heuristics be applied?

- a. When regression testing is needed but time is limited
- b. When the developers want feedback regarding their defect turnaround time
- c. When the project manager wants a progress report on percent of testing completed
- d. When test automation is failing or has become unreliable

A is correct. Test heuristics are basically rules of thumb that help determine what a tester should do when time and resources are limited.
AT-5.1.1 (K2) Explain test heuristics

28. (1 point) You have been assigned to a project with inadequate testing time. The product is an accounting package, and you do not have a strong background in accounting. You have decided to approach the testing by looking for areas with likely defects based on common defect areas. You are also applying your knowledge as a tester to prioritize the areas to test based on use cases for similar accounting packages.

What approach are you using to get this testing accomplished as efficiently as possible?

- a. Advanced tooling
- b. Applied regulatory testing
- c. Test techniques as defined in ISO 25010
- d. Test heuristics

D is correct. These are examples of test heuristics. AT-5.1.1 (K2) Explain test heuristics

29. (1 point) Which of the following mnemonics should be used for a reminder list for mobile application testing?

- a. SFDIPOT
- b. RCRCRC
- c. I SLICED UP FUN
- d. FEW HICCUPS

C is correct. Familiarity, Explainability, World, History, Image, Comparable products, Claims, Users' desires, Product, Purpose, Statutes. AT-5.1.2 (K2) Give examples of test mnemonics related to testing in Agile software development

30. (1 point) Which of the following is the primary focus of a "Entertainment District" test tour?

- a. Testing for features used by new users that are not commonly used by experienced users
- b. Testing for the core features of the software and user interaction with those features
- c. Testing that concentrates on negative test cases and searching for vulnerabilities
- d. Testing that complements other tours and fills in gaps that might have been missed in the test plan

D is correct. This is the Entertainment District. A is Tourist District. B is Business District. C is Seedy District. AT-5.1.3 (K2) Explain test tours

31. (1 point) How long does a mobbing session usually last?

- a. Until the product is released to production
- b. 1 hour
- c. 2 hours
- d. 1 day

**C is correct. The normal mobbing session is two hours. AT-5.2.1 (K2)
Explain mob testing**

32. (1 point) What is a common pairing in pair testing?

- a. Developer + developer
- b. Business analyst + developer
- c. Tester + Subject matter expert (SME)
- d. Tester + developer

D is correct. This is a common pairing, as is tester + testers and BA + tester. AT-5.2.2 (K2) Explain pair testing

33. (1 point) What is the primary goal of Vibe Testing?

- a. To ensure testing is thorough and traceable to the requirements
- b. To verify that the end product aligns with what users expect and need
- c. To build unit testing frameworks that can be used in a DevOps pipeline
- d. To document the capabilities of the system and create business process maps

**B is correct. Vibe testing is looking to be sure that the generated code actually delivers fully on what a user would expect it to do. AT-5.2.3 (K2)
Explain vibe testing**

34. (3 points) You have been given the following test charter for an e-commerce system:

Test the checkout process for a registered user with items in their shopping cart to identify any usability or accuracy issues.

You want to check the completeness of this charter by using the 5W1H technique. By applying this method to this charter, what is missing?

- a. Who
- b. What
- c. When
- d. How

D is correct. The How is missing because this deals with how this feature integrates with other features such as user registration, banking, shipping, etc. AT-5.1.4 (K4) Analyze user stories and epics to create test charters

35. (2 points) You are working on an Agile project. Because of the timing of the iterations, there is very little time left to test when the iteration development is complete. What is a test approach you should use to provide early feedback to the developers regarding the quality of the software?

- a. Vibe testing
- b. Mob testing
- c. Exploratory testing
- d. In-pipe testing

C is correct. This is an example where exploratory testing can be applied to provide early feedback without bogging the team down in test case development. A is not correct because this isn't specified as an AI app. B is not correct because that will probably take longer. D is not a real testing approach. AT-5.1.5 (K3) Apply exploratory testing to support testing in Agile software development

36. (2 points) You are working in an organization that has traditionally used the V-model for testing. Significant time has been spent developing test cases, and execution has been started only when the code is complete. The team has consistently run out of time to execute all the test cases. The project team has decided to switch to an Agile methodology.

How will this change the approach to test case development?

- a. No test cases will be needed as the developers will do all the testing
- b. Only UAT will be needed, so the testing will be guided by process flow diagrams
- c. Instead of test cases, test charters will be developed to guide exploratory testing
- d. Because BDD will be used, no testing will be needed as the code will be self-testing

C is correct. In this case, it would be best to develop test charters that can be used to guide exploratory sessions. AT-5.1.5 (K3) Apply exploratory testing to support testing in Agile software development

37. (2 points) You are evaluating test cases for test smells. You are reviewing the following steps in a case that is designed to test that duplicate accounts cannot be created.

Step1: Go to the create account page

Step2: Enter a new username

Step3: Enter a valid phone number

Step4: Enter a valid street number

Step5: Enter a valid street name

Step6: Enter a valid street suffix (road, street, etc.)

Step7: Enter a valid city

Step8: Enter a valid state

Step9: Enter a valid postcode

Step10: Enter a valid email

Step11: Press “Create” button

Expected results: A new account is created with the data entered

What type of smell should be associated with this test case?

- a. God case
- b. Hotstepper
- c. One More Step
- d. ORacle

B is correct. This is a hotstepper where each step is defined separately, when they could easily be combined since they don't have a different effect. AT-5.3.1 (K3) Use test smells to evaluate the quality of test cases

38. (2 points) You are evaluating test cases for test smells. You are reviewing the following steps in a case that is designed to test that duplicate accounts cannot be created.

Step1: Go to the create account page

Step2: Enter a new or existing username and verify if it is accepted or rejected

Expected results: A new account is created with the data entered, or it is rejected because it is invalid, or it already exists.

What type of smell should be associated with this test case?

- a. God case
- b. Hotstepper
- c. One More Step
- d. ORacle

D is correct. This is an example of an Oracle because it has decision logic in the test steps, so there are alternative actions and multiple expected results. AT-5.3.1 (K3) Use test smells to evaluate the quality of test cases

39. (1 point) What type of test automation is usually created before the code is written?

- a. Test-first
- b. Test-last
- c. In-line tests
- d. Regression tests

A is correct. Tests are created before the code in test-first or test-driven development. AT-6.1.1 (K2) Distinguish between different test automation approaches applicable to Agile software development

40. (1 point) Which of the following tools will be most helpful for tracking defect rates and trends?

- a. Task management tools
- b. Continuous integration tools
- c. Exploratory testing tools
- d. Monitoring and analytics tools

D is correct. The analytic tools will help detect trends and can generate good trend charts. Task management tools are often used to help with the defect lifecycle, but they won't give the trend information. AT-6.2.1 (K2) Give examples of test tools helpful in Agile testing