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Exam : **CTAL-ATT**

Title : Certified Tester Advanced Level Agile Technical Tester

Version : DEMO

1.You are testing a new feature in the current iteration. The feature is supposed to take the input of a name and return the number of characters in the name. This information is used by another feature that will determine the size needed on a form.
The acceptance criteria state the following
1) a name of up to 30 characters should be accepted
2) standard error processing should be in place to limit user errors
The developers are using TDD and you have asked to see their tests.
This is what they gave you

```
@Test
Public void shouldCountCharacters() {
        NameCounter nameCounter = new NameCounter();
        assertThat(nameCounter.countCharacters("smith"), is("5"));
        assertThat(nameCounter.countCharacters("x"), is("1"));
{
```

When you run your manual tests you are finding that when you use the following inputs you get the associated results:
From these results what can you conclude about the TDD process?
A. The developers are not running the tests prior to releasing the code
B. The tests cannot be passing
C. The tests are insufficient and need to include more options
D. The story needs to be enhanced to include the capabilities that are causing errors
Answer: C
Explanation:
The TDD process, as described, seems to lack comprehensive testing that covers all the acceptance criteria. Specifically, the tests provided by the developers do not address the full range of input validation, such as ensuring that names with up to 30 characters are accepted and that standard error processing is in place to limit user errors. This indicates that the tests are insufficient and need to include more options to fully validate the feature against its acceptance criteria. The ISTQB Advanced Level Agile Technical Tester syllabus emphasizes the importance of creating testable acceptance criteria within an Agile team and implementing various Agile test approaches using appropriate techniques12. It also highlights the need for supporting and contributing to test automation activities in an Agile project12, which includes ensuring that all acceptance criteria are met and that tests are sufficiently robust to catch potential errors.
Reference:
ISTQB Advanced Level Agile Technical Tester Syllabus1
ISTQB Advanced Level Agile Technical Tester Learning Objectives2

2.You have been given the following story
As a shopper
I want to scan my membership card
So that I get all the discounts I'm entitled to receive
Which of the following is the correct use of BDD to design test scenarios?
A. Given that the shopper scans their card
When they checkout

Then they should receive alt the quantity discounts for everything they have purchased
B. As a store clerk
I want to scan a customer's card
So that their total includes their discounts
C. Given that I have scanned my card
I expect to receive my discounts
And an itemized list of what I bought
D. Given that a card is scanned
Then discounts should be applied
When the customer checks out
Answer: A
Explanation:
The correct use of Behavior-Driven Development (BDD) to design test scenarios involves specifying the behavior in a given-when-then format. This format helps to clarify the conditions under which a particular outcome should occur.
Option A follows this structure correctly:
Given that the shopper scans their card (the precondition), When they checkout (the action),
Then they should receive all the quantity discounts for everything they have purchased (the expected outcome).
This scenario clearly outlines the behavior of the system in response to the user's actions, which is central to BDD.
Reference = The ISTQB Advanced Level Agile Technical Tester syllabus emphasizes the importance of creating testable acceptance criteria for a given user story using requirements engineering and test techniques, which include the application of BDD in the context of a given user story12.

3.You have received this BDD test
Given that a customer enters the correct PIN When they request to make a withdrawal And they have enough money in their account Then they will receive the money And a receipt
Which of the following is the user story that best fits this BDD test?
A. As a customer
I want to deposit money into my account
So that I can collect interest
B. As an ATM
I want to provide services to my customer
So they will be happy
C. As a customer
I want to withdraw money from my account
So that I can buy a present
D. As a bank teller
I want customers to use the ATM
So that I don't have to deal with them
Answer: C
Explanation:
The BDD test scenario provided describes a customer performing a withdrawal transaction after entering

the correct PIN and having sufficient funds in their account. The outcome is the customer receiving money and a receipt. This aligns with the user story in option C, which focuses on the customer's desire to withdraw money for a specific purpose, which is to buy a present. The other options do not match the actions described in the BDD test scenario.
Reference = The answer is verified based on the ISTQB Advanced Level Agile Technical Tester documents which emphasize the importance of aligning BDD scenarios with the corresponding user stories to ensure that the tests reflect the user's needs and interactions with the system12.

4.You have been working as a tester in an Agile team You have found that the user stories are being defined by the team but it is still unclear what will be a successful outcome Even after story elaboration you are still unclear as to what a story should do As a result, you're not really sure what to test or to know when you'll be done with testing This problem is becoming worse as completed stories are showcased but the product owner is unhappy with the results
You've looked into the matter further and the comments from the product owner indicate that features are missing from the stories. The story is functioning correctly within the limited definition of the story but the product owner is expecting more functionality, such as error handling that isn't being defined in the story
What technique should you implement that would help to further define the product owner's expectations and alleviate the issues that are arising during the show cases?
A. TDD by the developers before they begin coding
B. BDD by the developers when unit tests are being created
C. ATDD by the team to better define the requirements
D. A combination of TDD and BDD by the team to improve the pre-build testing
Answer: C
Explanation:
Acceptance Test-Driven Development (ATDD) involves the whole team collaboratively discussing acceptance criteria, with examples, and then distilling them into a set of concrete acceptance tests before development begins. It's a way to get clear on what to build, and it's done in a way that allows the team to know when a story is complete. ATDD helps to make sure that all the stakeholders have a common understanding of what is being built and what the success criteria are.
Reference = The ISTQB Advanced Level Agile Technical Tester documents emphasize the importance of defining testable requirements within an Agile team and creating and implementing various Agile test approaches using appropriate techniques1. It also supports the contribution to test automation activities in an Agile project2, which aligns with the principles of ATDD.

5.You have been working to define acceptance tests for a story. You think this will help tailor your testing. You have asked the product owner to be involved as well.
You are currently looking at this story:
As a pet owner
I want to purchase food online
So that it can be delivered to my house when I need it
Which of the following is the preferred way to solicit information from the product owner to better understand what will be "acceptable?
A. Propose the following acceptance criteria
Purchase below the limit for free delivery

Purchase above the limit for free delivery
Request store pickup
B. Explain boundary value analysis to the product owner and have them indicate the appropriate boundaries to test
C. Work with the product owner to elicit examples of how they would use the software Combine their examples with testing techniques to flesh out the set of acceptance criteria
D. Create the following acceptance criteria and review them with the product owner
Login
Verify password reset
Verify account details
Update account details
Browse and select food
Add to cart
Remove from cart
Add more items to cart
Select delivery
Remove items from can until delivery is no longer free
Checkout and verify the deliver charge is added
Browse again and select food
Select delivery and verify it is free
Checkout and verify no delivery charge is added

Answer: C

Explanation:

Working with the product owner to elicit examples of usage is a key aspect of Agile methodologies. This collaborative approach ensures that the acceptance tests are relevant and based on real-world scenarios that reflect the product owner's vision. By combining these examples with testing techniques, testers can create a comprehensive set of acceptance criteria that are directly tied to the user's needs and the functionality of the software. This method aligns with the principles of Agile testing, where communication and collaboration are essential for understanding requirements and creating effective acceptance tests.

Reference: = The ISTQB Advanced Level Agile Technical Tester documents emphasize the importance of collaboration between testers and product owners to define testable requirements within an Agile team. It also highlights the need to create and implement various Agile test approaches using appropriate techniques, which include eliciting examples from the product owner12.