Certified Tester
Advanced Level
Agile Tester (CTAL-AT)
Sample Exam – Questions

v2.0

International Software Testing Qualifications Board

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Revision History

Version	Date	Remarks
v1.0	2014/05/01	GA version published
v2.0	2026/04/17	GA version published

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Questions

Question #1 (1 Point)

Which comparison of test types is MOST accurate in Agile software development?

a) Non-functional testing is performed only after the iteration, while white-box testing is performed only after system testing is complete.

b) Black-box testing is mainly performed before coding begins, while white-box testing is primarily used for regression testing after the iteration.

c) Exploratory testing is typically started after the iteration, while usability testing supplements functional testing activities.

d) Functional testing during the iteration focuses on verifying user story acceptance criteria, while broader functional and integration testing may occur after the iteration.

Select ONE answer.

Question #2 (1 Point)

Which test types are examples of black-box testing typically performed after the iteration?

a) Usability testing.

b) Security testing.

c) Performance testing.

d) Regression testing.

e) End-to-end testing.

Select TWO answers.

Question #3 (1 Point)

Which statements reflect the recommended use of end-to-end (E2E) testing in Agile software development?

a) End-to-end (E2E) testing should be the primary test type to ensure completeness

b) A number of critical flows should be verified during end-to-end (E2E) testing

c) End-to-end (E2E) testing provides fast, detailed diagnostic feedback during coding

d) All regression testing should be performed during end-to-end (E2E) testing for simplicity

e) End-to-end (E2E) testing complements but does not replace testing of the lower areas in the test pyramid

Select TWO answers.

Question #4 (1 Point)

Assign each of the following pitfalls (1–4) to ONE of the categories (A–B) while not leaving any group empty.

1. Testing may focus narrowly on predefined test results and delay discovery of critical defects.
2. Quality evaluation becomes subjective and hard to quantify, making stakeholder trust difficult.
3. Heavy emphasis on formal work products reduces responsiveness to changes in real system behavior.
4. Success depends on shared ownership and cultural maturity, which not all software development teams achieve.

A) Pitfalls mainly associated with formal testing

B) Pitfalls mainly associated with holistic testing

Question #5 (1 Point)

Match the regression testing approaches (1–4) with the scenario where they add the MOST value (A–D):

1. Incremental regression testing
2. Risk-based regression testing
3. DevOps-oriented regression testing
4. Collaborative regression testing

A. Detecting unintended defects when test automation coverage is incomplete
B. Ensuring rapid feedback after each code integration
C. Validating stability of a deployment in pre-production or production with monitoring
D. Deciding which regression areas need attention after frequent changes to high-risk features

a) 1A, 2C, 3B, 4D
b) 1B, 2D, 3C, 4A
c) 1B, 2A, 3D, 4C
d) 1D, 2B, 3A, 4C

Select ONE answer.

Question #6 (1 Point)

In Agile software development teams, what is the main benefit of combining generalization with specialization?

a) It eliminates the need for experts in specialized areas such as usability or test automation.
b) It enables flexibility across tasks while keeping deep expertise where required.
c) It reduces overlap between roles, ensuring developers and testers stay separate.
d) It preserves strict role boundaries, making ownership of work clearer.

Select ONE answer.

Question #7 (1 Point)

Which practices are MOST likely to strengthen a Product Owner's (PO) motivation to engage in test activities?

a) Providing transparency through dashboards that show quality risks in relation to release readiness.

b) Shifting responsibility for component testing directly to the Product Owner (PO).

c) Handling acceptance criteria solely within the test team to ensure consistency.

d) Involving the Product Owner (PO) in collaborative test execution (e.g. bug bashes).

e) Delegating ownership of regression testing to the Product Owner (PO) without Agile software development team support.

Select TWO answers.

Question #8 (1 Point)

Which of the following BEST explains how the whole team approach helps developers when working on evolving code?

a) It allows developers to finalize features before acceptance criteria are discussed

b) It provides continuous testing feedback that enables safe refactoring and quicker corrections

c) It shifts most testing responsibilities to testers so developers can focus solely on coding

d) It prevents business representatives from influencing technical decisions

Select ONE answer.

Question #9 (1 Point)

Which of the following is BEST shows how the whole team approach assists developers?

a) Developers can start up production-like environments locally or in test.

b) Developers can work independently and in parallel and can experiment safely with code.

c) Developers gain clear, testable acceptance criteria before implementing a user story.

d) Developers know instantly if new code breaks existing behavior.

Select ONE answer.

Question #10 (1 Point)

Which situation BEST illustrates an appropriate use of a tissue tester?

a) After a release, asking end users to run acceptance tests in production.

b) Midway through development, running a full usability test session in a usability lab with recruited customers.

c) Early in feature design, briefly showing a colleague from another team to spot usability defects.

d) After finalizing the infrastructure, running a performance test with performance testers.

Select ONE answer.

Question #11 (1 Point)

Which situations BEST illustrate effective iteration-level test planning in Agile software development?

a) A tester documents all possible test cases for the release before development starts.

b) The team collaborates to refine acceptance criteria during backlog refinement.

c) Developers schedule the test environment setup for the time when unit testing is about to begin.

d) Test automation is prioritized to the extent that manual testing is avoided.

e) The team agrees on which test techniques to apply for the selected user stories.

Select TWO answers.

Question #12 (3 Points)

You are working on a project for a new mobile app. The product is in its early stage and undergoing rapid prototyping due to high change frequency. The delivery approach uses one-week iterations with continuous integration, but features are still evolving based on user feedback. The team concentrates on tests that are business-facing. The product is not yet feature complete, so the focus is on validating ideas and learning quickly rather than fully auditable compliance.

You develop a project test strategy for the next few iterations by mapping test techniques, test types, test levels and test appraoches to test quadrants.

Which potential elements of a project test strategy will be MOST useful in the scenario described above?

a) Perform component testing

b) Perform user acceptance testing (UAT)

c) Perform security testing

d) Perform exploratory testing

Select ONE answer.

Question #13 (1 Point)

Which statement BEST describes the difference between test monitoring in Agile software development and approaches that are considered more sequential?

a) Agile test monitoring focuses on documenting test completion percentages across phases.

b) Agile test monitoring emphasizes continuous visibility through lightweight metrics and trends.

c) Test monitoring in approaches that are considered more sequential relies on real-time dashboards updated throughout the iteration.

d) Monitoring in both approaches uses identical metrics but at different project phases.

Select ONE answer.

Question #14 (1 Point)

Which of the following is an example of performing test monitoring in an Agile software development?

a) A burndown chart showing the remaining test effort over time

b) A retrospective resulting with concrete actions to improve test practices

c) An iteration review deciding on adjustments to test scope or priorities

d) Iteration planning defining test objectives and test tasks estimations

Select ONE answer.

Question #15 (1 Point)

Which of the following statements about coverage in Agile test reporting are TRUE?

i. Code coverage alone is not sufficient to demonstrate overall product quality.

ii. Requirements coverage links automated tests to user stories and acceptance criteria.

iii. Exploratory testing coverage can be reported through session-based test management.

iv. Test type coverage ensures that acceptance criteria for individual user stories are verified.

v. Infrastructure coverage is calculated by linking automated acceptance tests to user stories.

a) i, ii, and iv

b) i, ii, and iii

c) ii, iii, and v

d) i, iv, and v

Select ONE answer.

Question #16 (3 Points)

During the last three iterations, your Agile software development team observed a high cycle time for resolving defects, with defects often lingering in the backlog for multiple days before being addressed. Failure rate and defect detection percentage were observed to be steady at expected levels. The number of flaky tests remains very low. Statement coverage and branch coverage are within acceptable thresholds for critical paths. Automated test pass rates were consistently high. Test environment stability was low due to a few environment-related failures reported.

Which of the following improvement measures is MOST appropriate to address the issue described in the scenario?

a) Strengthen automated testing to increase coverage during component integration testing

b) Refactor tests which are hard to maintain or redundant, using design patterns like page objects

c) Schedule time in each iteration for applying test automation refactoring practices

d) Adopt a whole team approach to defect triage to strengthen collaboration across roles

Select ONE answer.

Question #17 (1 Point)

Match each item (1–4) with the purpose it serves (A–D) when initiating test process improvement in Agile software development.

1. Test-focused retrospectives
2. Agile testing self-assessments
3. Joint risk workshops
4. Test-first approaches (ATDD/BDD)

A. Establish a baseline and identify gaps in the current test approach

B. Provide earlier and more actionable feedback in the continuous integration/continuous delivery pipeline

C. Create shared ownership of quality goals through reflection

D. Align test process improvement efforts with business risks and product risks

a) 1C, 2A, 3B, 4D

b) 1B, 2C, 3D, 4A

c) 1A, 2D, 3C, 4B

d) 1C, 2A, 3D, 4B

Select ONE answer.

Question #18 (1 Point)

Assign each of the following testware (1–4) to ONE of the categories (A–B) without leaving any category empty.

1. Automated acceptance tests
2. Test charters
3. Visual models such as process flows or state diagrams
4. Exploratory test session sheets

A) Items that provide a clear and stable description of expected behavior

B) Items that capture insights and understanding that change over time

Question #19 (1 Point)

Which testware can be used as a form of requirements and, at the same time, documented in a format that allows its automated execution as a test?

a) Examples in behavior-driven development

b) Test charters in session-based exploratory testing

c) Build scripts in continuous delivery

d) Defect reports created during test execution

Select ONE answer.

Question #20 (1 Point)

How can storyboarding and testboarding increase the quality of the test basis?

a) By ensuring that testers do not contribute until coding is complete.

b) By visualizing user journeys to highlight missing steps and risks.

c) By requiring that acceptance criteria remain unchanged throughout iterations.

d) By mapping scenarios in a visible way that improves alignment among roles.

e) By focusing exclusively on regression testing automation.

Select TWO answers.

Question #21 (1 Point)

Which of the following BEST describes how example mapping improves the quality of the test basis?

a) By enforcing that every user story has detailed test scripts before coding begins

b) By documenting only functional requirements without addressing hidden assumptions

c) By linking user stories to concrete examples that reduce ambiguity and clarify acceptance criteria

d) By ensuring acceptance criteria are finalized before refinement sessions begin

Select ONE answer.

Question #22 (1 Point)

Assign each of the following examples (1–4) to ONE of the bias types (A–B) while not leaving any category empty.

1. A tester only designs tests for the "happy path" and ignores error handling.
2. Testers continue to focus on the first interpretation of a requirement even when new insights arise.
3. An agile software development team overlooks edge case scenarios because initial user stories were focused on happy paths only.
4. Testers rely only on verifying expected behaviors, leaving unusual test conditions untested.

A) Confirmation bias

B) Anchoring effect

Question #23 (1 Point)

Which of the following is an example of a CONFIRMATION bias?

a) The team assumes the initial design of a checkout process is final and fails to test alternate payment flows or error handling, resulting in undetected transaction failures

b) Testers follow the lead of a senior developer who claims a new feature is “low risk,” skipping exploratory testing that could have revealed critical edge-case defects

c) Testers avoid reporting a recurring performance issue because the majority believes it is "not important," allowing a critical bottleneck to persist into production

d) A tester only verifies that the login feature works with valid credentials, ignoring attempts with invalid or expired credentials, allowing authentication defects to go undetected

Select ONE answer.

Question #24 (2 Points)

Which of the following statements about applying user story slicing to achieve testable user stories are TRUE?

i. Splitting a user story into tasks such as “enter data,” “upload document,” and “submit form” is workflow slicing that creates testable increments.

ii. Starting with the simplest happy-path example makes the user story immediately verifiable and builds a foundation for edge cases later.

iii. Separating backend processing logic from the UI enables testing outputs via APIs before UI workflows exist.

iv. Beginning with rare exception cases ensures maximum coverage early in development.

v. Creating a thin slice that spans database, logic, and UI should be used for every user story to ensure testability.

a) i, ii, and iv

b) i, ii, and iii

c) ii, iii, and v

d) iii, iv, and v

Select ONE answer.

Question #25 (2 Points)

The original user story (too large for one iteration):

"As a customer, I want to search for products, view product details, and add items to my shopping cart so that I can complete an online purchase."

was split into two following testable user stories:

1. "As a customer, I want to search for products and view product details so that I can decide which items I am interested in."
2. "As a customer, I want to add products to my shopping cart so that I can prepare for purchase."

Which slicing type was used in this scenario?

a) Slicing by data complexity

b) Slicing based on constraints

c) Slicing by interface

d) Vertical slicing

Select ONE answer.

Question #26 (1 Point)

Match the requirements documentation techniques 1–4 with the way they support clarity and testability in Agile software development teams A–D.

1. User stories
2. BPMN (Business Process Model and Notation)
3. State transition diagrams
4. Glossaries

A. Provide consistent terminology that avoids misunderstandings in acceptance criteria
B. Capture functionality in a concise narrative format focused on user value
C. Show structured workflows and responsibilities for analyzing process consistency
D. Visualize system behavior across different states to validate edge cases

a) 1D, 2B, 3C, 4A
b) 1B, 2C, 3D, 4A
c) 1C, 2A, 3B, 4D
d) 1A, 2D, 3C, 4B

Select ONE answer.

Question #27 (1 Point)

Consider the following document:

- Test mission: Explore the login feature to uncover usability defects and authentication failures.
- Focus Areas:
  - Valid and invalid credentials
  - Password reset functionality
  - Session timeout behavior
- Resources: Test account credentials, pre-production environment
- Timebox: 60 minutes

What does it represent?

a) Test heuristic

b) Test charter

c) Test tour

d) Test mnemonic

Select ONE answer.

Question #28 (1 Point)

Match each test heuristic type (1–4) with the description (A–D).

1. Guidelines
2. Generic checklists
3. Rules of thumb
4. Analogies/metaphors

A. A tester compares the application to a familiar environment, such as a city tour, to generate diverse test conditions.

B. A tester recalls the principle that defects often reappear in components where they were previously found.

C. A tester relies on structured reminders of common quality characteristics, such as usability and security

D. A tester follows a principle like “test early” to avoid late discovery of defects.

a) 1D, 2C, 3A, 4B

b) 1B, 2D, 3A, 4C

c) 1D, 2C, 3B, 4A

d) 1C, 2B, 3D, 4A

Select ONE answer.

Question #29 (1 Point)

Which of the following illustrate the use of test mnemonics in Agile testing?

a) Reporting a login defect found during a test session

b) Selecting regression testing areas such as recent, core, or parts with high risk levels

c) Writing test session sheets from an exploratory testing session on a new feature

d) Exploring a system by focusing on data, interfaces, and operations

e) Running automated tests for core business flows

Select TWO answers.

Question #30 (1 Point)

Consider the following test scenario:

"First-time user completes the product onboarding tutorial".

Which test tour was used to design this scenario?

a) Business district

b) Tourist district

c) Historical district

d) Seedy district

Select ONE answer.

Question #31 (3 Points)

You are reviewing the following user story and its acceptance criteria:

"As an online shopper, I want to be able to save items in a wishlist so that I can purchase them later."

Acceptance criteria

1. The user can add any product to the wishlist from the product page.
2. The user can view all items saved in the wishlist.
3. The user can remove items from the wishlist.
4. The wishlist is persistent across sessions when the user is logged in.

Which of the following test charter fragments is MOST appropriate for this user story?

a) Actor: online shopper. Purpose: save items in a wishlist. Scope: verify adding/removing items from the wishlist. Data: logged-in/logged-out scenarios.

b) Actor: online shopper. Purpose: save items in a wishlist. Scope: test payment gateway integration during checkout. Data: credit card and billing information.

c) Actor: online shopper. Purpose: save items in a wishlist. Scope: verify stock updates and inventory levels. Data: out-of-stock and back-ordered products.

d) Actor: admin. Purpose: manage users' wishlists. Scope: test backend user management. Data: user accounts and access permissions.

Select ONE answer.

Question #32 (2 Points)

You are given the following test charter:

Explore the password-reset workflow for first-time users, focusing on clarity of instructions, error messages, and successful completion using the email reset link.

Which exploratory testing scenario BEST follows this charter?

a) Change the password from the Account Settings page while logged in as an existing user and verify password-strength validation rules.

b) Attempt multiple incorrect password logins on the sign-in page using a registered account, continue until the system locks the account after repeated failures, and verify the lockout message and recovery instructions are displayed correctly.

c) Request a password reset, open the reset email, click the reset link, set a new password that meets the requirements, and verify login succeeds with the new password.

d) Verify that the password-reset email is delivered within five seconds under heavy server load using automated performance tests.

Select ONE answer.

Question #33 (2 Points)

You prepare for the exploratory testing session. Its test mission is to explore the shopping cart feature to identify functional and boundary defects. You were asked to focus on the three following features: adding items to the cart, removing items from the cart, updating item quantities. You have at your disposal a test user account, a database of sample products, and pre-production environment. The session should last 45 minutes.

Which of the following is BEST example of an exploratory testing session suitable for this scenario?

a) Tester adds multiple products to the cart, changes quantities, removes items, and verifies that the cart updates correctly and totals are accurate

b) Tester explores the checkout payment options using different payment methods without interacting with the cart itself

c) Tester navigates the product catalog to test product filtering and product sorting, using metamorphic testing due to the test oracle problem

d) Tester spends 30 minutes for preparing test cases (list of products) and then in 30 minutes verifies the cart features for each of these test cases

Select ONE answer.

Question #34 (1 Point)

Which of the following statements correctly describe mob testing?

a) The Driver makes final testing decisions while typing at the keyboard
b) The Navigator directs the testing, taking input from the mob but deciding the next test steps
c) The Moderator rotates with the mob and types when it is their turn
d) Retrospectives follow mob testing sessions to collect observations and identify improvements
e) The Mob works individually on different parts of the system and shares test results at the end

Select TWO answers.

Question #35 (1 Point)

Which of the following BEST explains the benefit of pair testing in Agile software development teams?

a) It speeds up testing by letting testers split the work
b) It finds defects sooner by using two viewpoints together
c) It ensures test work is checked by a senior tester
d) It replaces exploratory testing with prepared test steps

Select ONE answer.

Question #36 (1 Point)

Which of the following BEST explains the focus of vibe testing?

a) Writing detailed scripted test cases before coding begins
b) Testing whether system behavior aligns with user intent
c) Reviewing the generated code line by line for compliance with standards
d) Focusing on running automated unit tests produced by the AI model

Select ONE answer.

Question #37 (2 Points)

A tester reviews the following manual test case:

Test Case: Verify customer profile display Preconditions: User is logged into the application. Steps:

1. Navigate to the Customer Search page.
2. Enter customer ID C-10245.
3. Click Search. Expected result: The system displays the profile information for customer C-10245.

The tester notices that this test case has a Hidden Dependencies smell.

Which corrective action is MOST appropriate?

a) Combine the setup and verification into one single test step.

b) Explicitly document the required data in the preconditions.

c) Add extra test steps to test that the database record is present.

d) Merge the test case with another that creates the required data.

Select ONE answer.

Question #38 (2 Points)

You want to run the following two test cases in a test cycle. A test cycle is always performed on an initial version of the software with an empty user database, and there is no separate setup that creates user ‘alice’ before Test Case 2.

Test Case 1: Create a New User

Purpose: Verify that a new user can be successfully created in the system.

Steps:

- Open the application.
- Enter a unique username and password.
- Submit the registration form.

Expected Result: The user account is created and a confirmation message is shown.

Test Case 2: Log In as an Existing User

Purpose: Verify that an existing user can log in successfully.

Preconditions: User "alice" exists.

Steps:

- Open the application.

- Enter the username "alice" and the corresponding password.
- Click the login button.

Expected Result: The user is successfully logged in.

Which test smell can be identified for this test suite?

a) One More Step

b) Call on Me

c) Interdependent Tests

d) Hotstepper

Select ONE answer.

Question #39 (1 Point)

Which of the following statements correctly distinguishes between test automation approaches applicable to Agile software development?

a) Exploratory testing is best automated early in the iteration using a test-first approach, because this ensures continuous verification and reduces reliance on manual testing.

b) End-to-end UI tests should form the largest part of the automated test suite to ensure full system coverage, while unit and API tests are minimized to reduce maintenance effort.

c) Most automation effort should focus on fast, low-level tests, with only a limited number of end-to-end UI tests, while exploratory and one-off tests are typically executed manually.

d) Test automation is primarily introduced after the iteration is completed, focusing on automating all tests equally to maximize regression coverage before release.

Select ONE answer.

Question #40 (1 Point)

A product owner requests real-world usage data to refine priorities for upcoming iterations. Which tool would provide the MOST relevant input to support this decision-making in Agile software development?

a) Exploratory testing capture/playback tool

b) Task tracking board

c) Defect management tool

d) Monitoring and analytics platform

Select ONE answer.