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ISTQB Agile Public Sector Exam

ISTQB ISTQB-Agile-Public

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Topic Break Down

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Topic 2, Fundamental Agile Testing Principles, Practices, and Processes	26
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Total	59

QUESTION NO: 1

Which of the following statements about the Planning poker test estimate technique are CORRECT?

i) Planning poker is a consensus based technique using a deck of cards.

ii) A low test estimate usually means the story should be broken down into multiple smaller stories.

iii) A high test estimate usually means the story should be broken down into multiple smaller stories.

iv) One poker round is played and then consensus has to be reached.

v) The risk level of each backlog item should be decided before the poker session.

SELECT ONE OPTION

A. i, iii. v

B. ii. iv

C. i, ii, iii

D. ii, iii, iv

ANSWER: A

Explanation:

The correct selection is *i, iii. v*. Planning Poker is a consensus-based relative-estimation method in which team members use a set of estimate cards, select their estimates independently, and reveal them together. This supports productive discussion and a shared understanding of the backlog item before the team converges on an estimate. A high test estimate is a useful signal that a backlog item may be too large, complex, uncertain, or difficult to test within the intended iteration. In that situation, splitting the story into smaller, independently valuable stories makes the work more manageable and improves the reliability of planning. Risk is also an important input to test estimation: agreeing the risk level of each backlog item before the session enables the team to consider the expected test effort consistently when estimating. The session therefore combines the team's knowledge of scope, complexity, uncertainty, dependencies, and risk, rather than treating estimation as an individual prediction. This use of collaborative estimation is consistent with the Agile Tester syllabus and Agile's emphasis on close team collaboration. See the ISTQB Agile Tester certification page and the Agile Manifesto principles.

QUESTION NO: 2

A team is selecting the order in which to test two completed user stories before an iteration review.

Story A changes the wording and layout of an information page used by a small group of internal users.

Story B changes the calculation of emergency assistance payments used by a large number of citizens, and an incorrect result could lead to underpayment.

Which testing approach is MOST consistent with risk-based testing?

SELECT ONE OPTION

A. Test Story A first because visual changes are easier to complete before more complex testing begins.

B. Test Story B first and apply greater test depth to its calculation and related regression risks.

C. Test both stories with identical effort because they were completed in the same iteration.

D. Test Story A first because changes affecting fewer users are easier to correct after release.

ANSWER: B

Explanation:

Story B should receive earlier and deeper testing because it has a substantially higher potential impact if it fails. Risk-based testing uses the likelihood and consequences of product failures to determine testing priorities and effort. The payment calculation affects many citizens and could produce an important financial and service outcome, so focused functional, boundary, and regression testing is justified.

Story A should not necessarily be omitted, but its stated impact is lower. Testing in implementation order, giving both stories identical effort, or focusing only on the smaller change would not use available test capacity according to product risk.

QUESTION NO: 3

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

Explanation:

“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.” is the correct definition. Agile software development is an umbrella term for approaches that develop a solution progressively through short iterations and increments, rather than attempting to specify and deliver the entire solution in one sequential pass. Each increment provides an opportunity for the team and stakeholders to inspect what has been produced, obtain feedback, and refine priorities or requirements as needed. The team characteristics in the definition are also essential: cross-functional teams bring together the skills needed to deliver a working product increment, while self-organizing teams determine how to organize and perform their work effectively. Cooperation on requirements and implementation reflects Agile’s focus on close collaboration, adaptive planning, and delivering valuable software frequently. This wording aligns with the ISTQB glossary definition of agile software development and with the Agile Manifesto’s emphasis on individuals and interactions, customer collaboration, and responding to change. See the ISTQB Glossary entry for agile software development and the Manifesto for Agile Software Development.

QUESTION NO: 4

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.

vl) 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

Explanation:

Acceptance test criteria are i, ii, iv and v. These test cases collectively cover the observable workflow and information needed to fulfil the stated loan-approval story. The customer assistant must prepare the data used for approval, so being able to access the customer account history for the preceding year supports verification of the monthly-income condition. Access to debt and repayment history supports verification that repayments have been regular and without delay. The bank manager is explicitly the role that approves requests; receiving the requests awaiting approval enables that role to act on prepared applications, and deciding whether to approve a customer's loan is the outcome the story delivers. Together, these checks establish that the relevant actors can obtain the evidence needed for the business decision and complete the approval process. In Agile development, acceptance criteria define conditions that make a user story acceptable and provide the basis for acceptance tests; they should be concrete, testable, and aligned with the story's intended business value and user workflow. This use of acceptance criteria is consistent with the ISTQB Agile Tester syllabus discussion of collaboratively defining acceptance criteria and deriving acceptance tests from them. See the ISTQB Agile Tester certification overview and the Agile Alliance definition of acceptance criteria.

QUESTION NO: 5

Which of the following sentences related to Risk-based testing is CORRECT?

SELECT ONE OPTION

A. Risk-based testing does not fit well in Agile development processes, as short iterations mandate short test times.

B. Risk-based testing fits well in Agile development processes, as risks are easy to identify when the work is divided into user stories.

C. Risk-based testing fits well in Agile development processes, as risks are analyzed twice - during release and iteration planning.

D. Risk-based testing does not fit in Agile development processes, as each iteration focuses on limited parts of the product.

ANSWER: C

Explanation:

Risk-based testing fits well in Agile development processes, as risks are analyzed twice - during release and iteration planning. Agile teams use risk assessment to help decide both what should be delivered and how testing effort should be allocated. During release planning, risks associated with larger features, epics, or the overall release can influence prioritization, scope, estimates, and the high-level test approach. This supports early attention to product risks that could affect customer value, compliance, reliability, or delivery objectives.

Risk analysis is then revisited during iteration planning, when the team has a more detailed understanding of the selected user stories, their acceptance criteria, implementation approach, dependencies, and test conditions. Reassessing risk at this point enables the team to tailor testing within the iteration, such as by increasing test depth, applying appropriate test techniques, involving relevant specialists, or scheduling risk-reducing work earlier. This repeated assessment is especially useful in Agile because information evolves continuously and risk exposure can change as functionality is refined and integrated. The ISTQB Agile Tester syllabus describes risk-based testing as applicable in Agile projects and identifies

release and iteration planning as opportunities to perform risk analysis. See the ISTQB Agile Tester certification page and the ISTQB Agile Tester syllabus.