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**Exam** : **ISTQB-Agile-Public**

**Title** : ISTQB Agile Public Sector Exam

**Vendor** : ISTQB

**Version** : DEMO

**NO.1** Which of the following is a benefit of a whole-team approach?

SELECT ONE OPTION

- A. Enables the team to focus on solely their separate areas of expertise and responsibility.
- B. Enables the various skill sets within the team to be leveraged to the benefit of the project.
- C. Enables testers to execute their responsibility for quality for the combined team
- D. Enables reduction in test duplication as the testers and test engineers function as a single team.

**Answer:** B

**NO.2** Which of the following statements is FALSE regarding early and frequent feedback?

SELECT ONE OPTION

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

**Answer:** C

Explanation:

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.

**NO.3** During a retrospective, which of the following items would be the LEAST effective to generate discussions on process improvement?

SELECT ONE OPTION

- A. For the last sprint the estimated and actual effort were much higher than the team capacity.
- B. One of the testers was regarded as being both disruptive and lazy and did not contribute to team success.
- C. The automation tests failed frequently without any logs to help in debugging the failure reason.
- D. The build process was slow and this often caused delays waiting for the build to complete.

**Answer:** B

Explanation:

Agile retrospectives focus on the process, practices, and tools, rather than personal critiques. The effectiveness of a retrospective lies in its ability to foster a positive, constructive environment where the team can discuss what worked well, what didn't, and how to improve going forward. Focusing on an individual's perceived shortcomings, such as being "disruptive and lazy" (Option C), does not align with the Agile principle of building projects around motivated individuals and trusting them to get the job done. It could lead to a negative atmosphere, reducing the team's willingness to openly share and collaborate on solutions. Instead, retrospectives should concentrate on actionable items that can lead to process improvements, such as addressing frequent automation test failures, discrepancies in effort estimations, and delays in the build process, as mentioned in options A, B, and D respectively.

**NO.4** 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:

Agile software development is characterized by its iterative and incremental approach, where development is conducted in cycles, and the work is divided into small, manageable chunks known as iterations or sprints. This approach allows for frequent reassessment of the project's direction, making it easier to incorporate changes and adapt to new information. Self-organizing, cross-functional teams are a hallmark of agile methodologies, emphasizing collaboration, flexibility, and team empowerment. This definition captures the essence of agile as described in various agile methodologies and the Agile Manifesto.