

**AU™ Certified Practitioner in Agile Testing (CPAT)
Sample Exam – 10 Questions with Answers**

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Agile United



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Purpose of this document

This document contains 10 sample exam questions for AU Certified Practitioner in Agile Testing (CPAT) in the English language.

The sample questions, answer sets and associated justifications in this document have been created by a team of subject matter experts and experienced question writers with the aim of assisting people who are planning to take the AU Certified Practitioner in Agile Testing (CPAT) examination.

None of these questions are used in the official AU Certified Practitioner in Agile Testing (CPAT) examination, but they are written to the same level of difficulty as the official certification exam.

Instructions

The question and answer sets are organized in the following way:

- Chapters
- Question - including any scenario followed by the question stem
- Answer Set

General Information on the sample exam paper:

- Number of Questions: 10
- Number of points: 1 per question
- Please only choose one answer per question

List of Chapters

- Chapter 1 - Introduction to Agile Testing
- Chapter 2 - Start Testing – A Case
- Chapter 3 - Risks
- Chapter 4 - User Stories
- Chapter 5 - Test Strategy
- Chapter 5 - Test Reporting

Question 1*(Correct answer is worth 1 point)*

Among the following options, which **ONE** is a list of the 4 values Agile is based on?

- (a) Individuals and interactions over processes and tools. Working software over comprehensive documentation. Customer collaboration over contract negotiation. Responding to change over following a plan.
- (b) Individuals and interactions over processes and tools. Documentation followed by software. Contract negotiation over customer collaboration. Responding to change over changing the plan.
- (c) Team interactions over processes and tools. Documentation followed by software. Customer collaboration over contract negotiation. Self-organizing teams over sustainable development.
- (d) Team interactions over processes and tools. Software followed by documentation. Contract negotiation over customer collaboration. Self-organizing teams over sustainable development.

Question 2*(Correct answer is worth 1 point)*

Among the following options, which **ONE** describes what critical thinking in a “soundbite” is?

- (a) Verbal awareness.
- (b) Stating mistakes of others.
- (c) Democratic decisioning.
- (d) Comprehensive judging.

Question 3*(Correct answer is worth 1 point)*

In an agile context, what is the definition of feedback?

- (a) Giving one’s opinion on others’ behaviors.
- (b) (Re)acting on changeable behaviors or changeable products and processes.
- (c) Team members tell other team members how they feel.
- (d) Team members inform the others or state their opinions on a subject, such as a new product, and can tell the other team members whether it has been successful or appreciated.

Question 4*(Correct answer is worth 1 point)*

In an agile context, what is a product outline?

- (a) A product outline is a map of the tests to be executed.
- (b) A product outline is a map that helps understand the product.
- (c) A product outline describes the processes covered by the product.
- (d) A mnemonic.

Question 5*(Correct answer is worth 1 point)*

In an agile context, “inside out” refers to the fact that the tester starts with the knowledge available from people that are involved in the given project.

- (a) True, as inside out is based on the knowledge coming from inside.
- (b) True, however, inside out is mainly based on the risks that are determined by the business stakeholders, since inside out is based on people.
- (c) False, inside out is based on global risks.
- (d) False, inside out is based on risk lists and other business or branch-specific documentation with which risks can be identified.

Question 6*(Correct answer is worth 1 point)*

When are regression tests **MOST** effective during the agile development lifecycle?

- (a) When operating the product.
- (b) When (re)thinking the product.
- (c) When building the product.
- (d) When shipping the product.

Question 7*(Correct answer is worth 1 point)*

Which **ONE** of the following statements is the **CORRECT** definition of TDD?

- (a) An Agile software development process that encourages collaboration among developers, QA and non-technical or business participants in a software project.
- (b) A collaborative approach to defining requirements and business-oriented functional tests for software products based on capturing and illustrating requirements, using realistic examples instead of abstract statements.
- (c) A collaborative approach to defining acceptance criteria and automated tests for software products based on capturing and illustrating requirements, using realistic examples instead of abstract statements.
- (d) A style of programming in which three activities are tightly interwoven: coding, testing (in the form of writing unit tests) and design (in the form of refactoring).

Question 8*(Correct answer is worth 1 point)*

What does the acronym BRIEF stand for when it is used in a test charter?

- (a) Behavior, Results, Impediments, Expectation, Feelings.
- (b) Behavior, Relations, Imperfections, Explore, Function.
- (c) Build, Restore, Improve, Expect, Find.
- (d) Build, Relations, Impediments, Explore, Find.

Question 9*(Correct answer is worth 1 point)*

In an agile context, what information can the INVEST rules support the tester with?

- (a) Whether the user story has enough value.
- (b) Whether the user story is testable.
- (c) Whether the user story is small enough.
- (d) All of the above options (A, B & C).

Question 10

(Correct answer is worth 1 point)

What would be the expected effect of a team member telling a funny story to the rest of the agile team?

- (a) It motivates the team and activates their memory.
- (b) It relaxes the team and makes the team members more creative.
- (c) It scares the team, making them more prone to making mistakes.
- (d) It triggers the team members' need to connect.

Answer Key:**Question 1: Answer A is correct**

- Please type “Agile Manifesto” in any internet browser. You will find the same answer as described under a.

Question 2: Answer D is correct

- Critical thinking is not a democratic process or burning others opinion. It is being aware of what is said when claims and conclusions are being pronounced and check whether these are valid and true. If not, with critical thinking you must be able to state alternatives that are valid and true.

Question 3: Answer B is correct

- Feedback in an agile environment has to do about products and the behaviors of people. B is the only answer that addresses both.

Question 4: Answer B is correct

- The product outline is helping you understand the product. It is not a mnemonic, although the mnemonic PRODUCT helps you get all the different windows to look at the product. It is not only the processes concerning the product and choosing the tests that will give you some insight in the risks concerning the product, it is also an action that can only take place after the product has been analyzed (i.e. the product outline is done).

Question 5: Answer A is correct

- There are two main approaches: outside in, which deals with general risks, general risks lists and other general information to approach any production or process. Inside out is based on specific information that comes from within the organization, delivered by any person involved

Question 6: Answer C is correct

- Regression tests are executed to check whether what you know how something should work, or still works as expected. You cannot do that while you still overthink the product, and you are definitely too late when the product is already in production. Some might say that regression is appropriate before shipping, but regression is also used to check the fundamentals on which new software is build. This is not appropriate when you are finalizing the product. A smoke test would do at that point.

Question 7: Answer D is correct

- “A” is the definition of BDD. “B” is the definition of SBE. “C” is a scrambled SBE definition (automation is not a part of any pure definition concerning BDD / ADD or TDD), which leaves “D”, which is the official definition of TDD (source: agile alliance org)

Question 8: Answer A is correct

- See slide “Debriefing” in the Exploratory Testing module.

Question 9: Answer D is correct

- Answer “A” covers the “V” of the INVEST mnemonic. Answer “B” covers the “T” of the INVEST mnemonic. Answer “C” covers the “S” of the INVEST mnemonic. Which leaves “D” (all of them) as the correct answer.

Question 10: Answer B is correct

- “A” is the result of a exciting story, “C” the result of sheer threat, and “D” is the result of an empathetic story. Which leaves “B” as the correct answer.