

Exam Questions CTFL4

ISTQB Certified Tester Foundation Level CTFL 4.0 Exam

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NEW QUESTION 1

Which statement is true regarding confirmation testing and regression testing?

- A. Confirmation testing confirms the quality of the test being run while regression testing ensures that the software still works after a change has been made.
- B. Confirmation testing is an optional activity whilst regression testing is not negotiable.
- C. Confirmation testing aims to verify that a defect has been resolved and regression testing ensuring that existing functionality still works after a change.
- D. Testers' involvement is essential whilst running retesting and regression testing.
- E. TESTER Involvement is essential whilst running retesting and regression testing.

Answer: C

Explanation:

Confirmation testing, also known as retesting, is conducted to verify that specific defects have been fixed. Regression testing, on the other hand, is performed to ensure that recent changes have not adversely affected existing features of the software. Both types of testing are crucial for maintaining the integrity and quality of the software after modifications.

NEW QUESTION 2

Which of the following statements is an example of testing contributing to higher quality?

- A. A test leader writes a test summary report
- B. A project manager asks to a test leader to estimate the test effort
- C. A tester installs a test ten in the lest environment
- D. A tester finds a bug which is resolved prior to release

Answer: D

Explanation:

? The question is about identifying an example of testing contributing to higher quality. Quality is the degree to which a component, system or process meets specified requirements and/or user/customer needs and expectations¹. Testing is the process consisting of all lifecycle activities, both static and dynamic, concerned with planning, preparation and evaluation of software products and related work products to determine that they satisfy specified requirements, to demonstrate that they are fit for purpose and to detect defects².

? Therefore, testing contributes to higher quality by verifying and validating that the software products and related work products meet the specified requirements, are fit for purpose and have no defects, or at least have a reduced number of defects. Testing also provides information about the quality of the software products and related work products to the stakeholders, who can make informed decisions based on the test results³.

? Out of the four given statements, only option D is an example of testing contributing to higher quality, as it shows that testing has detected a defect (a flaw in a component or system that can cause the component or system to fail to perform its required function⁴) and that the defect has been resolved (fixed and confirmed) prior to release (delivery of the software product to the customer or end user). This means that testing has prevented a potential failure (an event in which a component or system does not perform a required function within specified limits) from occurring in the operational environment, and thus has improved the quality of the software product.

? Option A is not an example of testing contributing to higher quality, as it is a reporting activity that summarizes the test results and evaluates the test objectives, but does not directly affect the quality of the software product or related work products. A test summary report is a document that records and communicates the outcomes of testing activities, including test completion criteria, test results, incident reports, test summary and evaluation, and lessons learned.

? Option B is not an example of testing contributing to higher quality, as it is a planning activity that estimates the resources and time needed for testing activities, but does not directly affect the quality of the software product or related work products. A test effort estimate is an approximation of the amount of work and/or the duration of time required to perform testing activities.

? Option C is not an example of testing contributing to higher quality, as it is a preparation activity that sets up the test environment (an environment containing hardware, instrumentation, simulators, software tools, and other support elements needed to conduct a test), but does not directly affect the quality of the software product or related work products. A test environment installation is a process of installing and configuring the test environment according to the test environment specification.

References:

? 1: ISTQB Certified Tester Foundation Level Syllabus 2018, Version 4.0, p. 10

? 2: ISTQB Certified Tester Foundation Level Syllabus 2018, Version 4.0, p. 11

? 3: ISTQB Certified Tester Foundation Level Syllabus 2018, Version 4.0, p. 12

? 4: ISTQB Certified Tester Foundation Level Syllabus 2018, Version 4.0, p. 13

? : ISTQB Certified Tester Foundation Level Syllabus 2018, Version 4.0, p. 13

? : ISTQB Certified Tester Foundation Level Syllabus 2018, Version 4.0, p. 77

? : ISTQB Certified Tester Foundation Level Syllabus 2018, Version 4.0, p. 78

? : ISTQB Certified Tester Foundation Level Syllabus 2018, Version 4.0, p. 79

? : ISTQB Certified Tester Foundation Level Syllabus 2018, Version 4.0, p. 80

? : ISTQB Certified Tester Foundation Level Syllabus 2018, Version 4.0, p. 81

? : ISTQB Certified Tester Foundation Level Syllabus 2018, Version 4.0, p. 82

? : ISTQB Certified Tester Foundation Level Syllabus 2018, Version 4.0, p. 83

? : ISTQB Certified Tester Foundation Level Syllabus 2018, Version 4.0, p. 84

? : ISTQB Certified Tester Foundation Level Syllabus 2018, Version 4.0, p. 85

? : ISTQB Certified Tester Foundation Level Syllabus 2018, Version 4.0, p. 86

? : ISTQB Certified Tester Foundation Level Syllabus 2018, Version 4.0, p. 87

? : ISTQB Certified Tester Foundation Level Syllabus 2018, Version 4.0, p. 88

? : ISTQB Certified Tester Foundation Level Syllabus 2018, Version 4.0, p. 89

? : ISTQB Certified Tester Foundation Level Syllabus 2018, Version 4.0, p. 90

? : ISTQB Certified Tester Foundation Level Syllabus 2018, Version 4.0, p. 91

? : ISTQB Certified Tester Foundation Level Syllabus 2018, Version 4.0, p. 92

? : ISTQB Certified Tester Foundation Level Syllabus 2018, Version 4.0, p. 93

? : ISTQB Certified Tester Foundation Level Syllabus 2018, Version 4.0, p. 94

? : ISTQB Certified Tester Foundation Level Syllabus 2018, Version 4.0, p. 95

? : ISTQB Certified Tester Foundation Level Syllabus 2018, Version 4.0, p. 96

? : ISTQB Certified Tester Foundation Level Syllabus 2018, Version 4.0, p. 97

? : ISTQB Certified Tester Foundation Level Syllabus 2018, Version 4.0, p. 98

? : ISTQB Certified Tester Foundation Level Syllabus 2018, Version 4.0, p. 99

? : ISTQB Certified Tester Foundation Level Syllabus 2018, Version 4.0, p. 100

? : ISTQB Certified Tester Foundation Level Syllabus 2018, Version 4.0, p. 101

? : ISTQB Certified Tester Foundation Level Syllabus 2018, Version 4.0, p. 102
? : ISTQB Certified Tester Foundation Level Syllabus 2018, Version 4.0, p. 103
? : ISTQB Certified Tester Foundation Level Syllabus 2018, Version 4.0, p. 104
? : ISTQB Certified Tester Foundation Level Syllabus 2018, Version 4.0, p. 105
? : ISTQB Certified Tester Foundation Level Syllabus 2018, Version 4.0, p. 106
? : ISTQB Certified Tester Foundation Level Syllabus 2018, Version 4.0, p. 107

NEW QUESTION 3

Atypical generic skill required for the role of tester is the ability to

- A. Take on the role of developer to meet challenging project deadlines
- B. Assume leadership aimed at imposing decisions on the rest of the team.
- C. Use tools to make the execution of repetitive testing tasks more efficient.
- D. Determine the corrective actions to get a test project on track in case of deviations from the test plan

Answer: C

Explanation:

A key skill for testers is the ability to use various tools to automate repetitive tasks, enhancing the efficiency and effectiveness of testing processes. This includes tools for test execution, test management, and defect tracking. The ISTQB CTFL Syllabus v4.0 emphasizes the importance of using tools to improve productivity and reduce manual effort in repetitive testing tasks, making this a critical skill for testers.

NEW QUESTION 4

Which of the following statements is true?

- A. Experience-based test techniques rely on the experience of testers to identify the root causes of defects found by black-box test techniques
- B. Some of the most common test basis used by white-box test techniques include user stories, use cases and business processes
- C. Experience-based test techniques are often useful to detect hidden defects that have not been targeted by black-box test techniques
- D. The primary goal of experience-based test techniques is to design test cases that can be easily automated using a GUI-based test automation tool

Answer: C

Explanation:

Experience-based test techniques are test design techniques that rely on the experience, knowledge, intuition, and creativity of the testers to identify and execute test cases that are likely to find defects in the software system. Experience-based test techniques are often useful to detect hidden defects that have not been targeted by black-box test techniques, which are test design techniques that use the external behavior and specifications of the software system as the test basis, without considering its internal structure or implementation. Experience-based test techniques can complement black-box test techniques by covering aspects that are not explicitly specified, such as usability, security, reliability, performance, etc. The other statements are false, because:

? Experience-based test techniques do not rely on the experience of testers to identify the root causes of defects found by black-box test techniques, but rather to identify the potential sources of defects based on their own insights, heuristics, or exploratory testing. The root causes of defects are usually identified by debugging or root cause analysis, which are activities that involve examining the code or the development process to find and fix the errors that led to the defects.

? Some of the most common test basis used by white-box test techniques include

the source code, the design documents, the architecture diagrams, and the control flow graphs of the software system. White-box test techniques are test design techniques that use the internal structure and implementation of the software system as the test basis, and aim to achieve a certain level of test coverage based on the code elements, such as statements, branches, paths, etc. User stories, use cases, and business processes are examples of test basis used by black-box test techniques, as they describe the functional and non-functional requirements of the software system from the perspective of the users or the stakeholders.

? The primary goal of experience-based test techniques is not to design test cases

that can be easily automated using a GUI-based test automation tool, but rather to design test cases that can reveal defects that are not easily detected by other test techniques, such as boundary value analysis, equivalence partitioning, state transition testing, etc. Test automation is the use of software tools to execute test cases and compare actual results with expected results, without human intervention. Test automation can be applied to different types of test techniques, depending on the test objectives, the test levels, the test tools, and the test resources. However, test automation is not always feasible or beneficial, especially for test cases that require human judgment, creativity, or exploration, such as

those designed by experience-based test techniques. References: ISTQB Certified Tester Foundation Level (CTFL) v4.0 sources and documents:

? ISTQB® Certified Tester Foundation Level Syllabus v4.0, Chapter 2.2.1, Black-box

Test Design Techniques

? ISTQB® Certified Tester Foundation Level Syllabus v4.0, Chapter 2.2.2, White-box Test Design Techniques

? ISTQB® Certified Tester Foundation Level Syllabus v4.0, Chapter 2.2.3, Experience-based Test Design Techniques

? ISTQB® Glossary of Testing Terms v4.0, Experience-based Test Technique, Black-box Test Technique, White-box Test Technique, Test Basis, Test Coverage, Test Automation

NEW QUESTION 5

Determining the schedule for each testing activity and test milestones for a test project, using activity estimates, available resources, and other constraints is a typical task performed during

- A. Test execution
- B. Test design.
- C. Test analysis.
- D. Test planning

Answer: D

Explanation:

Test planning involves defining the overall approach to testing, including scheduling, resources, and milestones. It is during this phase that the detailed schedule for each testing activity is determined based on estimates, resource availability, and constraints. The ISTQB CTFL Syllabus v4.0 outlines that test planning encompasses the creation of test plans and schedules to ensure that testing activities are properly managed and controlled.

NEW QUESTION 6

Which of the following coverage criteria results in the highest coverage for state transition based test cases?

- A. Can't be determined
- B. Covering all transitions at least once
- C. Covering only start and end states
- D. Covering all states at least once

Answer: B

Explanation:

Covering all transitions at least once is the highest coverage criterion for state transition based test cases, because it ensures that every possible change of state is tested at least once. This means that all the events that trigger the transitions, as well as the actions and outputs that result from the transitions, are verified. Covering all transitions at least once also implies covering all states at least once, but not vice versa. Therefore, option D is not the highest coverage criterion. Option C is the lowest coverage criterion, because it only tests the initial and final states of the system or component, without checking the intermediate states or transitions. Option A is incorrect, because the coverage criteria for state transition based test cases can be determined and compared based on the number of transitions and states covered. References = CTFL 4.0 Syllabus, Section 4.2.3, page 49-50.

NEW QUESTION 7

Which of the following is a factor that contributes to a successful review?

- A. All participants in the review are aware they will be evaluated based on the defects they will find
- B. The author of the work product to be reviewed leads the review meeting.
- C. All participants in the review are trained to deal with the review type and its objectives.
- D. Review metrics must be collected to improve the review process

Answer: C

Explanation:

A successful review process involves all participants being trained in the review type and understanding its objectives. This ensures that everyone can contribute effectively and understand what is expected from the review. Proper training helps to identify defects accurately and facilitates constructive feedback, leading to a more efficient and effective review process. Hence, statement C is correct according to the ISTQB CTFL syllabus.

NEW QUESTION 8

The following rules determine the annual bonus to be paid to a salesman of a company based on the total annual amount of the sales made (referred to as TAS). If the TAS is between 50k€ and 80k€, the bonus is 10%. If the TAS exceeds 80k€ by a value not greater than 40k€, the bonus is 15%. Finally, if the TAS exceeds the maximum threshold which entitles to a 15% bonus, the bonus is 22%. Consider applying equivalence partitioning to the TAS (Note: 1k€ = 1000 euros). Which one of the following answers contain only test cases that belong to the same equivalence partition?

- A. TC1 = 81 k€; TC2= 97k€; TC3=111k€; TC4=118k€
- B. TC1 = 40k€; TC2= 46k€; TC3=51k€; TC4=53k€
- C. TC1 = 79k€; TC2= 80k€; TC3=81k€; TC4=82k€
- D. TC1 = 90k€; TC2= 110k€; TC3=125k€; TC4=140k€

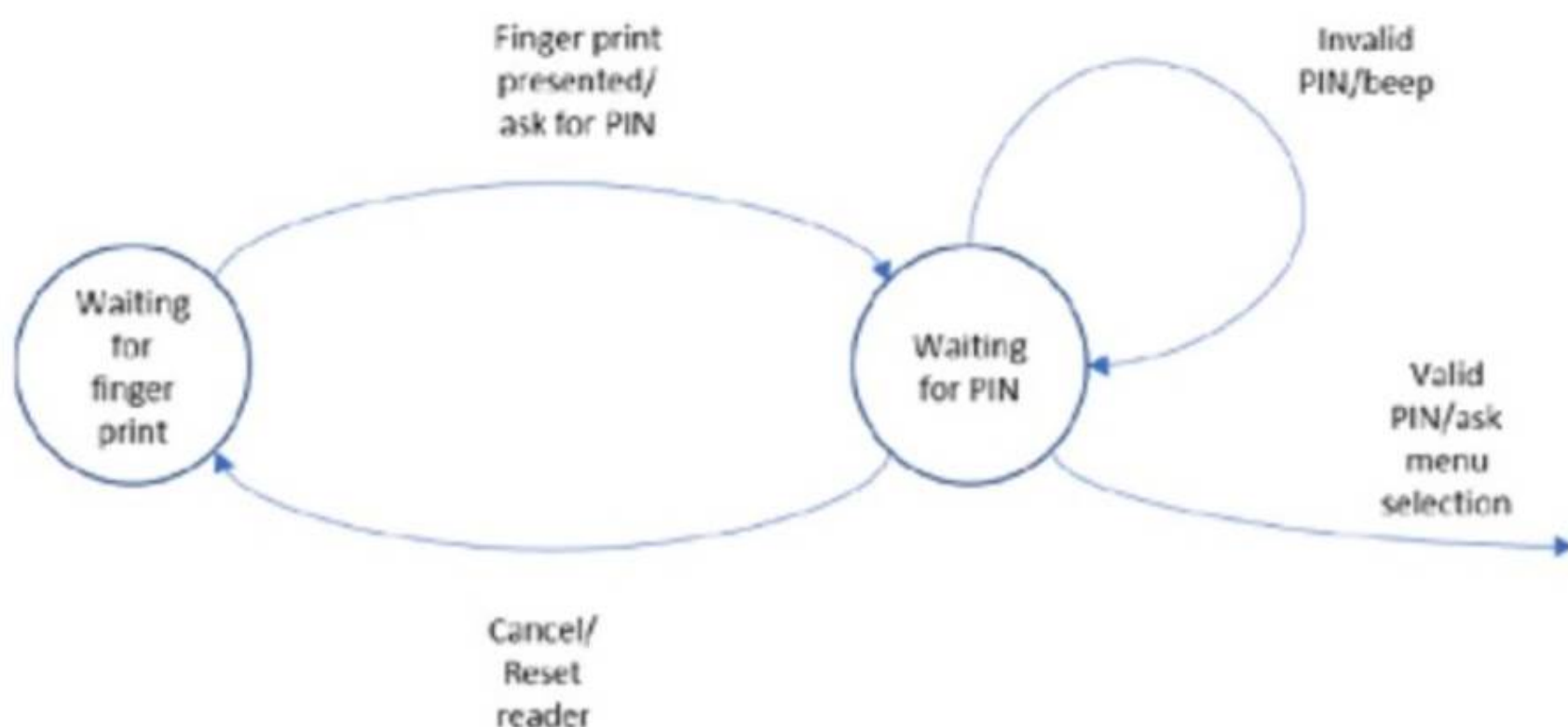
Answer: A

Explanation:

This answer is correct because equivalence partitioning is a test design technique that divides the input domain of a system or component into partitions of equivalent data, such that each partition is expected to produce the same output or behavior. Equivalence partitioning aims to reduce the number of test cases by selecting one representative value from each partition. In this case, the input domain of the TAS can be divided into four partitions based on the bonus rules: less than 50k€, between 50k€ and 80k€, between 80k€ and 120k€, and more than 120k€. The test cases in the answer belong to the same partition, which is between 80k€ and 120k€, and they are expected to produce the same output, which is a bonus of 15%. References: ISTQB Glossary of Testing Terms v4.0, ISTQB Foundation Level Syllabus v4.0, Section 2.3.2.1

NEW QUESTION 9

The following state transition diagram describes the functionality involved in a system using fingerprint and password authentication to log onto a system.



How many distinct states of the system are visible in the above diagram?

- A. 1
- B. 2
- C. 3
- D. 4

Answer: C

Explanation:

The state transition diagram provided shows three distinct states:

? Waiting for fingerprint

? Waiting for PIN

? Valid PIN/ask menu selection

Each state represents a different stage in the system's operation, with transitions based on user actions and system responses.

NEW QUESTION 10

During iteration planning, a scrum team uses an estimation technique called planning poker to estimate the effort required to deliver a critical user story. In advance of the estimation

session, the team agreed on some ground rules to limit the number of poker rounds and save time.

The team agreed on the following:

* 1. They will use the following progression for estimation: Extra-small, Small, Medium, Large, Extra-large, and Extra-extra-large.

* 2. If estimation values differ significantly, the highest score will be used for estimation purposes.

The result of the first round of planning poker: Team Member Estimation

Business Large Development Extra-extra-large Testing Extra-extra-large

Which of the following options best represent the team's next actions?

- A. The fact that all estimations are high indicate that the user story is not well understood or should be broken down into multiple smaller stories.
- B. The pre-agreed rules state that the highest score should be used for estimation, resulting in the user story being categorised as Extra-extra-large.
- C. Since the business representative is likely to have the most informed view of the requirement, the user story is categorised as a Large.
- D. the team discusses the differences in the estimates and repeats the poker round until an agreement is reached.

Answer: D

Explanation:

In a planning poker session, if there is a significant difference in the estimations, it indicates that there may be misunderstandings or different perspectives on the complexity of the user story. According to the agile principles, the team should discuss these differences to reach a common understanding. The goal is to ensure that all team members have a shared understanding of the user story's scope and complexity before finalizing the estimate.

NEW QUESTION 10

Which of the following is an advantage of the whole team approach?

- A. It helps avoid the risk of tasks associated with a user story not moving through the Agile task board at an acceptable rate during an iteration.
- B. It helps team members understand the current status of an iteration by visualising the amount of work left to do compared to the time allotted for the iteration
- C. It helps the whole team be more effective in test case design by requiring all team members to master all types of test techniques.
- D. It helps team members develop better relationships with each other and make their collaboration more effective for the benefit of the project.

Answer: D

Explanation:

The whole team approach, often advocated in Agile methodologies, emphasizes collaboration and collective responsibility among all team members. This approach enhances the relationships within the team and improves overall collaboration, which in turn benefits the project's success. According to the ISTQB CTFL Syllabus v4.0, the whole team approach fosters better communication and cooperation, leading to more effective problem-solving and higher-quality outcomes.

NEW QUESTION 14

Which of the following is a task the Author is responsible for, as part of a typical formal review?

- A. Determining the people who will be involved in the review
- B. Recording the anomalies found during the review meeting
- C. Identifying potential anomalies in the work product under review
- D. Fixing the anomalies found in the work product under review

Answer: C

Explanation:

This answer is correct because identifying potential anomalies in the work product under review is one of the tasks the Author is responsible for, as part of a typical formal review. The Author is the person who creates the work product to be reviewed, such as a requirement specification, a design document, or a test case. The Author's tasks include preparing the work product for the review, identifying potential anomalies in the work product, and fixing the anomalies found in the work product after the review. References: ISTQB Glossary of Testing Terms v4.0, ISTQB Foundation Level Syllabus v4.0, Section 2.4.2.1

NEW QUESTION 19

Which of the following statements is true?

- A. A defect does not always produce a failure, while a bug always produces a failure
- B. A defect may cause a failure which, when occurring, always causes an error
- C. Failures can be caused by defects, but also by environmental conditions
- D. Bugs are defects found during component testing, while failures are defects found at higher test levels

Answer: C

Explanation:

Failures can be caused by defects, but also by environmental conditions. A failure is an event in which the software system does not perform a required function or performs a function incorrectly, according to the expected behavior. A defect is a flaw in the software system or a deviation from the requirements or the specifications, that may cause a failure. However, not all failures are caused by defects, as some failures may be caused by environmental conditions, such as hardware malfunctions, network interruptions, power outages, incompatible configurations, etc. Environmental conditions are factors that affect the operation of the software system, but are not part of the software system itself. The other statements are false, because:

? A defect does not always produce a failure, while a bug always produces a failure.

This statement is false, because a defect may or may not produce a failure, depending on the inputs, the outputs, the states, or the scenarios of the software system, and a bug is just another term for a defect, so it has the same possibility of producing a failure as a defect. For example, a defect in a rarely used feature or a hidden branch of the code may never produce a failure, while a defect in a frequently used feature or a critical path of the code may produce a failure often. A bug is not a different concept from a defect, but rather a synonym or a colloquial term for a defect, so it has the same definition and implications as a defect.

? A defect may cause a failure which, when occurring, always causes an error. This

statement is false, because an error is not a consequence of a failure, but rather a cause of a defect. An error is a human action or a mistake that produces a defect in the software system, such as a typo, a logic flaw, a requirement misunderstanding, etc. An error is not observable in the software system, but rather in the human mind or the human work products, such as the code, the design, the documentation, etc. A failure is not a cause of an error, but rather a result of a defect, which is a result of an error. For example, an error in the code may cause a defect in the software system, which may cause a failure in the software behavior.

? Bugs are defects found during component testing, while failures are defects found at higher test levels. This statement is false, because bugs and failures are not different types of defects, but rather different terms for defects and their manifestations. As mentioned before, bugs are just another word for defects, and failures are the events in which the software system does not perform as expected due to defects. Bugs and failures can be found at any test level, not only at component testing or higher test levels. Test levels are the stages of testing that correspond to the levels of integration of the software system, such as component testing, integration testing, system testing, and acceptance testing. Defects and failures can occur and be detected at any test level, depending on the test objectives, the test basis, the test techniques, and the test environment. References: ISTQB Certified Tester Foundation Level (CTFL) v4.0 sources and documents:

? ISTQB® Certified Tester Foundation Level Syllabus v4.0, Chapter 1.1.2, Testing and Quality1

? ISTQB® Certified Tester Foundation Level Syllabus v4.0, Chapter 1.2.1, Testing Principles1

? ISTQB® Certified Tester Foundation Level Syllabus v4.0, Chapter 1.3.1, Testing in Software Development Lifecycles1

? ISTQB® Glossary of Testing Terms v4.0, Failure, Defect, Bug, Environmental Condition, Error, Test Level2

NEW QUESTION 24

The following 4 equivalence classes are given:

$x \leq -100$
 $-100 < x < 100$
 $100 \leq x < 1000$
 $x \geq 1000$

Which of the following alternatives includes correct test values for x. based on equivalence partitioning?

- A. -100; 100;1000; 1001
- B. -500; 0; 100; 1000
- C. -99; 99;101; 1001
- D. -1000; -100; 100; 1000

Answer: D

Explanation:

? The question is about selecting the correct test values for x based on equivalence partitioning. Equivalence partitioning is a software test design technique that divides the input data of a software unit into partitions of equivalent data from which test cases can be derived. In this case, the given equivalence classes are:

Option D provides a value from each of these partitions:

? For $(x \leq -100)$, it gives -1000.

? For $(-100 < x < 100)$, it gives -100 and 100.

? For $(100 \leq x < 1000)$, it gives 500.

? For $(x \geq 1000)$, it gives 1500.

So, option D covers all four given equivalence classes with appropriate values. References: ISTQB Certified Tester Foundation Level (CTFL) v4.0 documents available at ISTQB and ASTQB.

? 1: ISTQB Foundation Level Syllabus 2018, Version 4.0, p. 38

? 2: ISTQB Foundation Level Syllabus 2018, Version 4.0, p. 39

? : ISTQB Foundation Level Syllabus 2018, Version 4.0, p. 40

NEW QUESTION 29

A company wants to reward each of its salespeople with an annual bonus that represents the sum of all the bonuses accumulated for every single sale made by that salesperson. The bonus for a single sale can take on the following four values: 3%, 5%, 7% and 10% (the percentage refers to the amount of the single sale). These values are determined on the basis of the type of customer (classified as "Basic" or "Premium") to which such sale was made, and on the amount of such sale classified into the following three groups G1, G2 and G3:

- [G1]: less than 300 euros
- [G2]: between 300 and 2000 euros
- [G3]: greater than 2000 euros

Which of the following is the minimum number of test cases needed to cover the full decision table associated with this scenario?

- A. 12
- B. 6

- C. 4
- D. 3

Answer: B

Explanation:

The minimum number of test cases needed to cover the full decision table associated with this scenario is 6. This is because the decision table has 4 conditions (type of customer and amount of sale) and 4 actions (bonus percentage). The conditions have 2 possible values each (Basic or Premium, and G1, G2 or G3), so the total number of combinations is $2 \times 2 \times 2 \times 2 = 16$. However, not all combinations are valid, as some of them are contradictory or impossible. For example, a sale cannot be both less than 300 euros and greater than 2000 euros at the same time. Therefore, we need to eliminate the invalid combinations and keep only the valid ones. The valid combinations are:

Type of customer Amount of sale Bonus percentage Basic

G1 3%

Basic G2 5%

Basic G3 7%

Premium G1

5%

Premium G2

7%

Premium G3

10%

These 6 combinations cover all the possible values of the conditions and actions, and they are the minimum number of test cases needed to cover the full decision table. References: ISTQB Certified Tester Foundation Level (CTFL) v4.0 sources and documents,

NEW QUESTION 34

You are performing the role of tester on an Agile project. Which of the following tasks would be your responsibility?

- A. Understanding, implementing, and updating the test strategy.I
- B. Ensuring the proper use of testing tools.H
- C. Coaching other team members in the relevant aspects of testing.i
- D. Actively collaborating with developers and business stakeholders to clarify requirements, especially in terms of testability, consistency, and completeness.
- E. Participating proactively in team retrospective meeting, suggesting and implementing improvements.Select the correct Answer:
- F. i, iv and v
- G. i, ii and iii
- H. i, iii and v
- I. ii
- J. iv and v

Answer: A

Explanation:

In an Agile project, a tester's responsibilities include understanding, implementing, and updating the test strategy (i), actively collaborating with developers and business stakeholders to clarify requirements, especially in terms of testability, consistency, and completeness (iv), and participating proactively in team retrospective meetings, suggesting and implementing improvements (v). These activities ensure that testing is integrated into the development process, promoting continuous feedback and improvement. The ISTQB CTFL syllabus underlines the collaborative nature of Agile testing and the tester's role in contributing to the team's overall quality goals.

References:ISTQB CTFL Syllabus, Section on Agile Testing Practices.

NEW QUESTION 38

During which main group of test activity are the following tasks performed?

- Checking test results and logs against specified coverage criteria.
- Assessing the level of component or system quality based on test results and logs.
- Determining whether more tests are needed. Select the correct Answer:

- A. Test planning.
- B. Test analysis.
- C. Test design.
- D. Test monitoring and control.

Answer: D

Explanation:

The activities of checking test results and logs against specified coverage criteria, assessing the level of component or system quality based on test results and logs, and determining whether more tests are needed fall under the category of test monitoring and control. This phase involves ongoing assessment and adjustment of the test activities to ensure they meet the test objectives and quality goals.

NEW QUESTION 39

A Test Manager conducts risk assessment for a project. One of the identified risks is: The sub-contractor may fail to meet his commitment". If this risk materializes. it will lead to delay in completion of testing required for the current cycle.

Which of the following sentences correctly describes the risk?

- A. It is a product risk since any risk associated with development timeline is a product risk.
- B. It is no longer a risk for the Test Manager since an independent party (the sub- contractor) is now managing it
- C. It is a object risk since successful completion of the object depends on successful and timely completion of the tests
- D. It is a product risk since default on part of the sub-contractor may lead to delay in release of the product

Answer: D

Explanation:

? A product risk is a risk that affects the quality or timeliness of the software product being developed or tested1. Product risks are related to the requirements,

design, implementation, verification, and maintenance of the software product2.

? The risk of the sub-contractor failing to meet his commitment is a product risk, as it could cause a delay in the completion of the testing required for the current cycle, which in turn could affect the release date of the product. The release date is an important aspect of the product quality, as it reflects the customer satisfaction and the market competitiveness of the product3.

? The other options are not correct because: References =

? 1 ISTQB® Certified Tester Foundation Level Syllabus v4.0, 2023, p. 97

? 2 ISTQB® Certified Tester Foundation Level Syllabus v4.0, 2023, p. 98

? 3 ISTQB® Certified Tester Foundation Level Syllabus v4.0, 2023, p. 99

? 4 ISTQB® Certified Tester Foundation Level Syllabus v4.0, 2023, p. 100

? 5 ISTQB® Certified Tester Foundation Level Syllabus v4.0, 2023, p. 101

? 6 ISTQB® Certified Tester Foundation Level Syllabus v4.0, 2023, p. 102

NEW QUESTION 44

Which of the following statements about checklist-based testing is TRUE?

- A. Checklist-based testing is a technique for managing the review meeting that can be applied in those reviews where the use of checklists is mandatory, as is often the case in formal reviews.
- B. Checklist-based testing is a review technique that can be used in a formal review process where reviewers, during individual review, try to detect issues within the work product based on a checklist
- C. In checklist-based testing, using checklists at a high level of detail is more likely to produce test cases that are easier to reproduce than those using checklists at a low level of detail
- D. Checklists used in checklist-based testing should be reviewed periodically for updates as, over time, test cases designed using the same checklist may become less effective at finding defects.

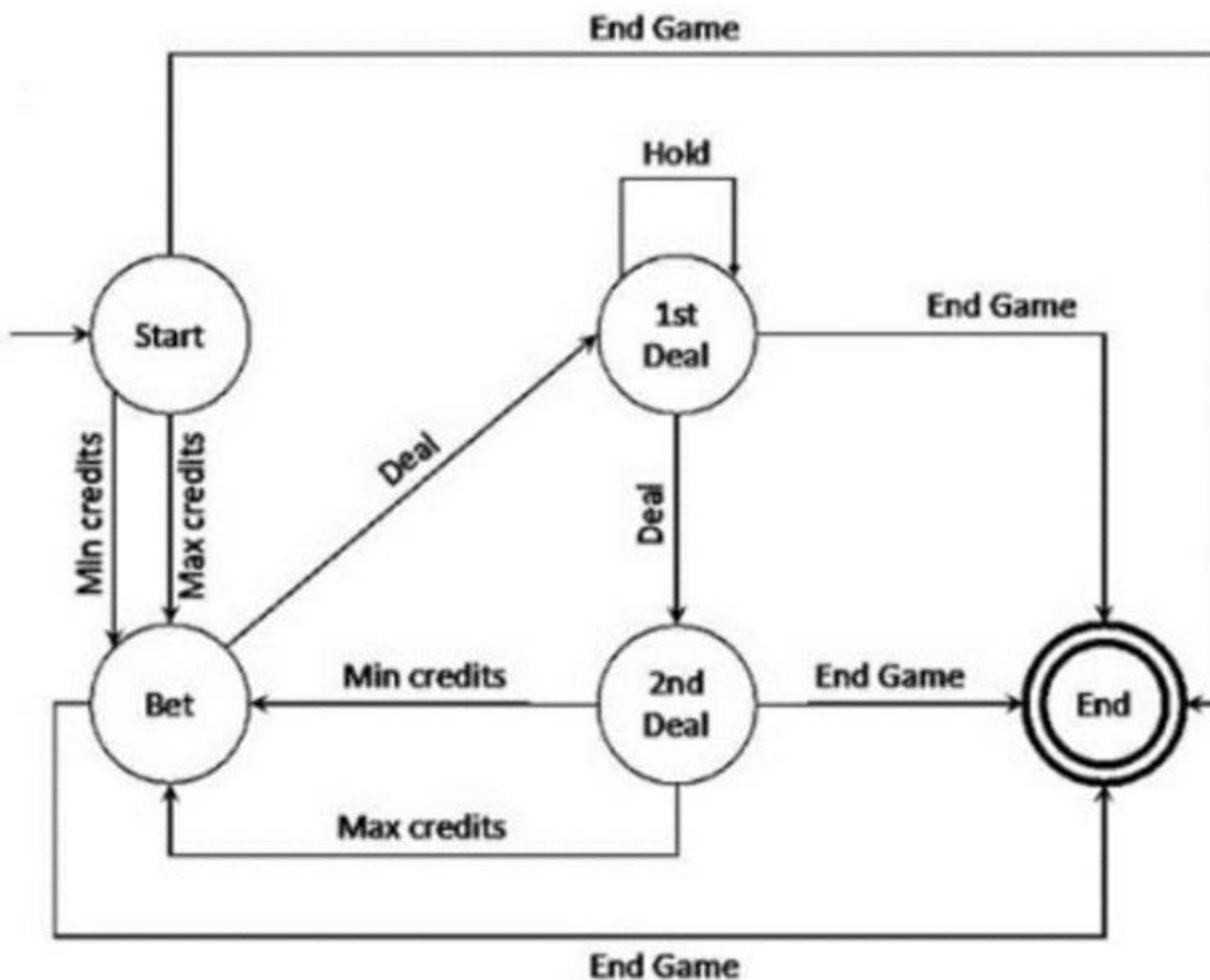
Answer: D

Explanation:

Checklist-based testing is a technique where testers use pre-determined checklists to ensure that important aspects of a work product are evaluated. Over time, these checklists should be reviewed and updated periodically to maintain their effectiveness in detecting defects. As systems evolve, outdated checklists may miss new types of defects, thus diminishing their usefulness. Therefore, statement D is true according to the ISTQB CTFL syllabus.

NEW QUESTION 49

Consider the following simplified version of a state transition diagram that specifies the behavior of a video poker game:



What Is the minimum number of test cases needed to cover every unique sequence of up to 3 states/2 transitions starting In the "Start" state and ending In the "End" state?

- A. 1
- B. 2
- C. 3
- D. 4

Answer: D

Explanation:

The minimum number of test cases needed to cover every unique sequence of up to 3 states/2 transitions starting in the ??Start?? state and ending in the ??End?? state is 4. This is because there are 4 unique sequences of up to 3 states/2 transitions starting in the ??Start?? state and ending in the ??End?? state:
 ? Start -> Bet -> End
 ? Start -> Deal -> End
 ? Start -> 1st Deal -> End
 ? Start -> 2nd Deal -> End
 References: ISTQB Certified Tester Foundation Level (CTFL) v4.0 sources and documents.

NEW QUESTION 54

Consider an estimation session in which a six-member Agile team (Memb1..... Memb6) uses the planning poker technique to estimate a user story (in story points). The team members will use a set of cards with the following values: 1,2, 3,5, 8,13,21. Below is the outcome of the first round of estimation for this session:

Memb1 = 3	Memb2 = 3	Memb3 = 3
Memb4 = 21	Memb5 = 3	Memb6 = 1

Which of the following answers BEST describes how the estimation session should proceed?

- A. The final estimate of the user story in story points is determined by applying the three- point estimation technique with the following input values most optimistic estimate - 1, most likely estimate - 3, and most pessimistic estimate - 21
- B. Further estimation rounds should be performed until all team members will pick the card having the same value: this value will represent the final estimate of the user story in story points.
- C. The final estimate of the user story in story points is determined by calculating the average value between the most optimistic estimate of 21 story points (Memb4) and the most pessimistic estimate of 1 story point (Memb6)
- D. Memb6 and Memb4 which have produced the most pessimistic and the most optimistic estimates respectively, should explain the reasons of their choices to stimulate a discussion between all members before proceeding to another estimation round

Answer: D

Explanation:

In Agile teams using the planning poker technique for estimating user stories, it is common practice to have further discussions and rounds of estimation if there is a significant discrepancy in the initial estimates. This helps in reaching a consensus and ensures that all team members understand the complexity and requirements of the user story. According to the ISTQB CTFL syllabus, planning poker involves discussions to clarify differences in estimates, especially when there is a wide range of values selected. By having Memb6 and Memb4, who provided the most pessimistic and optimistic estimates, explain their reasoning, it fosters a deeper understanding and encourages the team to converge towards a more accurate and agreed-upon estimate.
 References:ISTQB CTFL Syllabus, Section on Agile methodologies and estimation techniques.

NEW QUESTION 57

Which two of the following statements describe the advantages provided by good traceability between the test basis and test work products?

- A. Analyzing the impact of changes.i
- B. A measure of code quality.ii
- C. Accurate test estimation.i
- D. Making testing auditabl
- E. Select the correct Answer:
- F. i and ii
- G. i and iv
- H. i and iii
- I. ii and iii

Answer: B

Explanation:

Good traceability between the test basis and test work products provides several advantages: i.Analyzing the impact of changes:Traceability allows for easy identification of which parts of the test work products will be affected by changes in the requirements or design, facilitating impact analysis. iv.Making testing auditable:Traceability ensures that there is a clear connection between the requirements and the test cases, which makes the testing process auditable and provides evidence that all requirements have been tested.

NEW QUESTION 61

To be able to define testable acceptance criteria, specific topics need to be addressed. In the table below are the topics matched to an incorrect description. Match the topics (the left column) with the correct description (the right column)

- A. Mastered
- B. Not Mastered

Answer: A

NEW QUESTION 62

Which one of the following statements relating to the benefits of static testing is NOT correct?

- A. Static testing enables early detection of defects before dynamic testing is performed.
- B. Static testing reduces testing costs and time.
- C. Static testing increases development costs and time.
- D. Static testing identifies defects which are not easily found by dynamic testing.

Answer: C

Explanation:

The statement that "static testing increases development costs and time" is NOT correct. Static testing actually helps to reduce development costs and time by identifying defects early in the development process before dynamic testing is performed. Early detection of defects reduces the cost and effort required to fix them and prevents the propagation of defects to later stages, thus reducing overall testing and development costs. References: ISTQB CTFL Syllabus, Section 3.1.2, "The Value of Static Testing."

NEW QUESTION 65

Which of the following statements about the value of maintaining traceability between the test basis and test work products is not true?

- A. Traceability can be useful for assessing the impact of a change to a test basis item on the corresponding tests
- B. Traceability can be useful for determining how many test basis items are covered by the corresponding tests
- C. Traceability can be useful for determining the most suitable test techniques to be used in a testing project
- D. Traceability can be useful to support the needs required by the auditing of testing

Answer: C

Explanation:

Traceability is the ability to trace the relationships between the items of the test basis, such as the requirements, the design, the risks, etc., and the test artifacts, such as the test cases, the test results, the defects, etc. Traceability can provide various benefits for the testing process, such as improving the test coverage, the test quality, the test efficiency, and the test communication. However, not all the statements given are true about the value of maintaining traceability between the test basis and test work products. The statement that is not true is option C, which says that test objectives should be the same for all test levels, although the number of tests designed at various levels can vary significantly. This statement is false, because test objectives are the goals or the purposes of testing, which can vary depending on the test level, the test type, the test technique, the test environment, the test stakeholder, etc. Test objectives can be defined in terms of the test basis, the test coverage, the test quality, the test risk, the test cost, the test time, etc. Test objectives should be specific, measurable, achievable, relevant, and time-bound, and they should be aligned with the project objectives and the quality characteristics. Test objectives should not be the same for all test levels, as different test levels have different focuses, scopes, and perspectives of testing, such as component testing, integration testing, system testing, and acceptance testing. The other statements are true about the value of maintaining traceability between the test basis and test work products, such as:

? Traceability can be useful for assessing the impact of a change to a test basis item on the corresponding tests: This statement is true, because traceability can help to identify which tests are affected by a change in the test basis, such as a new requirement, a modified design, a revised risk, etc., and to determine the necessary actions to update, re-execute, or re-evaluate the tests. Traceability can also help to estimate the effort, the cost, and the time needed to implement the change and to verify its impact on the software system.

? Traceability can be useful for determining how many test basis items are covered by the corresponding tests: This statement is true, because traceability can help to measure the test coverage, which is the degree to which the test basis is exercised by the test cases. Traceability can help to identify which test basis items are covered, partially covered, or not covered by the tests, and to evaluate the adequacy, the completeness, and the effectiveness of the testing process. Traceability can also help to identify the gaps, the overlaps, or the redundancies in the test coverage, and to prioritize, optimize, or improve the test cases.

? Traceability can be useful to support the needs required by the auditing of testing:

This statement is true, because traceability can help to provide evidence, documentation, and justification for the testing activities, results, and outcomes.

Traceability can help to demonstrate that the testing process follows the standards, the regulations, the policies, and the best practices that are applicable to the software system, the project, or the organization. Traceability can also help to verify that the testing process meets the expectations, the needs, and the satisfaction of the users and the stakeholders. References: ISTQB Certified Tester Foundation Level (CTFL) v4.0 sources and documents:

? ISTQB® Certified Tester Foundation Level Syllabus v4.0, Chapter 1.2.2, Testing

Policies, Strategies, and Test Approaches¹

? ISTQB® Certified Tester Foundation Level Syllabus v4.0, Chapter 2.1.1, Test Planning¹

? ISTQB® Certified Tester Foundation Level Syllabus v4.0, Chapter 2.1.2, Test Monitoring and Control¹

? ISTQB® Certified Tester Foundation Level Syllabus v4.0, Chapter 2.1.3, Test Analysis and Design¹

? ISTQB® Glossary of Testing Terms v4.0, Traceability, Test Basis, Test Artifact, Test Objective, Test Level, Test Coverage, Test Quality, Test Risk, Test Cost, Test Time²

NEW QUESTION 67

Confirmation testing is performed after:

- A. a defect is fixed and after other tests do not find any side-effect introduced in the software as a result of such fix
- B. a failed test, and aims to run that test again to confirm that the same behavior still occurs and thus appears to be reproducible
- C. the execution of an automated regression test suite to confirm the absence of false positives in the test results
- D. a defect is fixed, and if such testing is successful then the regression tests that are relevant for such fix can be executed

Answer: D

Explanation:

Confirmation testing is performed after a defect is fixed, and if such testing is successful then the regression tests that are relevant for such fix can be executed.

Confirmation testing, also known as re-testing, is the process of verifying that a defect has been resolved by running the test case that originally detected the defect. Confirmation testing is usually done before regression testing, which is the process of verifying that no new defects have been introduced in the software as a result of changes or fixes. Therefore, option D is the correct answer.

References: ISTQB® Certified Tester Foundation Level Syllabus v4.01, Section 2.4.1, page 28; ISTQB® Glossary v4.02, page 15.

NEW QUESTION 70

Which of the following statements is incorrect regarding the involvement of testers in the software development lifecycle (SDLC)?

- A. Testers should contribute to all activities in the SDLC and participate in design discussions.
- B. Testers should be involved from the beginning of the SDLC to increase understanding of design decisions and detect defects early.
- C. Testers should only be involved during the testing phase.
- D. Testers' involvement is essential; developers find it difficult to be objective.

Answer: C

Explanation:

Involving testers only during the testing phase is incorrect as per the ISTQB CTFL syllabus. Effective involvement of testers is crucial throughout the entire software development lifecycle (SDLC). This includes early stages such as requirement analysis and design, which allows testers to understand the design decisions and detect defects early. Early involvement helps in better understanding the project and ensures that quality is built into the product from the beginning. Furthermore, the ISTQB syllabus emphasizes the importance of testers contributing to all activities in the SDLC, including design discussions, to enhance defect

detection and prevention.

References:ISTQB CTFL Syllabus, Section 2.1.1, "The Influence of Development Models on Testing" and Section 1.1.1, "Test Objectives."

NEW QUESTION 72

Following a risk-based testing approach you have designed 10 tests to cover a product risk with a high-risk level. You want to estimate, adopting the three-point test estimation technique, the test effort required to reduce the risk level to zero by executing those 10 tests. You made the following three initial estimates:

- most optimistic = 6 person hours
- most likely = 30 person hours
- most pessimistic = 54 person hours

Based only on the given information, which of the following answers about the three-point test estimation technique applied to this problem is true?

- A. The final estimate is between 22 person hours and 38 person hours
- B. The final estimate is exactly 30 person hours because the technique uses the initial most likely estimate as the final estimate
- C. The final estimate is between 6 person hours and 54 person hours
- D. The final estimate is exactly 30 person hours because the technique uses the arithmetic mean of the three initial estimates as the final estimate

Answer: A

Explanation:

The three-point test estimation technique is a method of estimating the test effort based on three initial estimates: the most optimistic, the most likely, and the most pessimistic. The technique uses a weighted average of these three estimates to calculate the final estimate, which is also known as the expected value. The formula for the expected value is:

Expected value = (most optimistic + 4 * most likely + most pessimistic) / 6 Using the given values, the expected value is:

Expected value = (6 + 4 * 30 + 54) / 6 Expected value = 30 person hours

However, the expected value is not the only factor to consider when estimating the test effort. The technique also calculates the standard deviation, which is a measure of the variability or uncertainty of the estimates. The formula for the standard deviation is: Standard deviation = (most pessimistic - most optimistic) / 6 Using the given values, the standard deviation is:

Standard deviation = (54 - 6) / 6 Standard deviation = 8 person hours

The standard deviation can be used to determine a range of possible values for the test effort, based on a certain level of confidence. For example, using a 68% confidence level, the range is:

Expected value ?? standard deviation Using the calculated values, the range is: 30 ?? 8 person hours

Therefore, the final estimate is between 22 person hours and 38 person hours, which is option A.

References: ISTQB® Certified Tester Foundation Level Syllabus v4.01, Section 2.3.2, page 24-25; ISTQB® Glossary v4.02, page 33.

NEW QUESTION 77

Which of the following statements best describes the difference between product risk and project risk in software testing?

- A. Product risk refers to the risk associated with the project's schedule, budget, and resources, while project risk refers to the risk associated with the quality and functionality of the software product.
- B. Product risk refers to the risk associated with issues such as delays in work product deliveries, inaccurate estimates, while project risk refers to the risk associated with the project's schedule, budget, and resources.
- C. Product risk and project risk are essentially the same and can be used interchangeably.
- D. Product risk refers to the risk associated with delays in elements such as work product deliveries and inaccurate estimates, while project risk refers to the risk associated with issues such as user dissatisfaction.

Answer: B

Explanation:

Product risk involves the potential issues that can affect the quality and functionality of the software product, such as defects, performance problems, and usability issues. Project risk, on the other hand, relates to the risks that can impact the project's schedule, budget, and resources, such as delays, cost overruns, and resource constraints. Understanding both types of risks is crucial for managing and mitigating potential problems in software projects.

References:ISTQB CTFL Syllabus, Section 5.2.1, "Risk Management in Testing."

NEW QUESTION 80

Which of the following statements are true?

- * 1. Early and frequent feedback helps to avoid requirements misunderstanding.
- * 2. Early feedback allows teams to do more with less.
- * 3. Early feedback allows the team to focus on the most Important features.
- * 4. Early and frequent feedback clarifies customer feedback by applying static testing techniques

Select the correct Answer:

- A. 3
- B. 2
- C. 1
- D. 4

Answer: C

Explanation:

The statement "Early and frequent feedback helps to avoid requirements misunderstanding" is true. Early feedback from stakeholders, through reviews and other static testing techniques, helps clarify requirements and ensures that any misunderstandings are addressed promptly. This practice aligns with Agile principles and contributes to developing software that meets user needs more accurately. References:ISTQB CTFL Syllabus, Section 2.1.1, "The Influence of Development Models on Testing" and Section 3.2.1, "The Advantages of Early Feedback."

NEW QUESTION 83

Select the roles required in a formal review:

- A. Author, Management, Facilitator, Review Leader, Reviewers, Scribe
- B. Author, Teste

- C. Facilitato
- D. Review Leade
- E. Reviewer
- F. Scribe
- G. Author, Business analys
- H. Facilitator, Review Leade
- I. Reviewer
- J. Scribe
- K. Autho
- L. Developer, Facilitato
- M. Review Leade
- N. Reviewer
- O. Scribe

Answer: A

Explanation:

In a formal review, the roles involved typically include the author, management, facilitator (also known as moderator), review leader, reviewers, and scribe. Each role has specific responsibilities to ensure the effectiveness and efficiency of the review process:

- ? Theauthorcreates and refines the work product being reviewed.
- ? Managementallocates resources and supports the review process.
- ? Thefacilitatormanages the review meeting, ensuring it proceeds smoothly.
- ? Thereview leaderplans the review and ensures it meets its objectives.
- ? Reviewersexamine the work product to identify defects.
- ? Thescriberecords issues raised during the review meeting.

NEW QUESTION 84

Who of the following has the best knowledge to decide what tests in a test project should be automated?

- A. The developer
- B. The customer
- C. The development manager
- D. The test leader

Answer: D

Explanation:

The test leader is the person who is responsible for planning, monitoring, and controlling the test activities and resources in a test project. The test leader should have the best knowledge of the test objectives, scope, risks, resources, schedule, and quality criteria. The test leader should also be aware of the test automation criteria, such as the execution frequency, the test support, the team education, the roles and responsibilities, and the devs and testers collaboration¹. Based on these factors, the test leader can decide which tests are suitable for automation and which are not, and prioritize them accordingly. The test leader can also coordinate with the test automation engineers, the developers, and the stakeholders to ensure the alignment of the test automation strategy with the test project goals and expectations. References = ISTQB Certified Tester Foundation Level (CTFL) v4.0 Syllabus, Chapter 2, Section 2.3.1, Page 152; ISTQB Glossary of Testing Terms v4.0, Page 403; ISTQB Certified Tester Foundation Level (CTFL) v4.0Syllabus, Chapter 6, Section 6.1.1, Page 514; Top 8 Test Automation Criteria You Need To Fulfill - QAMIND¹

NEW QUESTION 88

Which of the following about typical information found within a test plan is FALSE?

- A. The need to temporarily have additional test personnel available for specific test phases and/or test activities
- B. The conditions that must be met in order for the test execution activities to be considered completed.
- C. The list of the product risks which have not been fully mitigated at the end of test execution.
- D. The conditions that must be met for part of all the planned activities to be suspended and resumed.

Answer: C

Explanation:

A typical test plan includes various elements, such as resource requirements, test completion criteria, and suspension/resumption criteria. However, the list of product risks that have not been fully mitigated is generally not included in the test plan but rather in the risk management documentation.

- ? The test plan focuses on planning and executing tests, including resource allocation and defining criteria for test suspension and resumption.
 - ? While risk management is crucial, unmitigated risks are typically documented in risk logs or separate risk management plans.
- Reference: ISTQB CTFL Syllabus V4.0, Chapter 5.1.1, Test Planning.

NEW QUESTION 89

During component testing of a program if 100% decision coverage is achieved, which of the following coverage criteria is also guaranteed to be 100%?

- A. 100% Stale transition coverage
- B. 100% Equivalence class coverage
- C. 100% Boundary value coverage
- D. 100% Statement coverage

Answer: D

Explanation:

Statement coverage is a structural coverage metric that measures the percentage of executable statements in the source code that are executed by a test suite¹. Decision coverage is another structural coverage metric that measures the percentage of decision outcomes (such as branches or conditions) in the source code that are executed by a test suite¹. Decision coverage is a stronger metric than statement coverage, because it requires that every possible outcome of each decision is tested, while statement coverage only requires that every statement is executed at least once². Therefore, if a test suite achieves 100% decision coverage, it also implies that it achieves 100% statement coverage, because every statement in every branch or condition must have been executed. However, the

converse is not true: 100% statement coverage does not guarantee 100% decision coverage, because some branches or conditions may have multiple outcomes that are not tested by the test suite². For example, consider the following pseudocode:

```
if (x > 0) then print(??Positive??) else print(??Non-positive??) end if
```

A test suite that executes this code with $x = 1$ and $x = -1$ will achieve 100% statement coverage, because both print statements are executed. However, it will not achieve 100% decision coverage, because the condition $x > 0$ has only been tested with two outcomes: true and false. The third possible outcome, $x = 0$, has not been tested by the test suite. Therefore, the test suite may miss a potential bug or error in the condition or the branch. The other options, such as stale transition coverage, equivalence class coverage, and boundary value coverage, are not guaranteed to be 100% by achieving 100% decision coverage. Stale transition coverage is a structural coverage metric that measures the percentage of transitions between states in a state machine that are executed by a test suite³.

Equivalence class coverage is a functional coverage metric that measures the percentage of equivalence classes (or partitions) of input or output values that are tested by a test suite⁴. Boundary value coverage is another functional coverage metric that measures the percentage of boundary values (or extreme values) of input or output ranges that are tested by a test suite⁴. These metrics are independent of decision coverage, because they are based on different aspects of the system under test, such as its behavior, functionality, or specification. Therefore, achieving 100% decision coverage does not imply achieving 100% of any of these metrics, and vice versa. References = ISTQB® Certified Tester Foundation Level Syllabus v4.0, Test Coverage in Software Testing - Guru99, Structural Coverage Metrics - MATLAB & Simulink - MathWorks India, Test Design Coverage in Software Testing - GeeksforGeeks.

NEW QUESTION 93

Which of the following statements about how different types of test tools support testers is true?

- A. The support offered by a test data preparation tool is often leveraged by testers to run automated regression test suites
- B. The support offered by a performance testing tool is often leveraged by testers to run load tests
- C. The support offered by a bug prediction tool is often used by testers to track the bugs they found
- D. The support offered by a continuous integration tool is often leveraged by testers to automatically generate test cases from a model

Answer: B

Explanation:

The support offered by a performance testing tool is often leveraged by testers to run load tests, which are tests that simulate a large number of concurrent users or transactions on the system under test, in order to measure its performance, reliability, and scalability. Performance testing tools can help testers to generate realistic workloads, monitor system behavior, collect and analyze performance metrics, and identify performance bottlenecks. The other statements are false, because:

? A test data preparation tool is a tool that helps testers to create, manage, and manipulate test data, which are the inputs and outputs of test cases. Test data preparation tools are not directly related to running automated regression test suites, which are test suites that verify that the system still works as expected after changes or modifications. Regression test suites are usually executed by test execution tools, which are tools that can automatically run test cases and compare actual results with expected results.

? A bug prediction tool is a tool that uses machine learning or statistical techniques to predict the likelihood of defects in a software system, based on various factors such as code complexity, code churn, code coverage, code smells, etc. Bug prediction tools are not used by testers to track the bugs they found, which are the actual defects that have been detected and reported during testing. Bugs are usually tracked by defect management tools, which are tools that help testers to record, monitor, analyze, and resolve defects.

? A continuous integration tool is a tool that enables the integration of code changes from multiple developers into a shared repository, and the execution of automated builds and tests, in order to ensure the quality and consistency of the software system. Continuous integration tools are not used by testers to automatically generate test cases from a model, which are test cases that are derived from a representation of the system under test, such as a state diagram, a decision table, a use case, etc. Test cases can be automatically generated by test design tools, which are tools that support the implementation and maintenance of test cases, based on test design specifications or test models. References: ISTQB Certified Tester Foundation Level (CTFL) v4.0 sources and documents:

? ISTQB® Certified Tester Foundation Level Syllabus v4.0, Chapter 3.4.1, Types of Test Tools

? ISTQB® Glossary of Testing Terms v4.0, Performance Testing Tool, Test Data Preparation Tool, Bug Prediction Tool, Continuous Integration Tool, Test Execution Tool, Defect Management Tool, Test Design Tool

NEW QUESTION 96

Metrics can be collected during and at the end of testing activities to assess which of the following?

- A. Progress against the planned schedule and budget.i
- B. Current quality of the test objec
- C. H
- D. Adequacy of the test approach.i
- E. Effectiveness of the test activities with respect to the objectives.
- F. All the above.Select the correct Answer:
- G. Only i and ii.
- H. Only i and iii.
- I. Only I, ii and iv.
- J. Only v.

Answer: D

Explanation:

Metrics can be collected during and at the end of testing activities to assess various aspects including progress against the planned schedule and budget, the current quality of the test object, the adequacy of the test approach, and the effectiveness of the test activities with respect to the objectives. Collecting these metrics helps in understanding the overall performance and quality of the testing process.

NEW QUESTION 100

Which of the following applications will be the MOST suitable for testing by Use Cases

- A. Accuracy and usability of a new Navigation system compared with previous system
- B. A billing system used to calculate monthly charge based on large number of subscribers parameters
- C. The ability of an Anti virus package to detect and quarantine a new threat
- D. Suitability and performance of a Multi media (audio video based) system to a new operating system

Answer: A

Explanation:

A new navigation system compared with a previous system is the most suitable application for testing by use cases, because it involves a high level of interaction

between the user and the system, and the expected behavior and outcomes of the system are based on the user's needs and goals. Use cases can help to specify the functional requirements of the new navigation system, such as the ability to enter a destination, select a route, follow the directions, receive alerts, etc. Use cases can also help to compare the accuracy and usability of the new system with the previous system, by defining the success and failure scenarios, the preconditions and postconditions, and the alternative flows of each use case. Use cases can also help to design and execute test cases that cover the main and exceptional paths of each use case, and to verify the satisfaction of the user's expectations. The other options are not the most suitable applications for testing by use cases, because they do not involve a high level of interaction between the user and the system, or the expected behavior and outcomes of the system are not based on the user's needs and goals. A billing system used to calculate monthly charge based on a large number of subscriber parameters is more suitable for testing by data-driven testing, which is a technique for testing the functionality and performance of a system or component by using a large set of input and output data. The ability of an antivirus package to detect and quarantine a new threat is more suitable for testing by exploratory testing, which is a technique for testing the functionality and security of a system or component by using an informal and flexible approach, based on the tester's experience and intuition. The suitability and performance of a multimedia (audio video based) system to a new operating system is more suitable for testing by compatibility testing, which is a technique for testing the functionality and performance of a system or component by using different hardware, software, or network environments. References = CTFL 4.0 Syllabus, Section 3.1.1, page 28-29; Section 4.1.1, page 44-45; Section 4.2.1, page 47-48.

NEW QUESTION 102

An application is subjected to a constant load for an extended period of time as part of a performance test. While running this test, the response time of the application steadily slows down, which results in a requirement not being met. This slowdown is caused by a memory leak where the application code does not properly release some of the dynamically allocated memory when it is no longer needed. Which of the following statements is TRUE?

- A. The slowdown is a failure while the memory leak is a defect.
- B. The slowdown is a defect while the memory leak is an error.
- C. The slowdown is an error; the memory leak is a defect.
- D. The slowdown is a defect; the memory leak is a failure.

Answer: A

Explanation:

In software testing terminology, a failure is an observable deviation of the software from its expected behavior. A defect (or bug) is the cause of the failure in the software's code. In this case, the observed slowdown is the failure, while the underlying memory leak in the application code is the defect causing this failure. This distinction is clearly outlined in the ISTQB CTFL Syllabus v4.0, which differentiates between failures (observable issues) and defects (underlying issues in the code).

NEW QUESTION 105

Can "cost" be regarded as Exit criteria?

- A. Yes
- B. Spending too much money on testing will result in an unprofitable product, and having cost as an exit criterion helps avoid this.
- C. No
- D. The financial value of product quality cannot be estimated, so it is incorrect to use cost as an exit criterion.
- E. Yes
- F. Going by cost as an exit criterion constrains the testing project which will help achieve the desired quality level defined for the project.
- G. No. The cost of testing cannot be measured effectively, so it is incorrect to use cost as an exit criterion.

Answer: A

Explanation:

Cost can be regarded as an exit criterion for testing, because it is a factor that affects the profitability and feasibility of the software product. Testing is an investment that aims to improve the quality and reliability of the software product, but it also consumes resources, such as time, money, and human effort. Therefore, testing should be planned and executed in a way that balances the cost and benefit of testing activities. Having cost as an exit criterion helps to avoid spending too much money on testing, which may result in an unprofitable product or a loss of competitive advantage. Cost can also help to prioritize and focus the testing efforts on the most critical and valuable features and functions of the software product. However, cost should not be the only exit criterion for testing, as it may not reflect the true quality and risk level of the software product. Other exit criteria, such as defect rate, test coverage, user satisfaction, etc., should also be considered and defined in the test plan.

The other options are incorrect, because they either deny the importance of cost as an exit criterion, or they make false or unrealistic assumptions about the cost of testing. Option B is incorrect, because the financial value of product quality can be estimated, for example, by using cost-benefit analysis, return on investment, or cost of quality models. Option C is incorrect, because going by cost as an exit criterion does not necessarily constrain the testing project or help achieve the desired quality level. Cost is a relative and variable factor that depends on the scope, complexity, and context of the software product and the testing project. Option D is incorrect, because the cost of testing can be measured effectively, for example, by using metrics, such as test effort, test resources, test tools, test environment, etc.

NEW QUESTION 107

Which sequence of states in the answer choices is correct in accordance with the following figure depicting the life-cycle of a defect?



- A. S0->S1->S2->S3->S5->S1
- B. S0->S1->S2->S3->S5->S1->S2->S3
- C. S0->S1->S2->S3->S4
- D. S0->S1->S2->S3->S5->S3->S4

Answer: D

Explanation:

According to the ISTQB Certified Tester Foundation Level (CTFL) v4.0, the life cycle of a defect typically follows a sequence from its discovery to its closure. In the provided figure, it starts with S0 (New), moves to S1 (Assigned), then to S2 (Resolved), followed by S3 (Verified). If the defect is not fixed, it can be Re-opened (S5) and goes back for verification (S3). Once verified, it is Closed (S4). References: ISTQB Certified Tester Foundation Level (CTFL) v4.0 Syllabus, Section 1.4.3, Page 17.

NEW QUESTION 109

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