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## BCS CTFL4 Exam Syllabus Topics:

Topic	Details
Topic 1	<ul style="list-style-type: none"><li>Managing the Test Activities: This topic explains how to plan tests in general, monitor and control test activities, and report defects in a clear and understandable way.</li></ul>
Topic 2	<ul style="list-style-type: none"><li>Static Testing: The topic covers static testing basics, the feedback and review process.</li></ul>
Topic 3	<ul style="list-style-type: none"><li>Test Analysis and Design: It focuses on black-box and the collaboration-based test approach.</li></ul>

## BCS ISTQB Certified Tester Foundation Level CTFL 4.0 Sample Questions (Q101-Q106):

### NEW QUESTION # 101

Which of the following is a role that is usually responsible for documenting the findings (e.g., action items, decisions, recommendations) made by the review team as part of a typical formal review?

- A. Recorder.
- B. Review leader
- C. Facilitator.
- D. Moderator

**Answer: A**

Explanation:

In a formal review process, the recorder's role is typically responsible for documenting the findings of the review team, including action items, decisions, and recommendations. This ensures that there is an accurate record of what was discussed and agreed upon, facilitating follow-up and continuous improvement. Therefore, statement C is correct as per the ISTQB CTFL syllabus.

### NEW QUESTION # 102

You are testing a system that is used in motor vehicles to warn the driver of an obstacle when re-versing. Output is provided by a series of LED lights (green, yellow, and red), each illuminated based on clearly defined conditions.

The following summary describes the functionality:

- \* Object within 10 metres, green LED lit.
- \* Object within 5 metres, yellow LED lit.
- \* Object within 1 metre, red LED lit.
- \* Setting sensitivity mode to "ON" will result in only the red LED being lit when the object is within 1 metre.

The following decision table describes the rules associated with the functioning of this proximity warning system:

Conditions	Rule 1	Rule 2	Rule 3	Rule 4	Rule 5	Rule 6
Distance < 10 m	Y	N	N	Y	N	N
Distance < 5 m	N	Y	N	N	Y	N
Distance < 1 m	N	N	Y	N	N	Y
Sensitivity ON	N	N	N	Y	Y	N
Actions						
Green LED	Y	N	N	N	N	N
Yellow LED	N	Y	N	N	N	N
Red LED	N	N	Y	N	N	Y

Which intended functionality is tested by Rule 5 in the decision table?

- A. Object is within 5 metres of the vehicle and the sensitivity mode is switched "off", resulting in no LED being lit.
- B. Object is within 5 metres of the vehicle and the sensitivity mode is switched "off", resulting in the yellow LED being lit.
- C. Object is within 5 metres of the vehicle and the sensitivity mode is switched "on", resulting in the yellow LED being lit.
- D. Object is within 5 metres of the vehicle and the sensitivity mode is switched "on", resulting in no LED being lit.

**Answer: D**

Explanation:

Rule 5 in the decision table indicates that when the object is within 5 metres of the vehicle and the sensitivity mode is switched "on", no LED is lit. This matches the conditions and actions described in the decision table provided, ensuring that only the red LED is lit when the sensitivity mode is on and the object is within 1 metre, otherwise no LED is lit.

#### NEW QUESTION # 103

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

**Answer: A**

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:

- \*  $(x \leq -100)$
- \*  $(-100 < x < 100)$
- \*  $(100 \leq x < 1000)$
- \*  $(x \geq 1000)$

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 # 104

Which of the following statements about estimation of the test effort is WRONG?

- **A. Effort estimate depends on the budget of the project.**
- B. Once the test effort is estimated, resources can be identified and a schedule can be drawn up.
- C. Effort estimate can be inaccurate because the quality of the product under tests is not known.
- D. Experience based estimation is one of the estimation techniques.

**Answer: A**

Explanation:

Effort estimate does not depend on the budget of the project, but rather on the scope, complexity, and quality of the software product and the testing activities<sup>1</sup>. Budget is a constraint that may affect the feasibility and accuracy of the effort estimate, but it is not a factor that determines the effort estimate. Effort estimate is the amount of work required to complete the testing activities, measured in terms of person-hours, person-days, or person-months<sup>2</sup>.

The other options are correct because:

A . Once the test effort is estimated, resources can be identified and a schedule can be drawn up, as they are interrelated aspects of the test planning process<sup>3</sup>. Resources are the people, tools, equipment, and facilities needed to perform the testing activities<sup>4</sup>. Schedule is the time frame and sequence of the testing activities, aligned with the project milestones and deadlines<sup>5</sup>.

B . Effort estimate can be inaccurate because the quality of the product under tests is not known, as it affects the number and severity of the defects that may be found and the rework that may be needed to fix them<sup>6</sup>. Quality is the degree to which the software product satisfies the specified requirements and meets the needs and expectations of the users and clients<sup>7</sup>.

D . Experience based estimation is one of the estimation techniques, which relies on the judgment and expertise of the testers and other project stakeholders to estimate the test effort based on similar projects or tasks done in the past. Experience based estimation can be useful when there is a lack of historical data, formal methods, or detailed information about the software product and the testing activities.

Reference =

1 ISTQB Certified Tester Foundation Level Syllabus v4.0, 2023, p. 154

2 ISTQB Certified Tester Foundation Level Syllabus v4.0, 2023, p. 155

3 ISTQB Certified Tester Foundation Level Syllabus v4.0, 2023, p. 156

4 ISTQB Certified Tester Foundation Level Syllabus v4.0, 2023, p. 157

5 ISTQB Certified Tester Foundation Level Syllabus v4.0, 2023, p. 158

6 ISTQB Certified Tester Foundation Level Syllabus v4.0, 2023, p. 159

7 ISTQB Certified Tester Foundation Level Syllabus v4.0, 2023, p. 16

[8] ISTQB Certified Tester Foundation Level Syllabus v4.0, 2023, p. 160

[9] ISTQB Certified Tester Foundation Level Syllabus v4.0, 2023, p. 161

#### NEW QUESTION # 105

Exploratory testing is an experience-based test technique

- **A. That can be organised into sessions guided by test charters outlining test objectives that will guide the testers' exploration**
- B. That aims at finding defects by designing tests that exercise all possible combinations of input values and preconditions
- C. Where a developer and a tester work together on the same workstation while the developer actively writes code, the tester explores the code to find defects.
- D. Where a team of testers explores all possible test techniques in order to determine the most suitable combination of these techniques to apply for a test project.

**Answer: A**

Explanation:

Exploratory testing is an experience-based test technique where testers actively engage with the software, learning about its behavior while simultaneously designing and executing tests. According to the ISTQB CTFL syllabus, exploratory testing can be structured into sessions guided by test charters, which outline the test objectives and provide direction for the testers' exploration. This method

is particularly useful in situations where test documentation is limited or where rapid feedback is needed. Thus, option B correctly describes how exploratory testing can be organized.

### NEW QUESTION # 106

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