信頼的CTFL_Syll_4.0｜最高のCTFL_Syll_4.0模擬モード試験｜試験の準備方法ISTQB Certified Tester Foundation Level (CTFL) v4.0模擬練習

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>> CTFL_Syll_4.0模擬モード <<

試験の準備方法-有難いCTFL_Syll_4.0模擬モード試験-ハイパスレートのCTFL_Syll_4.0模擬練習

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ISQI ISTQB Certified Tester Foundation Level (CTFL) v4.0 認定 CTFL_Syll_4.0 試験問題 (Q87-Q92):

質問 # 87
Which ONE of the following statements about maintenance testing is CORRECT?

- A. Maintenance testing should be performed when enhancements, fixes, or updates are applied to an existing system.
- B. Maintenance testing is performed exclusively for adaptive maintenance.
- C. Maintenance testing does not require test cases since it focuses solely on defect verification.
- D. Maintenance testing is only required when defects are reported in production.

正解：A

解説：
Maintenance testing is carried outwhenever changes are made to an existing system, including enhancements, defect fixes, and system migrations (C). It is not limited to adaptive maintenance (A) and is needed even when no defects are reported (B). Test cases are essential to validate fixes and prevent regressions (D).

質問 # 88
The whole-team approach:

- A. promotes the idea that all team members should have a thorough understanding of test techniques
- B. is a consensus-based approach that engages the whole team in estimating the user stories
- C. promotes the idea that all team members should be responsible for the quality of the product
- D. is mostly adopted in projects aimed at developing safety-critical systems, as it ensures the highest level of testing independence

正解：C

解説：
Explanation
This answer is correct because the whole-team approach is a way of working in agile projects where all team members share the responsibility for the quality of the product, and collaborate on delivering value to the customer. The whole-team approach involves testers, developers, business analysts, product owners, and other stakeholders in planning, designing, developing, testing, and delivering the product. The whole-team approach fosters communication, feedback, learning, and continuous improvement within the team. References: ISTQB Glossary of Testing Terms v4.0, ISTQB Foundation Level Syllabus v4.0, Section 3.1.1.1

質問 # 89
The acceptance criteria associated with a user story:

- A. are often written in a rule-oriented format using the template referred to as "Given/When/Then"
- B. are often documented following in rule-oriented format using the following template: "As a [role], I want [feature], so that I can [benefit]"
- C. must be written in one of the two following formats: scenario-oriented or rule-oriented
- D. can be written in different formats and represent an aspect of a user story referred to as confirmation' of the so called "3 C's"

正解：D

解説：
The acceptance criteria associated with a user story are the conditions that must be met for the user story to be considered done and to deliver the expected value to the user. They are often written in different formats, such as rule-oriented, scenario-oriented, or table-oriented, depending on the nature and complexity of the user story.
They represent an aspect of a user story referred to as confirmation, which is one of the so called "3 C's" of user stories. The other two aspects are card and conversation. Card refers to the concise and informal description of the user story, usually following the template: "As a [role], I want [feature], so that I can
[benefit]". Conversation refers to the ongoing dialogue between the stakeholders and the team members to clarify and refine the user story and its acceptance criteria. Therefore, option C is the correct answer.
References: ISTQB Certified Tester Foundation Level Syllabus v4.01, Section 3.2.2, page 35-36; ISTQB Glossary v4.02, page 37.

質問 # 90
What type of testing measures its effectiveness by tracking which lines of code were executed by the tests?

- A. Acceptance testing
- B. Integration testing
- C. Exploratory testing
- D. Structural testing

正解：D

解説：
Structural testing is a type of testing that measures its effectiveness by tracking which lines of code were executed by the tests. Structural testing, also known as white-box testing or glass-box testing, is based on the internal structure, design, or implementation of the software. Structural testing aims to verify that the software meets the specified quality attributes, such as performance, security, reliability, or maintainability, by exercising the code paths, branches, statements, conditions, or data flows. Structural testing uses various coverage metrics, such as function coverage, line coverage, branch coverage, or statement coverage, to determine how much of the code has been tested and to identify any untested or unreachable parts of the code.
Structural testing can be applied at any level of testing, such as unit testing, integration testing, system testing, or acceptance testing, but it is more commonly used at lower levels, where the testers have access to the source code.
The other options are not correct because they are not types of testing that measure their effectiveness by tracking which lines of code were executed by the tests. Acceptance testing is a type of testing that verifies that the software meets the acceptance criteria and the user requirements. Acceptance testing is usually performed by the end-users or customers, who may not have access to the source code or the technical details of the software. Acceptance testing is more concerned with the functionality, usability, or suitability of the software, rather than its internal structure or implementation. Integration testing is a type of testing that verifies that the software components or subsystems work together as expected. Integration testing is usually performed by the developers or testers, who may use both structural and functional testing techniques to check the interfaces, interactions, or dependencies between the components or subsystems. Integration testing is more concerned with the integration logic, data flow, or communication of the software, rather than its individual lines of code. Exploratory testing is a type of testing that involves simultaneous learning, test design, and test execution. Exploratory testing is usually performed by the testers, who use their creativity, intuition, or experience to explore the software and discover any defects, risks, or opportunities for improvement. Exploratory testing is more concerned with the behavior, quality, or value of the software, rather than its internal structure or implementation. References = ISTQB Certified Tester Foundation Level (CTFL) v4.0 syllabus, Chapter 4: Test Techniques, Section 4.3: Structural Testing Techniques, Pages51-54; Chapter 1: Fundamentals of Testing, Section 1.4: Testing Throughout the Software Development Lifecycle, Pages 11-13; Chapter 3: Static Testing, Section 3.4: Exploratory Testing, Pages 40-41.

質問 # 91
Which of the following lists factors That contribute to PROJECT risks?

- A. skill and staff shortages; problems in defining the right requirements, contractual issues.
- B. skill and staff shortages; software does not perform its intended functions; problems in defining the right requirements.
- C. poor software quality characteristics; software does not perform its intended functions.
- D. problems in defining the right requirements; contractual issues; poor software quality characteristics.

正解： A

解説：
Project risks are the uncertainties or threats that may affect the project objectives, such as scope, schedule, cost, and quality. According to the ISTQB Certified Tester Foundation Level (CTFL) v4.0 syllabus, some of the factors that contribute to project risks are:
* Skill and staff shortages: This factor refers to the lack of adequate or qualified human resources to perform the project tasks. This may result in delays, errors, rework, or low productivity.
* Problems in defining the right requirements: This factor refers to the difficulties or ambiguities in eliciting, analyzing, specifying, validating, or managing the requirements of the project. This may result in misalignment, inconsistencies, gaps, or changes in the requirements, affecting the project scope and quality.
* Contractual issues: This factor refers to the challenges or disputes that may arise from the contractual agreements between the project parties, such as clients, suppliers, vendors, or subcontractors. This may result in legal, financial, or ethical risks, affecting the project delivery and satisfaction.
The other options are not correct because they list factors that contribute to PRODUCT risks, not project risks.
Product risks are the uncertainties or threats that may affect the quality or functionality of the software product or system. Some of the factors that contribute to product risks are:
* Poor software quality characteristics: This factor refers to the lack of adherence or compliance to the quality attributes or criteria of the software product or system, such as reliability, usability, security, performance, or maintainability. This may result in defects, failures, or dissatisfaction of the users or stakeholders.
* Software does not perform its intended functions: This factor refers to the deviation or discrepancy between the expected and actual behavior or output of the software product or system. This may result in errors, faults, or malfunctions of the software product or system.
References = ISTQB Certified Tester Foundation Level (CTFL) v4.0 syllabus, Chapter 1: Fundamentals of Testing, Section 1.5: Risks and Testing, Pages 14-16.

質問 # 92
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