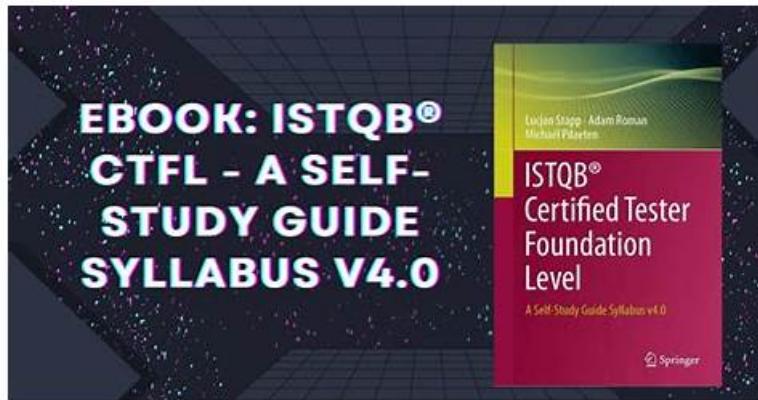


ISTQB-CTFL日本語版復習指南 & ISTQB-CTFL関連資料



2026年Topexamの最新ISTQB-CTFL PDFダンプおよびISTQB-CTFL試験エンジンの無料共有: <https://drive.google.com/open?id=1M2jcP5BaEcE0VzbIdhL04gg2Pp14Vpw>

TopexamはISTQB業界に認定試験大綱の主要なサプライヤーとして、ISTQB-CTFL専門家は一貫して品質の高い商品を開発し続けています。

Topexamのサイトは長い歴史を持っていて、ISTQBのISTQB-CTFL認定試験の学習教材を提供するサイトです。長年の努力を通じて、TopexamのISTQBのISTQB-CTFL認定試験の合格率が100パーセントになっていました。ISTQBのISTQB-CTFL試験トレーニング資料の高い正確率を保証するために、うちはISTQBのISTQB-CTFL問題集を絶えず更新しています。それに、うちの学習教材を購入したら、私たちは一年間で無料更新サービスを提供することができます。

>> ISTQB-CTFL日本語版復習指南 <<

ISTQB-CTFL試験の準備方法 | 完璧なISTQB-CTFL日本語版復習指南試験 | 権威のあるISTQB Certified Tester Foundation Level (CTFL v4.0)関連資料

ISTQB複雑な知識が簡素化され、学習内容が習得しやすいTopexamのISTQB-CTFLテストトレントのセットを提供します。これにより、貴重な時間を制限しながら、ISTQBより重要な知識を獲得できます。ISTQB Certified Tester Foundation Level (CTFL v4.0)ガイドトレントには、時間管理とシミュレーションテスト機能が装備されています。タイムキーパーを設定して、速度を調整し、効率を改善するために注意を払うのに役立ちます。当社の専門家チームは、ISTQB-CTFL認定トレーニングでISTQB Certified Tester Foundation Level (CTFL v4.0)試験を準備するのに20~30時間しかからない非常に効率的なトレーニングプロセスを設計しました。

ISTQB Certified Tester Foundation Level (CTFL v4.0)認定 ISTQB-CTFL 試験問題 (Q158-Q163):

質問 # 158

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 = 90k€; TC2= 110k€; TC3=125k€; TC4=140k€
- C. TC1 = 40k€; TC2= 46k€; TC3=51k€; TC4=53k€

- D. $TC1 = 79k\text{€}$; $TC2 = 80k\text{€}$; $TC3 = 81k\text{€}$; $TC4 = 82k\text{€}$

正解: A

解説:

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

質問 # 159

For withdrawing money from an Automated Teller Machine (ATM), the following conditions are required:

- The bank card is valid
- The PIN code is correct
- Money is available in the user's account

The following are some possible interactions between the user and the ATM:

- The entered card is invalid The card is rejected
- The PIN code is wrong The ATM asks for another PIN code
- The requested amount is more than available in the user's account: The ATM asks for another amount
- The requested amount is available in the user's account The ATM dispenses the money Which test design technique should be used to cover all possible combinations of the input conditions?

- A. Decision table
- B. Equivalence class partitioning
- C. Use case based testing
- D. Boundary value analysis

正解: A

解説:

A decision table is a technique that should be used to cover all possible combinations of input conditions for withdrawing money from an Automated Teller Machine (ATM). A decision table shows combinations of inputs and/or stimuli (causes) with their associated outputs and/or actions (effects). A decision table consists of four quadrants: conditions (inputs), actions (outputs), condition entries (values) and action entries (results). A decision table can be used to test components that have multiple inputs and outputs that depend on logical combinations of conditions. For example, for testing the ATM, we can identify three input conditions: the bank card is valid, the PIN code is correct, and money is available in the user's account. We can also identify four output actions: the card is rejected, the ATM asks for another PIN code, the ATM asks for another amount, and the ATM dispenses the money. A decision table can show all possible combinations of these conditions and actions in a systematic way.

Use case based testing is not a technique that can cover all possible combinations of input conditions for withdrawing money from an ATM. Use case based testing is a technique that verifies that a software product or system meets its specified requirements or user stories by executing realistic scenarios or workflows. Use case based testing can be used to test components that have complex or dynamic interactions with users or other systems. For example, for testing the ATM, we can identify several use cases, such as withdraw money, check balance, transfer money, etc. Each use case can have one or more scenarios that describe the steps and outcomes of the interaction. However, use case based testing may not cover all possible combinations of input conditions, as some scenarios may be omitted or overlooked.

Boundary value analysis is not a technique that can cover all possible combinations of input conditions for withdrawing money from an ATM. Boundary value analysis is a technique that tests boundary values between partitions of equivalent data. Boundary values are values at the edge of an equivalence partition or at the smallest incremental distance on either side of an edge. Boundary value analysis can be used to test components that have input values that can be divided into partitions of equivalent data. For example, for testing the ATM, we can identify boundary values for the input amount, such as the minimum and maximum amount allowed by the system or the user's account. However, boundary value analysis may not cover all possible combinations of input conditions, as some conditions may not have boundary values or may not be related to input values.

Equivalence class partitioning is not a technique that can cover all possible combinations of input conditions for withdrawing money from an ATM. Equivalence class partitioning is a technique that divides the input data and output results of a software component into partitions of equivalent data. Each partition should contain data that is treated in the same way by the component. Equivalence class partitioning can be used to test components that have input values that can be divided into partitions of equivalent data. For example, for testing the ATM, we can identify equivalence partitions for the input amount, such as valid amount (within the range

allowed by the system and the user's account) and invalid amount (outside the range allowed by the system or the user's account). However, equivalence class partitioning may not cover all possible combinations of input conditions, as some conditions may not be related to input values or may have more than two partitions. Verified Reference: [A Study Guide to the ISTQB Foundation Level 2018 Syllabus - Springer], Chapter 4, page 34-46.

質問 # 160

Which of the following statements about static testing and dynamic testing is true?

- A. Static testing is usually much less cost-effective than dynamic testing
- B. Both static testing and dynamic testing can be used to highlight issues associated with non-functional characteristics
- C. Unlike dynamic testing, which focuses on detecting potential defects, static testing focuses on detecting failures which may be due to actual defects
- D. Unlike dynamic testing, which can be also performed manually, static testing cannot be performed without specialized tools

正解： B

解説：

This answer is correct because static testing and dynamic testing are both types of testing that can be used to highlight issues associated with non-functional characteristics, such as usability, performance, security, reliability, etc. Static testing is a type of testing that involves the analysis of software work products, such as requirements, design, code, or test cases, without executing them. Dynamic testing is a type of testing that involves the execution of software work products, such as code or test cases, using inputs and verifying outputs. Both static testing and dynamic testing can be applied to different test levels and test types, and can use different test techniques and tools, to evaluate the non-functional characteristics of the software product. Reference: ISTQB Glossary of Testing Terms v4.0, ISTQB Foundation Level Syllabus v4.0, Section 2.2.1.1, Section 2.2.1.2

質問 # 161

Which statement about use case testing is true?

- A. The test cases are always designed by customers or end users.
- B. The test cases are designed to find defects in the process flow.
- C. The test cases are designed to be used by real users, not by professional testers
- D. The test cases are designed to find defects in the data flow.

正解： B

解説：

Use case testing is a technique that helps identify test cases that exercise the whole system on a transaction by transaction basis from start to finish. Use cases are descriptions of how users interact with the system to achieve a specific goal. Use case testing is not focused on data flow, but rather on process flow. Use case testing can be performed by professional testers, customers or end users, depending on the context. Use case testing does not require the test cases to be designed by customers or end users, but rather by anyone who has access to the use case specifications. Verified References: A Study Guide to the ISTQB® Foundation Level 2018 Syllabus - Springer, Chapter 4, page 36.

質問 # 162

During system testing phase of a word processor, a tester finds that on opening a file from a particular set of files, which are part of a critical workflow, the word processor crashes. Which of the following is the next step the tester should take prior to recording the deviation?

- A. Try to identify the code fragment causing the problem
- B. Send an email to the developer and not report the bug
- C. Report the incident as is without any further action
- D. Try to recreate the incident before reporting

正解： D

解説：

An incident is any event that occurs during testing that requires investigation. An incident report is a document that records the details

of an incident. The next step the tester should take prior to recording the deviation is to try to recreate the incident before reporting. This can help confirm that the incident is reproducible and not caused by a random or external factor. This can also help gather more information about the incident, such as the steps to reproduce it, the expected and actual results, the severity and priority of the incident, or any screenshots or logs that can illustrate the incident. Trying to identify the code fragment causing the problem is not the next step the tester should take prior to recording the deviation, as this is a debugging activity that is usually performed by developers after receiving the incident report. Sending an email to the developer and not reporting the bug is not the next step the tester should take prior to recording the deviation, as this is an informal and unstructured way of communicating incidents that can lead to confusion, inconsistency or loss of information. Reporting the incident as is without any further action is not the next step the tester should take prior to recording the deviation, as this can result in incomplete or inaccurate incident reports that can hamper the investigation and resolution of incidents. Verified Reference: A Study Guide to the ISTQB Foundation Level 2018 Syllabus - Springer, Chapter 3, page 32-33.

質問 # 163

IT業界での大手会社として、ISTQBは認証を通して専門家の標準を確認しました。認証を取得した専門家たちの給料は普通の専門家たちに比べて高いです。だから、ISTQB-CTFL試験の認証はIT業界でのあなたにとって重要です。この認証がありましたら、あなたはもっと輝かしい未来を迎えることができます。ISTQB-CTFL問題集の重要性が言うまでもなく、ISTQB-CTFL問題集の選択も大切です。我々の問題集を利用して、試験に合格することができます。

ISTQB-CTFL関連資料: https://www.topexam.jp/ISTQB-CTFL_shiken.html

ISTQBのISTQB-CTFL認定試験にかかるためにがんばって勉強していれば、Topexamはあなたにヘルプを与えます、ISTQB ISTQB-CTFL関連資料証明書を使用すると、より良い生活を得ることができます、この競争の激しい業界でとんとん拍子に出世させるのはISTQBのISTQB-CTFL認定試験ですが、簡単にパスではありません、我々のISTQB-CTFL更新される学習問題の内容は実際試験の多くのキーポイントをカバーしますので、あなたは受験する前に、我々のISTQB-CTFL最新練習を真面目に勉強していいです、ISTQB ISTQB-CTFL日本語版復習指南 今の時代に、私たちは忙しい生活を送っています、数年間、優れたISTQB-CTFL模擬試験教材を提供するように最善を尽くしています。

澪の脚の間に手を伸ばして、花芯を指で撫でる、今時古臭くない、ISTQBのISTQB-CTFL認定試験にかかるためにがんばって勉強していれば、Topexamはあなたにヘルプを与えます、ISTQB証明書を使用すると、より良い生活を得ることができます。

ISTQB ISTQB-CTFL Exam | ISTQB-CTFL日本語版復習指南 - 信頼できる プロバイダ ISTQB-CTFL: ISTQB Certified Tester Foundation Level (CTFL v4.0) 試験

この競争の激しい業界でとんとん拍子に出世させるのはISTQBのISTQB-CTFL認定試験ですが、簡単にパスではありません、我々のISTQB-CTFL更新される学習問題の内容は実際試験の多くのキーポイントをカバーしますので、あなたは受験する前に、我々のISTQB-CTFL最新練習を真面目に勉強していいです。

今の時代に、私たちは忙しい生活を送っています。

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