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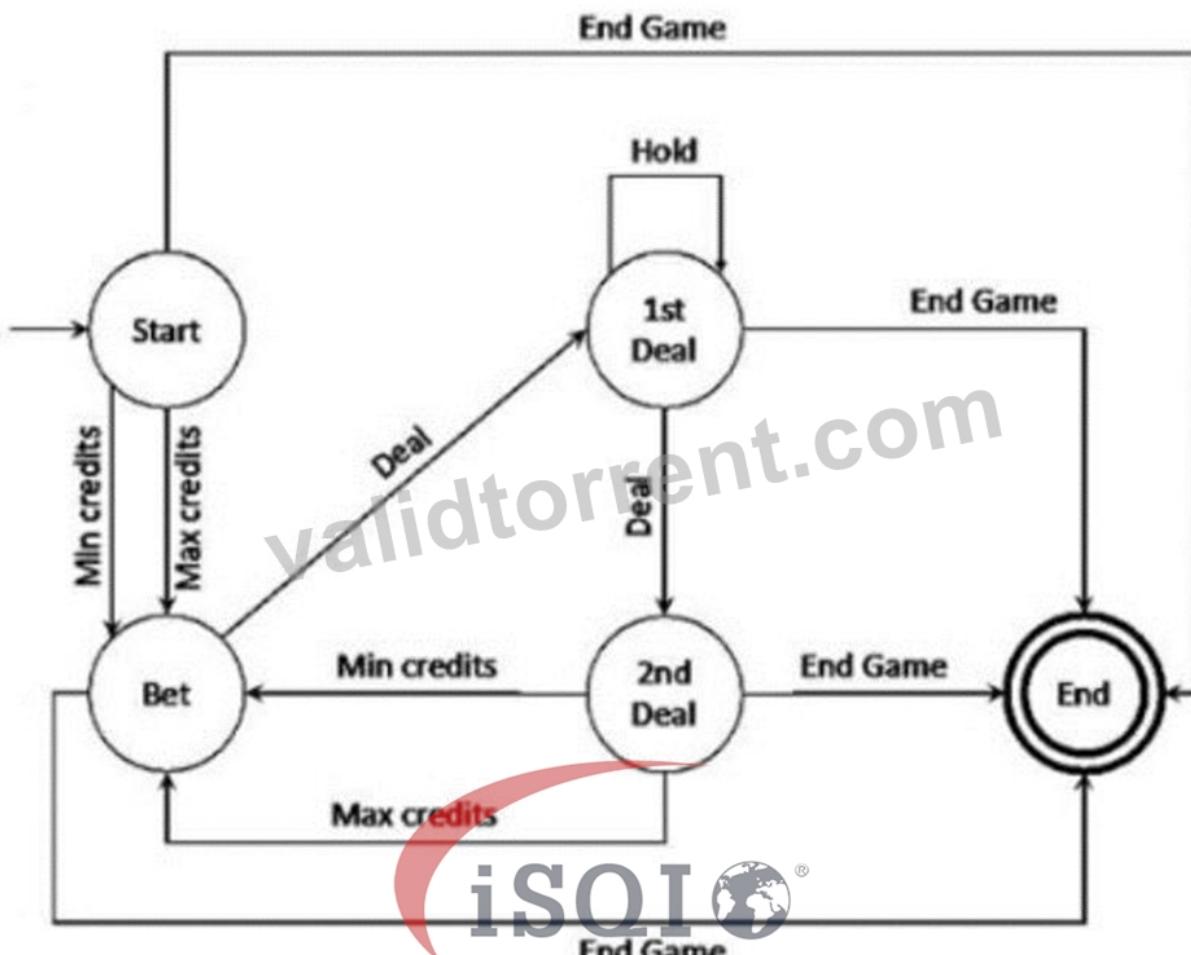
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ISQI ISTQB Certified Tester Foundation Level (CTFL) v4.0 Sample Questions (Q88-Q93):

NEW QUESTION # 88

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. 0
- B. 1
- C. 2
- D. 3

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 Reference: ISTQB Certified Tester Foundation Level (CTFL) v4.0 sources and documents.

NEW QUESTION # 89

Which of the following is not an example of a typical content of a test completion report for a test project?

- A. The additional effort spent on test execution compared to what was planned
- B. **The test procedures of all test cases that have been executed**
- C. The unexpected test environment downtime that resulted in slower test execution
- D. The residual risk level if a risk-based test approach was adopted

Answer: B

Explanation:

This answer is correct because the test procedures of all test cases that have been executed are not a typical content of a test completion report for a test project. A test completion report is a document that summarizes the test activities and results at the end of a test project. It usually includes information such as the test objectives, scope, approach, resources, schedule, results, deviations, issues, risks, lessons learned, and recommendations for improvement. The test procedures of all test cases that have been executed are part of the test documentation, but they are not relevant for the test completion report, as they do not provide a high-level overview of the test project outcomes and performance. References: ISTQB Foundation Level Syllabus v4.0, Section 2.5.3.2

NEW QUESTION # 90

The acceptance criteria associated with a user story:

- A. are often documented following in rule-oriented format using the following template: "As a [role], I want [feature], so that I can [benefit]"
- B. are often written in a rule-oriented format using the template referred to as "Given/When/Then"
- 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"

Answer: D

Explanation:

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.

NEW QUESTION # 91

A new web app aims at offering a rich user experience. As a functional tester, you have run some functional tests to verify that, before releasing the app, such app works correctly on several mobile devices, all of which are listed as supported devices within the requirements specification. These tests were performed on stable and isolated test environments where you were the only user interacting with the application. All tests passed, but in some of those tests you observed the following issue: on some mobile devices only, the response time for two web pages containing images was extremely slow.

Based only on the given information, which of the following recommendation would you follow?

- A. The issue is related to performance efficiency, not functionality. Thus, as a functional tester, you should not open any defect report as all the functional tests passed
- B. You should not open any defect report as the problem is most likely due to poor hardware equipment on the devices where you observed the issue
- C. You should not open any defect report and inform the test manager that the devices on which you observed the issue should no longer be supported so that they will be removed from the requirements specification
- D. You should open a defect report providing detailed information on which devices and by running which tests you observed the issue

Answer: D

Explanation:

As a functional tester, you should open a defect report providing detailed information on which devices and by running which tests you observed the issue. A defect report is a document that records the occurrence, nature, and status of a defect detected during testing, and provides information for further investigation and resolution. A defect report should include relevant information such as the defect summary, the defect description, the defect severity, the defect priority, the defect status, the defect origin, the defect category, the defect reproduction steps, the defect screenshots, the defect attachments, etc. Opening a defect report is a good practice for any tester who finds a defect in the software system, regardless of the type or level of testing performed. The other options are not recommended, because:

* The issue is related to performance efficiency, not functionality, but that does not mean that as a functional tester, you should not

open any defect report as all the functional tests passed. Performance efficiency is a quality characteristic that measures how well the software system performs its functions under stated conditions, such as the response time, the resource utilization, the throughput, etc.

Performance efficiency is an important aspect of the user experience, especially for web applications that run on different devices and networks. Even if the functional tests passed, meaning that the software system met the functional requirements, the performance issue observed on some devices could still affect the user satisfaction, the usability, the reliability, and the security of the software system. Therefore, as a functional tester, you have the responsibility to report the performance issue as a defect, and provide as much information as possible to help the developers or the performance testers to investigate and resolve it.

NEW QUESTION # 92

Which of the following s the most correct statement about state testing techniques?

- A. Static techniques can be used by inexperienced users.
- **B. Static techniques can be used before all code is ready for execution**
- C. Static techniques find more defects then dynamic techniques.
- D. Static techniques are always cheaper than dynamic techniques.

Answer: B

Explanation:

State testing techniques are a type of dynamic testing techniques that are based on the behavior of the system under test for different input conditions and events. Dynamic testing techniques require the system to be executed with test cases, whereas static testing techniques do not. Static testing techniques can be applied before the code is ready for execution, such as reviews, inspections, walkthroughs, and static analysis. Static testing techniques can help find defects early in the development process, improve the quality of the code, and reduce the cost and effort of dynamic testing. Reference = ISTQB Certified Tester Foundation Level (CTFL) v4.0 Syllabus, Chapter 4, Section 4.2.1, Page 281; ISTQB Glossary of Testing Terms v4.0, Page 292

NEW QUESTION # 93

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