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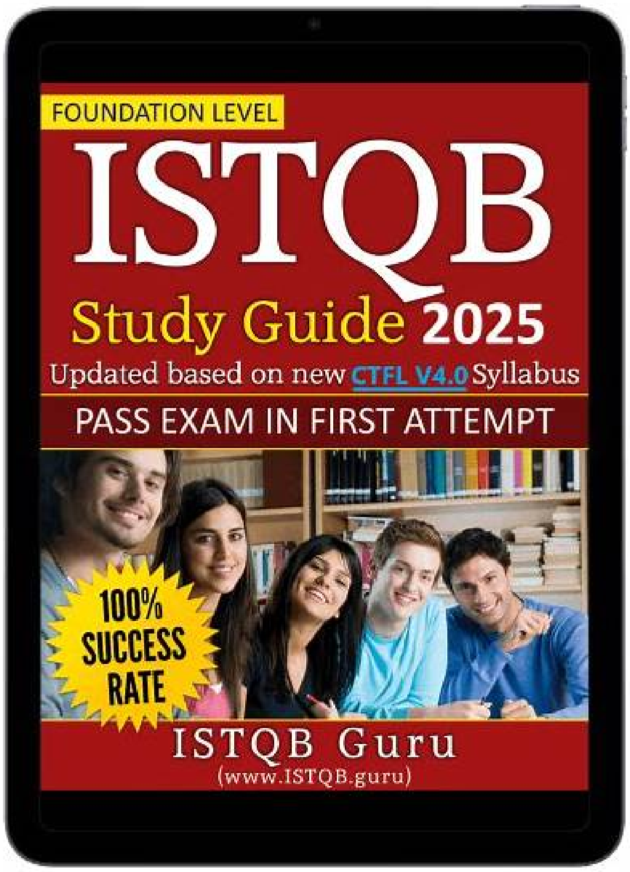

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ISQI ISTQB Certified Tester Advanced Level - Test Automation Engineering CTAL-TAE (Syllabus v2.0) Sample Questions (Q10-Q15):

NEW QUESTION # 10
Which of the following information in API documentation is LEAST relevant for implementing automated tests on that API?

- A. Release notes/change logs on past changes to the API
- B. Authentication mechanisms required to access the API
- C. Details about the format of the API responses
- D. Details about the parameters accepted by each API endpoint

Answer: A

Explanation:
To implement automated API tests, TAE emphasizes that testers need precise, actionable interface specifications: what endpoints exist, what inputs they accept, how to authenticate/authorize requests, and what outputs are returned (status codes, headers, response body schemas/formats). Options B, C, and D directly support test design and implementation: parameter details enable valid/invalid request construction and boundary coverage; authentication mechanisms are required to execute any protected calls and to test auth- related behaviors; response formats enable robust assertions (including schema validation). Release notes and change logs are valuable for understanding evolution, migration, and backward compatibility considerations, but they are not typically required to implement the tests for the current API behavior when the current specification is available. They may help explain why something changed or guide test updates over time, yet they are less directly relevant to writing the core automated checks compared with endpoint inputs, auth, and response structure. Therefore, among the options, past release notes/change logs are the least relevant for implementing automated tests on the API.

NEW QUESTION # 11
Automated tests run by a TAS on a SUT can be subject to sudden bursts of messages to log during their execution. All log messages that occur during execution must be permanently stored in the corresponding test execution logs by the TAS for later analysis. If logging is not performed correctly, these bursts can reduce the execution speed of these automated tests, causing them to produce unreliable results. Which of the following solutions would you expect to be MOST useful to address this issue for TAS logging?

- A. Log all the messages directly on the corresponding log files associated with the specific execution to ensure the permanent storage of test execution logs
- B. Use a Network Time Protocol (NTP) server to ensure that the clocks of the machines running TAS and SUT are synchronized with a common time source
- C. Log all the messages in memory using a circular buffer and periodically flush the buffer to the corresponding log files associated with the specific execution
- D. Avoid logging the messages that occur during the specified bursts to minimize any potential performance overhead in test execution

Answer: C

Explanation:
TAE highlights that logging must balance diagnostic value with execution performance and reliability. Direct synchronous file I/O for every log message can become a bottleneck during bursts, increasing latency and perturbing the timing of the automated interactions- especially for UI or time-sensitive integration tests- leading to flaky outcomes. Since all messages must be permanently stored, dropping burst logs (option C) violates the requirement. NTP synchronization (option A) helps correlate events across systems, but it does not address the performance overhead caused by bursty logging. The most useful approach is to buffer log events in memory and flush them periodically or asynchronously to disk. A circular buffer (or similar in- memory queue) reduces immediate I/O pressure and smooths bursts, while still preserving messages for later analysis when combined with an appropriate flush strategy and sizing. This design is aligned with TAE's emphasis on making the TAS itself reliable and non-intrusive, ensuring logging supports triage without materially slowing or destabilizing test execution. Therefore, buffering in memory and periodically flushing to log files is the best solution.

NEW QUESTION # 12

You have been tasked with adding the execution of build verification tests to the current CI/CD pipeline used in an Agile project. The goal of these tests is to verify the stability of daily builds and ensure that the most recent changes have not altered core functionality. Currently, the first activity performed as part of this pipeline is the static source code analysis. Which of the following stages in the pipeline would you add the execution of these smoke tests to?

- A. As a first activity, before performing static source code analysis and before generating the new build
- B. After deploying the new build to the test environment and before performing more extensive testing
- C. After performing static analysis on the source code and before generating the new build
- D. As a final activity, immediately before releasing the new build into production

Answer: B

Explanation:
Build verification tests (often called smoke tests) are intended to provide fast confirmation that a new build is deployable and that core, end-to-end functionality remains intact. TAE describes these as early, lightweight checks that run after deployment to a suitable test environment, because they need an executable, running instance of the SUT to validate system readiness. Static analysis occurs before packaging/deployment and is a quality activity on source code; smoke tests are runtime checks. Running them before generating the build (A or B) is not feasible because there is no deployed artifact to validate. Running smoke tests as the final activity right before production release (D) defeats their purpose as an early feedback mechanism and increases risk by discovering basic failures too late. The practical and TAE-aligned placement is immediately after deploying the new build into the test environment and before launching broader, longer-running regression, system, or acceptance suites. This ensures failures are detected quickly, prevents wasting time running extensive tests on an unstable build, and provides a clear quality gate for "is this build worth testing further?" Therefore, stage C is the correct insertion point for build verification tests.

NEW QUESTION # 13
A SUT (SUT1) is a client-server system based on a thin client. The client is primarily a display and input interface, while the server provides almost all the resources and functionality of the system. Another SUT (SUT2) is a client-server system based on a fat client that relies little on the server and provides most of the resources and functionality of the system. A given TAS is used to implement automated tests on both SUT1 and SUT2. The main objective of the TAS is to cover as many system functionalities as possible through automated tests executed as fast as possible. Which of the following statements about the automation solution is BEST in this scenario?

- A. The TAS should support mainly server-side automation for both SUT1 and SUT2
- B. The TAS should support mainly client-side automation for SUT1 and server-side automation for SUT2
- C. The TAS should support mainly client-side automation for both SUT1 and SUT2
- D. The TAS should support mainly server-side automation for SUT1 and client-side automation for SUT2

Answer: D

Explanation:
TAE promotes selecting automation interfaces that maximize speed, robustness, and functional coverage while minimizing unnecessary UI traversal. For a thin client architecture, most business logic and system functionality resides on the server. To cover functionality efficiently, tests should interact as close as possible to where the logic is implemented-typically via server-side interfaces (e.g., APIs/services, backend endpoints, message interfaces). This reduces GUI overhead and accelerates execution while improving reliability. For a fat client, substantial logic resides on the client side; server-side automation alone may miss critical client behavior, validations, local processing, and UI-driven flows that embody much of the functionality. In such cases, client-side automation (often UI automation or client-level interfaces) is more directly aligned to achieving high functional coverage. TAE also highlights that the "best" interface depends on where behavior is implemented and which interface yields the most stable, fastest checks for the targeted risks. Therefore, the optimal combination is server-side automation for SUT1 (thin client) and client-side automation for SUT2 (fat client), which best meets the goal of broad coverage with minimal execution time.

NEW QUESTION # 14
(In User Acceptance Testing (UAT) for a new SUT, in addition to the manual tests performed by the end- users, automated tests are performed that focus on the execution of repetitive and routine test scenarios. In which of the following environments are all these tests typically performed?)

- A. Preproduction environment
- B. Integration environment
- C. Build environment

- D. Production environment

Answer: A

Explanation:
TAE distinguishes test environments by purpose and risk. User Acceptance Testing is typically performed in an environment that is as production-like as feasible (configuration, data shape, integrations) but still controlled and safe for testing activities. This is commonly referred to as preproduction (often "staging"): it supports realistic end-to-end flows, allows business users to validate that the SUT meets acceptance criteria, and enables running routine/repetitive automated checks without risking live operations. A build environment is focused on compiling/packaging and basic verification, not business acceptance. An integration environment is used to validate interactions among components/systems, but may not reflect full production- like configuration, and it's often shared and volatile-less suitable for formal acceptance activities involving end users. Production is generally avoided for UAT because acceptance testing can alter live data, disrupt users, and introduce unacceptable business risk; production testing is typically limited to tightly controlled smoke checks, monitoring, or specific "in-production" validation patterns with strong safeguards. Therefore, the environment in which both end-user manual UAT and supporting automated routine scenarios are typically executed is the preproduction environment, aligning with TAE's guidance on balancing realism with risk containment.

NEW QUESTION # 15
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