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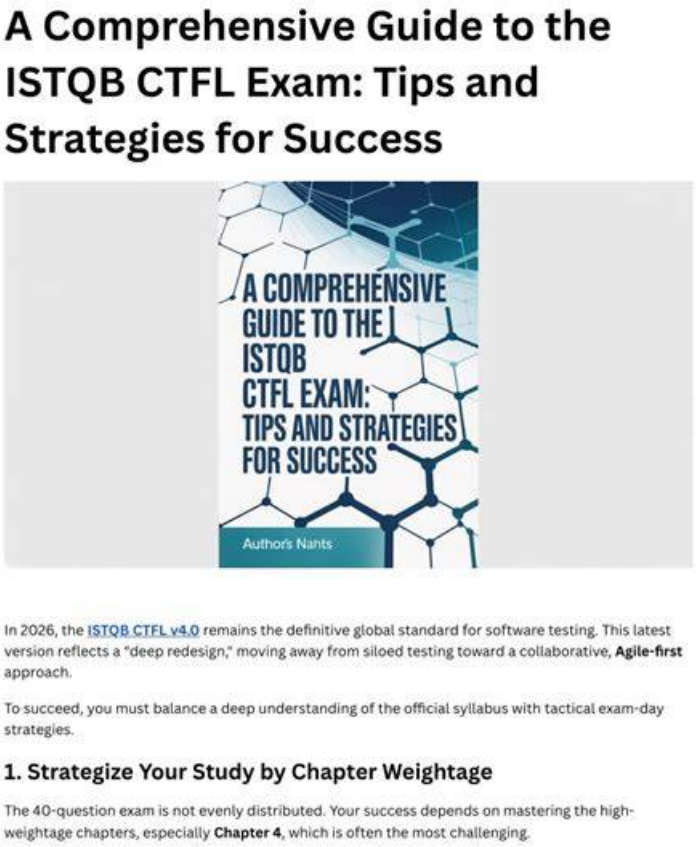

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ISTQB ISTQB-CTFL Exam Syllabus Topics:

Section	Weight	Objectives

Static Testing	10–15%	- Static vs dynamic testing - Review process • 1. Roles and responsibilities • 2. Success factors • 3. Types of reviews - Static analysis • 1. Code analysis • 2. Structural and data flow analysis
Test Analysis and Design	20–25%	- White-box test techniques • 1. Decision testing • 2. Condition testing • 3. Statement testing - Test conditions and test cases - Experience-based test techniques • 1. Exploratory testing • 2. Error guessing - Black-box test techniques • 1. Boundary value analysis • 2. Use case testing • 3. Decision table testing • 4. Equivalence partitioning • 5. State transition testing
Tool Support for Testing	5–10%	- Types of test tools • 1. Test management tools • 2. Test execution tools • 3. Static analysis tools • 4. Performance testing tools - Benefits and risks of tool use - Tool selection and implementation
Testing Throughout the Software Development Lifecycle	15–20%	- Software development models • 1. Iterative/Incremental (Agile, DevOps) • 2. Sequential (Waterfall, V-model) - Maintenance testing - Test types • 1. Non-functional testing • 2. White-box testing • 3. Functional testing • 4. Change-related testing - Test levels • 1. Acceptance testing • 2. System testing • 3. Integration testing • 4. Component testing

Fundamentals of Testing	15–20%	- What is testing? • 1. Seven testing principles • 2. Testing vs debugging - Fundamental test process • 1. Planning, monitoring, control • 2. Analysis, design, implementation, execution • 3. Evaluation, reporting, closure - Why is testing necessary? • 1. Software defects, risks, and quality • 2. Testing's contribution to success - Psychology of testing - Testing terms and concepts • 1. Error, defect, failure, root cause • 2. Test objectives
Test Management	15–20%	- Test planning and estimation • 1. Entry and exit criteria • 2. Estimation techniques - Configuration management - Test monitoring and control • 1. Metrics and reporting - Defect management • 1. Defect reporting • 2. Defect lifecycle - Risk-based testing • 1. Risk analysis and mitigation • 2. Product and project risks

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ISTQB Certified Tester Foundation Level (CTFL v4.0) Sample Questions (Q22-Q27):

NEW QUESTION # 22
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 poor to recording the deviation?

- A. Report the incident as is without any further action

- B. Try to identify the code fragment causing the problem
- C. Send an email to the developer and not report the bug
- D. Try to recreate the incident before reporting

Answer: D

Explanation:
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 References: A Study Guide to the ISTQB Foundation Level 2018 Syllabus - Springer, Chapter 3, page 32-33.

NEW QUESTION # 23
In a two-hour uninterrupted test session, performed as part of an iteration on an Agile project, a heuristic checklist was used to help the tester focus on some specific usability issues of a web application.
The unscripted tests produced by the tester's experience during such session belong to which one of the following testing quadrants?

- A. Q3
- B. Q4
- C. Q2
- D. Q1

Answer: A

Explanation:
The unscripted tests produced by the tester's experience during the two-hour test session belong to the testing quadrant Q3. The testing quadrants are a classification of testing types based on two dimensions: the test objectives (whether the testing is focused on supporting the team or critiquing the product) and the test basis (whether the testing is based on the technology or the business). The testing quadrants are labeled as Q1, Q2, Q3, and Q4, and each quadrant represents a different testing perspective, such as unit testing, acceptance testing, usability testing, or performance testing. The testing quadrant Q3 corresponds to the testing types that have the objective of critiquing the product from the business perspective, such as exploratory testing, usability testing, user acceptance testing, alpha testing, beta testing, etc. Theunscripted tests performed by the tester in the given scenario are examples of exploratory testing and usability testing, as they are based on the tester's experience, intuition, and learning of the web application, and they focus on some specific usability issues, such as the user interface, the user satisfaction, the user feedback, etc. The other options are incorrect, because:
* The testing quadrant Q1 corresponds to the testing types that have the objective of supporting the team from the technology perspective, such as unit testing, component testing, integration testing, system testing, etc. These testing types are usually performed by developers or testers who have access to the source code, the design, the architecture, or the configuration of the software system, and they aim to verify the functionality, the quality, and the reliability of the software system at different levels of integration.
* The testing quadrant Q2 corresponds to the testing types that have the objective of supporting the team from the business perspective, such as functional testing, acceptance testing, story testing, scenario testing, etc. These testing types are usually performed by testers or customers who have access to the requirements, the specifications, the user stories, or the business processes of the software system, and they aim to validate that the software system meets the expectations and the needs of the users and the stakeholders.
* The testing quadrant Q4 corresponds to the testing types that have the objective of critiquing the product from the technology perspective, such as performance testing, security testing, reliability testing, compatibility testing, etc. These testing types are usually performed by testers or specialists who have access to the tools, the metrics, the standards, or the benchmarks of the software system, and they aim to evaluate the non-functional aspects of the software system, such as the efficiency, the security, the reliability, or the compatibility of the software system under different conditions or environments. References: ISTQB Certified Tester Foundation Level (CTFL) v4.0 sources and documents:
* ISTQB® Certified Tester Foundation Level Syllabus v4.0, Chapter 1.3.1, Testing in Software Development Lifecycles
* ISTQB® Glossary of Testing Terms v4.0, Testing Quadrant, Exploratory Testing, Usability Testing, Unit Testing, Component

Testing, Integration Testing, System Testing, Functional Testing, Acceptance Testing, Story Testing, Scenario Testing, Performance Testing, Security Testing, Reliability Testing, Compatibility Testing

NEW QUESTION # 24
Which of the following would be the LEAST likely to be used as the basis for a test exit criteria?

- A. Cost of testing performed so far
- B. Test schedules
- C. Confidence of testers in tested code
- D. Number of unfixed defects

Answer: B

Explanation:
Test exit criteria are the conditions or requirements that must be met before testing can be concluded. Test exit criteria are usually defined in the test plan and agreed by the stakeholders. Test exit criteria can be based on various factors, such as test coverage, defect status, quality level, risk level, etc. Test schedules would be the least likely to be used as the basis for test exit criteria, because test schedules are not directly related to the quality or performance of the software product, but rather to the time or resources allocated for testing. Test schedules can be used as the basis for test entry criteria, which are the conditions or requirements that must be met before testing can start. The other options are more likely to be used as the basis for test exit criteria. Cost of testing performed so far can be used as a basis for test exit criteria, because it can indicate the return on investment or the cost-benefit ratio of testing. Confidence of testers in tested code can be used as a basis for test exit criteria, because it can reflect the level of satisfaction or assurance of the testers about the quality or reliability of the software product. Number of unfixed defects can be used as a basis for test exit criteria, because it can indicate the level of risk or impact of the remaining defects on the software product. Verified References: A Study Guide to the ISTQB® Foundation Level 2018 Syllabus - Springer, page 13.

NEW QUESTION # 25
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. must be written in one of the two following formats: scenario-oriented or rule-oriented
- C. 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"
- D. are often documented following in rule-oriented format using the following template: "As a [role], I want [feature], so that I can [benefit]"

Answer: C

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 theso 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 # 26
Which of the following statements about the test pyramid is TRUE?

- A. The higher the layer of the test pyramid, the more production code a single automated test within the layer tends to cover
- B. The higher the layer of the test pyramid, the more isolated a single automated test within the layer tends to be.
- C. Each layer of the test pyramid groups tests related to a single non-functional quality charactenstic.
- D. The higher the layer of the test pyramid, the more maintainable a single automated test within the layer tends to be

Answer: A

Explanation:
The test pyramid concept suggests that there should be more low-level tests (unit tests) and fewer high-level tests (end-to-end tests).
* As we move higher up the pyramid (e.g., from unit tests to integration tests to end-to-end tests), each test covers more production code.
* Higher-level tests (like end-to-end) validate larger parts of the application, including multiple units and their interactions.
This aligns with the principle that higher-level tests provide broader coverage but are fewer in number and more expensive to run and maintain.

NEW QUESTION # 27
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