

# ISTQB-CTFL Latest Exam Pattern, Real ISTQB-CTFL Exam Questions

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## ISTQB CTFL Certification Exam Sample Questions

01. Which of the following is a project risk?

- a) Skill and staff shortages
- b) Poor software characteristics (e.g. usability)
- c) Failure-prone software delivered
- d) Possible reliability defect (bug) - answer:

a) Skill and staff shortages

02. Which of these tasks would you expect to be performed during the Test Analysis and Design phase of the Fundamental Test Process?

- a) Defining test objectives
- b) Reviewing the test basis
- c) Creating test suites from test procedures
- d) Analyzing lessons learned for process improvement - answerAnswer:

b) Reviewing the test basis

03. As a test manager, you are asked for a test summary report. Concerning test activities, and according to the IEEE 829 Standard, what should be the MOST important information to include in your report?

- a) The number of test cases executed and their results.
- b) An overview of the major testing activities, events and the status with respect to meeting goals
- c) Overall evaluation of each development work item
- d) Training taken by members of the test team to support the test effort - answerAnswer:

b) An overview of the major testing activities, events and the status with respect to meeting goals

04. Which of the following statements BEST describes non-functional testing?

- a) Non-functional testing is the process of testing an integrated system to verify that it meets specified requirements.
- b) Non-functional testing is the process of testing to determine system compliance with coding standards.

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## ISTQB Certified Tester Foundation Level (CTFL v4.0) Sample Questions (Q27-Q32):

### NEW QUESTION # 27

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. Use case based testing
- C. Boundary value analysis
- D. Equivalence class partitioning

### Answer: A

Explanation:

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 References: [A Study Guide to the ISTQB Foundation Level 2018 Syllabus - Springer], Chapter 4, page 34-46.

### NEW QUESTION # 28

Which of the following options cover the test types performed during typical system testing phase:

- I Usability
- II Requirements based scenarios
- III Testing parts of the code in isolation
- IV Correct order of parameters in API calls

- A. I, III
- B. II, IV
- **C. I, II**
- D. III, IV

**Answer: C**

Explanation:

System testing is a level of testing performed to evaluate the behavior and quality of a whole software product or system. System testing can include various types of testing, such as:

- I) Usability testing: A type of testing that evaluates how easy, efficient and satisfying it is to use the software product or system from the user's perspective.
- II) Requirements based scenarios testing: A type of testing that verifies that the software product or system meets its specified requirements or user stories by executing realistic scenarios or workflows. System testing does not include the following types of testing, as they are more suitable for lower levels of testing, such as unit testing or integration testing:
- III) Testing parts of the code in isolation: A type of testing that verifies the functionality and quality of individual software components or units by isolating them from other components or units.
- IV) Correct order of parameters in API calls: A type of testing that verifies the functionality and quality of software components or units that communicate with each other through application programming interfaces (APIs) by checking the correct order and format of parameters in API calls. Verified Reference: [A Study Guide to the ISTQB Foundation Level 2018 Syllabus - Springer], Chapter 2, page 20-21; Chapter 4, page 34-35.

### NEW QUESTION # 29

Which of the following statements is incorrect regarding the involvement of testers in the software development lifecycle (SDLC)?

- A. Testers' involvement is essential; developers find it difficult to be objective.
- B. Testers should be involved from the beginning of the SDLC to increase understanding of design decisions and detect defects early.
- C. Testers should contribute to all activities in the SDLC and participate in design discussions.
- **D. Testers should only be involved during the testing phase.**

**Answer: D**

Explanation:

Involving testers only during the testing phase is incorrect as per the ISTQB CTFL syllabus. Effective involvement of testers is crucial throughout the entire software development lifecycle (SDLC). This includes early stages such as requirement analysis and design, which allows testers to understand the design decisions and detect defects early. Early involvement helps in better understanding the project and ensures that quality is built into the product from the beginning. Furthermore, the ISTQB syllabus emphasizes the importance of testers contributing to all activities in the SDLC, including design discussions, to enhance defect detection and prevention.

### NEW QUESTION # 30

Scenario 1 "Happy Tomatoes" (used for questions 20-22):

An intelligent application for agricultural use incorporates temperature sensors located at different points of an enclosure. The sensors measure and record the temperature at regular intervals and extract the statistical values for these measurements. These values include the average daily temperature.

A new variety of tomatoes is currently being grown and the "World Organization for Happy Tomatoes" has established temperature ranges related to vegetative development.

When the system establishes that the average temperature is within a specific range, it emits a value that will be used to monitor and control the crop.

Temperature in degrees Celsius	ISTQB International Software Testing Qualifications Board	Output Values
Temperature detrimental to the crop (too cold)		$\leq 7 \rightarrow W$
Vegetative development standstill temperature		8-21 $\rightarrow X$
Ideal temperature for vegetative development		22-29 $\rightarrow Y$
Temperature detrimental to the crop (too hot)		$\geq 30 \rightarrow Z$

Using the equivalence partitioning technique, identify the set of input values that provides the HIGHEST coverage.

- A. {7,10,21,40}
- B. {8,10,25,40}
- C. {7,10,25,40}
- D. {7,10,25,29}

**Answer: D**

Explanation:

Comprehensive and Detailed In-Depth Explanation:

Equivalence partitioning (EP) divides input values into classes where test cases represent all possible values of each partition. The partitions in this scenario are:

$\leq 7$  (too cold  $\rightarrow W$ )

8-21 (standstill  $\rightarrow X$ )

22-29 (ideal  $\rightarrow Y$ )

$\geq 30$  (too hot  $\rightarrow Z$ )

Option C ({7,10,25,29}) covers all partitions by selecting representative values:

7  $\rightarrow$  Too cold (W)

10  $\rightarrow$  Standstill (X)

25  $\rightarrow$  Ideal (Y)

29  $\rightarrow$  Upper boundary of ideal (Y)

Other options do not cover all partitions adequately.

### NEW QUESTION # 31

Which one of the following statements correctly describes the term 'debugging'?

- A. There is no difference between debugging and testing.
- B. Debugging is a confirmation activity that checks whether fixes resolved defects.
- C. Debugging is the development activity that finds, analyses and fixes defects.
- D. Debugging is of no relevance in Agile development.

**Answer: C**

### NEW QUESTION # 32

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