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>> **CTFL-AcT Detailed Answers** <<

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## ISQI ISTQB Foundation Level - Acceptance Testing Sample Questions (Q42-Q47):

### NEW QUESTION # 42

Which of the following statements corresponds BEST to a UX requirement analysis activity?

- A. Security requirements are derived from usage scenarios.
- B. Personas are used to analyze products or solutions from competitors.
- **C. Environmental conditions such as light conditions are obtained from a task analysis.**
- D. User profiles are used to determine different levels of business knowledge.

**Answer: C**

Explanation:

UX (User Experience) requirement analysis involves studying the context in which users will interact with a system. This includes

analyzing:

Who the users are (personas/user profiles)

What tasks they perform (task analysis)

Where and how they perform them (environmental conditions)

Option D is correct because task analysis in UX encompasses understanding the user's physical and digital environment.

Environmental conditions (e.g., lighting, noise, interruptions) are important for designing accessible and effective interfaces.

Let's review other options:

A is partially correct but not fully aligned - personas describe user archetypes, not primarily competitor analysis.

B refers to user profiling but interprets it narrowly. Business knowledge is only one part of profiling.

C confuses security with UX. Security requirements often come from risk analysis, not usage scenarios.

D). Environmental conditions such as light conditions are obtained from a task analysis.

### NEW QUESTION # 43

On a project to develop an event booking platform, a review session is being conducted on acceptance test cases written in Gherkin's language. Consider the following test case:

1. GIVEN I am logged in on the event booking platform
  2. AND I have selected an event from the list displayed for the "live concert" category
  3. WHEN I click "Buy Tickets" button
  4. AND I enter "3" into "Ticket quantify" field
  5. AND I agree on terms and conditions
  6. THEN The system should display the checkout page
  7. AND I should provide my personal data for payment and ticket delivery
- Which of the following sentences MOST closely corresponds to a comment that could be made on this test case during the review?

- A. Line 3 refers to an element of the user interface which is to be avoided, line 4 the quantity should not be set and line 7 is an action and not a result
- **B. Line 3 refers to an element to the user interface, which is to be avoided and line 7 is an action and not a result**
- C. This test case is perfectly written
- D. The "When" part lacks an action to enter number of tickets request that is greater than the limit allowed per person

**Answer: B**

Explanation:

In Gherkin syntax (Given-When-Then), the purpose is to describe system behavior in a way that's understandable to all stakeholders. Test steps should focus on user intentions and observable results - not UI implementation details - to ensure maintainability and abstraction.

Line 3 ("click 'Buy Tickets' button") refers explicitly to a UI element, which should generally be avoided in acceptance tests. Instead, it could say "I request to buy tickets." Line 7 ("I should provide my personal data") is describing an action the user must take, not an outcome or result. In a Gherkin "Then" step, we expect an observable system response, not further user interaction.

Option C identifies both of these review concerns correctly.

Other options:

A includes an incorrect comment about line 4 ("quantity should not be set") - setting a value is acceptable.

B is false - the test case has reviewable issues.

D might be valid in a different context (e.g., boundary tests), but that's not a flaw in the existing scenario.

C). Line 3 refers to an element of the user interface, which is to be avoided and line 7 is an action and not a result

### NEW QUESTION # 44

Which one of the following statements regarding the graphical representation of business processes is true?

- A. Graphical representations of business processes must describe the complete workflow in detail, including alternative and error scenarios.
- B. Using decision tables in BPMN allows defining test conditions corresponding to the business rules under test.
- **C. For acceptance testing, graphical business process models should focus on the user workflows to be tested.**
- D. Business processes should be described graphically using the DMN standard and completed with decision tables.

**Answer: C**

Explanation:

Graphical representations of business processes, particularly using BPMN (Business Process Model and Notation), serve as a

bridge between business stakeholders and testers. These models help visualize the steps a user or system goes through, making it easier to derive test cases.

Option C is correct because acceptance testing aims to validate the system's behavior from the user or business perspective. Therefore, focusing on key user workflows (rather than exhaustive technical or exception paths) aligns with the purpose of acceptance testing: to ensure that the system meets agreed-upon business requirements.

Option A is incorrect because decision tables are part of DMN (Decision Model and Notation), not BPMN.

Option B is too rigid - not all alternative/error paths must be modeled in early acceptance testing unless they are critical to business rules.

Option D misapplies the standards - DMN is used to model business rules, not the complete business process.

C). For acceptance testing, graphical business process models should focus on the user workflows to be tested.

#### NEW QUESTION # 45

Which of the following sentences explains BEST how business process and business rule modeling can be used for ATDD?

- A. In an ATDD approach, business process/rule models must be created before the project starts.
- B. In an ATDD approach, business process models replace acceptance criteria.
- C. In an ATDD approach, process models are created for initial test design but are not maintained afterwards.
- **D. In an ATDD approach, testers use business process and business rule models to generate acceptance tests.**

**Answer: D**

Explanation:

Acceptance Test-Driven Development (ATDD) is a collaborative approach in which acceptance criteria are defined early, often before implementation starts. Business process models (e.g., BPMN) and business rule models (e.g., DMN) are essential tools to formalize how the system should behave under various conditions.

In ATDD, these models provide a structured representation of system workflows and decision logic, which can then be used by testers and stakeholders to derive or generate acceptance tests. This ensures that testing is aligned with actual business processes and requirements.

Option C is correct because it aligns with the purpose of ATDD: to use business models as a foundation for deriving acceptance tests in collaboration with business analysts, testers, and developers.

Other options:

A is incorrect - models are created as part of the project, not necessarily before it starts.

B is incorrect - models support and clarify acceptance criteria; they do not replace them.

D is incorrect - models are maintained as living documentation, especially in agile and iterative approaches.

C). In an ATDD approach, testers use business process and business rule models to generate acceptance tests.

#### NEW QUESTION # 46

The project team is currently facing a difficult situation originating from their difficulty in envisioning the future and the necessary steps to reach it together with a certain loss of motivation due to a strong feeling of stagnation. You try to unlock the situation by proposing a workshop. Which one would fit the best?

- A. You visualize all remaining major milestones of the project, starting with today and ending with project release. Then, you ask the team to identify and discuss the necessary actions to move forward from the present situation and to reach the milestones.
- B. You ask two volunteers to play a part in front of the team. One will try to defend the project and propose positive arguments and ways forward. The other will do the opposite. You then recapitulate the major arguments of both sides and debate them openly with the team.
- **C. You draw a staircase with 11 steps, each of them representing a major milestone of the project. The bottom of the stairs corresponds to the first day of the project and the upper step means that the project is released. You locate the present situation in the middle of the stairs. The team is asked to identify and discuss the major steps down and up.**
- D. You organize a day out with challenging physical exercises practiced in teams followed by an afterwork dinner and drink. After all, nothing is best for motivation than hard times together, strong common objectives and a promise of good time.

**Answer: C**

Explanation:

In situations where a team is demotivated or struggling with vision and direction, it's effective to use visualization workshops that help the team reflect on progress and visualize a path forward.

Option B describes a metaphorical workshop using a staircase to represent the project's journey - this is known as the "Stairway

