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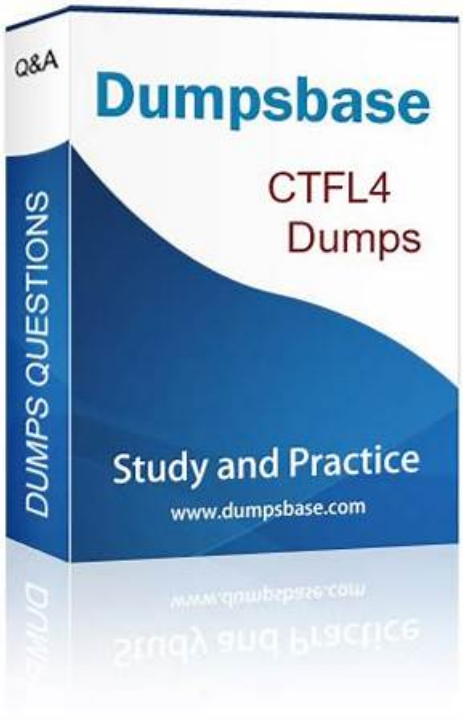

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BCS CTFL4 Exam Syllabus Topics:

Topic	Details
Topic 1	• Managing the Test Activities: This topic explains how to plan tests in general, monitor and control test activities, and report defects in a clear and understandable way.
Topic 2	• Testing Throughout the Software Development Lifecycle: This topic explains how testing is incorporated into different development approaches. It also focuses on the concepts of test-first approaches.
Topic 3	• Test Tools: The topic discusses classification of tools. It also focuses on the risks and benefits of test automation.
Topic 4	• Test Analysis and Design: It focuses on black-box and the collaboration-based test approach.
Topic 5	• Fundamentals of Testing: It discusses the basic principles related to testing. The topic evaluates your understandings about the test process.

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BCS ISTQB Certified Tester Foundation Level CTFL 4.0 Sample Questions (Q79-Q84):

NEW QUESTION # 79
The tests at the bottom layer of the test pyramid:

- A. cover larger pieces of functionalities than the tests at the top layer of the pyramid
- B. are defined as 'Ul Tests' or 'End-To-End tests' in the different models of the pyramid
- C. run faster than the tests at the top layer of the pyramid
- D. are unscripted tests produced by experience-based test techniques

Answer: C

Explanation:
The tests at the bottom layer of the test pyramid run faster than the tests at the top layer of the pyramid because they are more focused, isolated, and atomic. They usuallytest individual units or components of the software system, such as classes, methods, or functions. They are also easier to maintain and execute, as they have fewer dependencies and interactions with other parts of the system. The tests at the top layer of the test pyramid, on the other hand, are slower because they cover larger pieces of functionalities, such as user interfaces, workflows, or end-to-end scenarios. They also have more dependencies and interactions with other systems, such as databases, networks, or external services. They are more complex and costly to maintain and execute, as they require more setup and teardown procedures, test data, and test environments. References:
ISTQB Certified Tester Foundation Level (CTFL) v4.0 sources and documents:
* ISTQB Certified Tester Foundation Level Syllabus v4.0, Chapter 3.2.1, Test Pyramid1
* ISTQB Glossary of Testing Terms v4.0, Test Pyramid2

NEW QUESTION # 80
A state transition diagram describes a control system's behavior in different operational modes. The initial state is"NORMAL MODE".
Which ONE of the following test cases covers anINVALID sequence?

- A. NORMAL MODE # DIAGNOSTIC MODE # NORMAL MODE # DIAGNOSTIC MODE # EMERGENCY MODE # DIAGNOSTIC MODE # NORMAL MODE
- B. NORMAL MODE # DIAGNOSTIC MODE # DEGRADED MODE # EMERGENCY MODE # DIAGNOSTIC MODE # NORMAL MODE # DEGRADED MODE
- C. NORMAL MODE # DIAGNOSTIC MODE # DEGRADED MODE # EMERGENCY MODE # DIAGNOSTIC MODE # NORMAL MODE # DIAGNOSTIC MODE
- D. NORMAL MODE # DEGRADED MODE # NORMAL MODE # DIAGNOSTIC MODE # DEGRADED MODE # EMERGENCY MODE # DIAGNOSTIC MODE

Answer: A

Explanation:
Comprehensive and Detailed In-Depth Explanation:State transition testing validatesvalid and invalid state transitionsbased on defined rules.
* D is invalidbecause it transitionsfrom DIAGNOSTIC MODE directly to EMERGENCY MODE, which isnot a valid state changein most systems.
* Other options follow valid sequences according tostate transition rules.

NEW QUESTION # 81
Which of the following is not an example of a typical generic skill required for testing?

- A. Be able to apply test-driven development
- B. Be able to communicate defects and failures to developers as objectively as possible
- C. Be able to use test management tools and defect tracking tools
- D. Possess the necessary social skills that support effective teamwork

Answer: A

Explanation:
Test-driven development is not an example of a typical generic skill required for testing, but rather an example of a specific technical skill or a development practice that may or may not be relevant for testing, depending on the context and the objectives of the testing activities. Test-driven development is an approach to software development and testing, in which the developers write automated unit tests before writing the source code, and then refactor the code until the tests pass. Test-driven development can help to improve the quality, the design, and the maintainability of the code, as well as to provide fast feedback and guidance for the developers. However, test-driven development is not a skill that is generally expected or needed for testers, especially for testers who are not involved in unit testing or who do not have access to the source code. The other options are examples of typical generic skills required for testing, which are skills that are applicable and beneficial for testing in any context or situation, regardless of the specific testing techniques, tools, or methods used. The typical generic skills required for testing include:
Be able to use test management tools and defect tracking tools: These are tools that help testers to plan, organize, monitor, and control the testing activities and resources, as well as to record, track, analyze, and resolve the defects detected during testing. These tools can improve the efficiency, the effectiveness, and the communication of the testing process, as well as to provide traceability, metrics, and reports for the testing outcomes.
Be able to communicate defects and failures to developers as objectively as possible: This is a skill that involves the ability to report and describe the defects and failures found during testing in a clear, concise, accurate, and unbiased manner, using relevant information, evidence, and terminology, without making assumptions, judgments, or accusations. This skill can facilitate the collaboration, the understanding, and the resolution of the defects and failures between the testers and the developers, as well as to prevent conflicts, misunderstandings, or blame games.
Possess the necessary social skills that support effective teamwork: These are skills that involve the ability to interact, cooperate, and coordinate with other people involved in or affected by the testing activities, such as the test manager, the test team, the project manager, the developers, the customers, the users, etc. These skills can include communication, negotiation, leadership, motivation, feedback, conflict resolution, etc. These skills can enhance the quality, the productivity, and the satisfaction of the testing process, as well as to foster a positive and constructive testing culture. Reference: ISTQB Certified Tester Foundation Level (CTFL) v4.0 sources and documents:
ISTQB Certified Tester Foundation Level Syllabus v4.0, Chapter 1.1.1, Testing and the Software Development Lifecycle ISTQB Certified Tester Foundation Level Syllabus v4.0, Chapter 1.1.2, Testing and Quality ISTQB Certified Tester Foundation Level Syllabus v4.0, Chapter 1.2.1, Testing Principles ISTQB Certified Tester Foundation Level Syllabus v4.0, Chapter 1.2.2, Testing Policies, Strategies, and Test Approaches ISTQB Glossary of Testing Terms v4.0, Test-driven Development, Test Management Tool, Defect Tracking Tool, Defect Report, Failure, Social Skill2

NEW QUESTION # 82
Which TWO of the following are benefits of continuous integration?
I . Allows earlier detection and easier root cause analysis of integration problems and conflicting changes.
II . Removes the need for manual test analysis, design and execution.
Hi. Removes the dependency on automated regression packs when integrating larger systems, or components.
iv . Gives the development team regular feedback on whether the code is working.
Select the correct answer:

- A. iii and iv
- B. i and ii
- C. i and iii
- D. i and iv

Answer: D

Explanation:
The benefits of continuous integration include: i. Allows earlier detection and easier root cause analysis of integration problems and conflicting changes. iv . Gives the development team regular feedback on whether the code is working. These benefits help in maintaining the stability and quality of the codebase by integrating and testing changes frequently and providing quick feedback to

developers.

NEW QUESTION # 83
Which of the following s the most correct statement about state testing techniques?

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

Answer: A

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 # 84
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