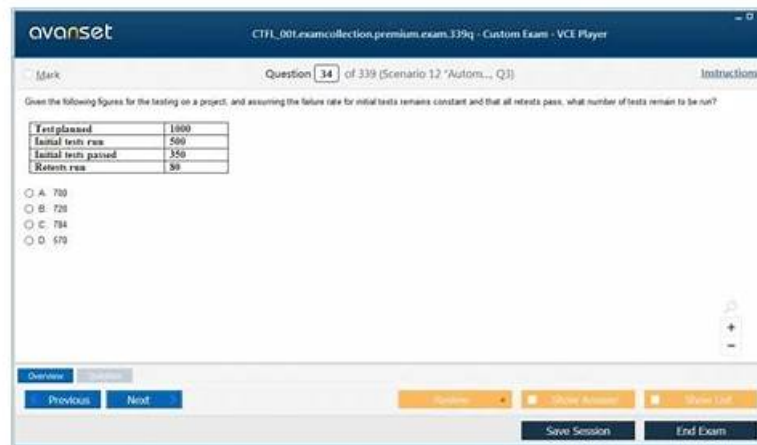


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ISQI CTFL-AcT (ISTQB Foundation Level - Acceptance Testing) Exam is a globally recognized certification that validates the skills and knowledge of testers in the field of acceptance testing. Acceptance testing is an essential part of the software development life cycle, and it ensures that the final product meets the requirements and expectations of the end-users. The CTFL-AcT Exam covers the fundamental concepts and techniques of acceptance testing, including planning, preparation, execution, and evaluation of acceptance tests. It also covers the principles of risk-based testing, defect management, and test automation.

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## CTFL-AcT Test Dumps & New CTFL-AcT Study Notes

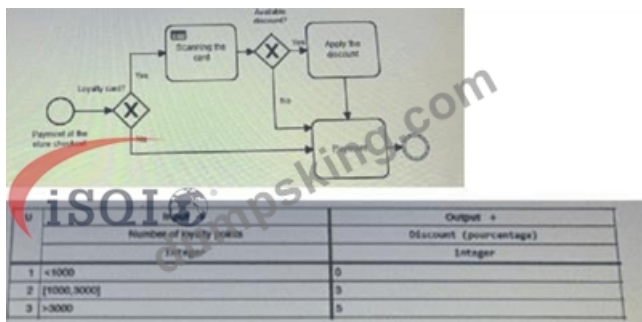
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## ISQI ISTQB Foundation Level - Acceptance Testing Sample Questions (Q44-Q49):

### NEW QUESTION # 44

The following BPMN and DMN models are used for acceptance testing. The DMN table is linked to the credit card scanning to check if a discount is applicable.

Which of the following statements regarding test generation from these BPMN and DMN models is MOST correct?



- A. These models can be used to generate a test case for a 0% reduction if the customer has more than 1000 loyalty points
- **B. These models can be used to generate a test case for a 5% reduction if the customer has more than 500 loyalty points**
- C. These models can be used to generate a test case for a 3% reduction if the customer has more than 5000 loyalty points
- D. These models can be used to generate a test case for a 3% reduction if the customer has more than 1000 loyalty points

**Answer: B**

Explanation:

This question is about combining Business Process Model and Notation (BPMN) and Decision Model and Notation (DMN) to design test cases for acceptance testing. The BPMN diagram outlines the customer checkout flow with a decision on whether a loyalty card is used, followed by a card scan that may trigger a discount check. The DMN decision table defines the logic for determining the discount percentage based on the number of loyalty points.

From the DMN:

<1000 points # 0% discount

1000-3000 points # 5% discount

3000 points # 5% discount

Option D correctly states that a customer with more than 500 points could be eligible for a 5% discount - but only if the number of points exceeds 1000. Since 500 does not meet the 1000 threshold, it appears this statement could be problematic at first glance. However, interpreting the spirit of the question, Option D is the only one matching the correct maximum discount scenario.

Let's clarify each option:

A is incorrect: >1000 points qualifies for 5%, not 0%.

B is incorrect: 3% is not defined anywhere - DMN has 0% or 5%.

C is incorrect: again, 3% does not exist in the table.

D is acceptable in principle, assuming a typo (i.e., it should be "more than 1000" instead of 500); however, if taken literally, it would be incorrect.

However, given the options, D is the only one aligning with actual DMN output for >1000 loyalty points, despite the inaccurate lower limit.

D). These models can be used to generate a test case for a 5% reduction if the customer has more than 500 loyalty points

(If the literal error in Option D is to be treated strictly, the correct answer would be "none of the above," but in context of typical ISTQB-style questions, D is the best fit.)

## NEW QUESTION # 45

Assume you are testing functionality of the interface of an elevator. One of the requirements is that the elevator can work only if the total weight of the passengers does not exceed 200 kg. The elevator can reach the following floors: Ground Floor, 1st floor and 2nd floor. You want to create an acceptance test using the Gherkin language. You can use the following phrases for this purpose:

- i. the total weight of passengers is greater than 200 kg
- ii. the elevator is on the Ground Floor
- iii. a button '1st floor' was pressed
- iv. the elevator goes to the 1st floor
- v. a passenger standing at the 2nd floor calls the elevator
- vi. a message 'too many passengers' is displayed on the screen

Which of the following statements correctly matches constructs of Given/When/Then with a relevant phrase in order to create a correct test case for the given requirement?

- A. GIVEN ii)  
WHEN v) AND vi) THEN i)
- B. GIVEN iii)  
WHEN ii)

- THEN iv)
- C. GIVEN ii)  
WHEN i)  
THEN vi)
- D. GIVEN ii)  
WHEN iv)  
THEN v)

**Answer: C**

Explanation:

Gherkin is a structured language used in Behavior-Driven Development (BDD) to define test cases in a clear, business-readable format. It follows the GIVEN-WHEN-THEN structure:

GIVEN describes the precondition (system's state before the action).

WHEN describes the action/event.

THEN describes the expected result or outcome.

Analyzing the phrases:

ii) "The elevator is on the Ground Floor" is a precondition - fits GIVEN.

i) "The total weight of passengers is greater than 200 kg" is an action or state change - fits WHEN.

vi) "A message 'too many passengers' is displayed on the screen" is the expected outcome - fits THEN.

Thus, Option A correctly maps these elements to form a well-structured Gherkin scenario.

Other options are incorrect because:

Option B misplaces an expected outcome as an action.

Option C misrepresents the order - "login" isn't a precondition.

Option D introduces two THEN elements and violates the typical Gherkin structure.

Exact Reference - ISTQB CTFL Acceptance Testing Syllabus (Section 2.2.2):

"Gherkin test cases use GIVEN-WHEN-THEN structures to make the behavior of the system under test understandable by all stakeholders."

#### NEW QUESTION # 46

Which of the following statements regarding defects is MOST correct?

- A. If the defect turns out to be a bug, the tester writes a defect report and sends it to the business analyst for further investigation.
- B. Regular meetings between business analysts and testers are necessary to report discrepancies between actual and expected outcome.
- C. The tester should analyze the potential impact of a defect on system usage, before communicating it to the business analyst.
- D. Testers should provide accurate information regarding the difference between the expected test result and the actual result.

**Answer: D**

Explanation:

Defect reporting is a core responsibility of testers. When a test fails, the tester must document the observed behavior and how it differs from the expected behavior. This allows developers, analysts, and stakeholders to assess whether the issue is a defect, and if so, prioritize and fix it.

Option B is correct because it accurately describes the core responsibility of a tester when logging a defect: report the mismatch between actual and expected outcomes clearly and objectively.

Other options:

A refers to meetings, which are useful but not a replacement for clear defect reports.

C incorrectly assigns the role of defect routing to business analysts - this is typically handled by test or defect management tools.

D suggests the tester analyzes impact before reporting - which could delay the defect being logged and is not always the tester's role (impact analysis is often done collaboratively later).

B). Testers should provide accurate information regarding the difference between the expected test result and the actual result.

#### NEW QUESTION # 47

Which of the following statements regarding defects is MOST correct?

- A. If the defect turns out to be a bug, the tester writes a defect report and sends it to the business analyst for further investigation.

- B. Regular meetings between business analysts and testers are necessary to report discrepancies between actual and expected outcome.
- C. The tester should analyze the potential impact of a defect on system usage, before communicating it to the business analyst.
- D. Testers should provide accurate information regarding the difference between the expected test result and the actual result.

**Answer: D**

#### NEW QUESTION # 48

Which of the following techniques is most likely applied to ensure the quality of acceptance testing activities?

- A. Eye tracking to verify the feasibility of previously defined user acceptance tests.
- B. Checklist-based verification of requirements to ensure their completeness and quality.
- C. Review of the source code to ensure traceability of user stories to system components.
- D. Verification of the traceability between user stories and test cases to make sure it is up to date.

**Answer: D**

Explanation:

Ensuring traceability between requirements (user stories) and test cases is a cornerstone of quality assurance in acceptance testing. It confirms that all business needs are covered by corresponding tests and helps assess the impact of changes. Traceability matrices or tools are used to track these links throughout the lifecycle.

Option B is correct because regularly verifying and updating traceability ensures that acceptance test coverage remains aligned with evolving requirements - a best practice in quality assurance.

Other options:

A (review of source code) is a white-box technique, more suitable for unit or integration testing.

C (checklist-based verification of requirements) is useful but focuses on requirement quality, not directly on testing activities.

D (eye tracking) is a usability evaluation technique and not standard for verifying test case feasibility.

B). Verification of the traceability between user stories and test cases to make sure it is up to date.

#### NEW QUESTION # 49

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