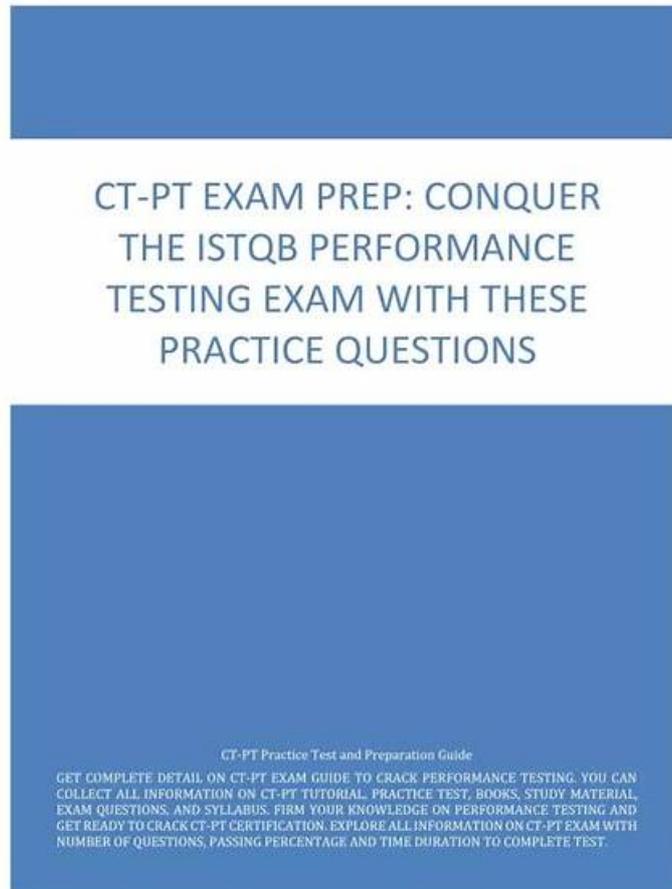


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ISTQB CT-PT Exam Syllabus Topics:

Topic	Details
Topic 1	<ul style="list-style-type: none">• Common Failures in Performance Testing and Their Causes: This section of the exam measures the skills of Performance Engineers and outlines frequent failure modes, including slow responses at various load levels, degraded performance over time, and system crashes under peak conditions. It provides examples of underlying causes such as resource leaks, insufficient capacity, and poor handling of spikes or concurrency, illustrating why robust planning and monitoring are crucial for reliable performance.
Topic 2	<ul style="list-style-type: none">• Testing Types in Performance Testing: This section of the exam introduces the distinction between static and dynamic performance testing. It shows how reviews of requirements, architecture, and code can identify risks before coding is complete, and how runtime checks of resource utilization and response times reveal issues that only appear when the system is in operation.

Topic 3	<ul style="list-style-type: none"> • The Concept of Load Generation: This section of the exam measures the skills of Software Test Analysts and discusses how representative loads are modeled and produced to simulate user or process behavior. It explores methods such as user interface inputs, crowdsourcing, API-based calls, or protocol capture and playback, emphasizing the need for repeatable loads that accurately reflect real-world conditions.
Topic 4	<ul style="list-style-type: none"> • Types of Performance Testing: This section of the exam measures the skills of Software Test Analysts and covers various approaches such as load, stress, scalability, spike, endurance, concurrency, and capacity testing. It explains how each type evaluates system behavior under different conditions, helping testers and stakeholders understand how the system handles both expected and extreme usage scenarios.

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ISTQB Certified Tester - Performance Testing Sample Questions (Q37-Q42):

NEW QUESTION # 37

Which of the following is considered a common database protocol?

- A. JUNIT
- B. ODBC
- C. SMP
- D. MMS

Answer: B

Explanation:

ODBC (Open Database Connectivity) is a standard database protocol that enables applications to connect to and interact with databases regardless of vendor specifications.

Option B (JUNIT) is a unit testing framework, not a database protocol.

Option C (SMP - Symmetric Multiprocessing) relates to CPU architecture, not databases.

Option D (MMS - Multimedia Messaging Service) is related to mobile messaging, not database communication.

NEW QUESTION # 38

Which of the following should be a key part of your test acceptance criteria in your performance test plan?

- A. Documenting previously baselined performance metrics in order to compare these to the new performance measurements
- B. Describing the system under test in order to provide context to the metrics
- C. Highlighting any technical differences in the hardware between the test environment and the production environment
- D. Convincing technical and business stakeholders to provide realistic performance goals for the regional servers

Answer: C

Explanation:

One of the most critical test acceptance criteria in performance testing is to ensure that the hardware in the test environment is comparable to production. Differences in CPU, memory, disk I/O, or network infrastructure can distort performance results.

Option A (Convincing stakeholders to set goals) is a planning activity, not an acceptance criterion.

Option B (Describing the system under test) is important but does not directly affect test acceptance.

Option D (Comparing baselined metrics) is useful, but without a comparable test environment, baseline metrics may be misleading.

NEW QUESTION # 39

What challenge must be considered when using crowds to emulate load generation?

- A. The load generation method is less sensitive to changes in the III.
- **B. The load generation will be difficult to reproduce.**
- C. This technique is more precise than other methods of load generation.
- D. This type of load generation is more suitable for mainframe applications.

Answer: B

Explanation:

Crowd-based load generation involves using distributed users (e.g., cloud-based testers or real users). The main challenge is that the load generation can be difficult to reproduce consistently due to variations in network conditions, device types, and user behavior.

Option B is incorrect because load generation methods should adapt to system changes.

Option C is incorrect since mainframe applications typically do not rely on crowd-based testing.

Option D is incorrect because crowd-sourced load testing is generally less precise than scripted load testing.

NEW QUESTION # 40

Which of the following is typically the result of oversaturation of system resources during performance testing?

- A. Response time will gradually improve over a period of time.
- **B. Response time will be slow under significant load levels.**
- C. Error logging will decrease.
- D. The size of the database will gradually decrease.

Answer: B

Explanation:

When system resources (e.g., CPU, RAM, I/O) are oversaturated, the system becomes overloaded, leading to increased response times and poor application performance.

Option A (Gradual improvement of response time) is incorrect because performance degrades under heavy load.

Option C (Error logging decreases) is unlikely; in most cases, errors increase when systems reach their limits.

Option D (Database size decreases) is unrelated to performance saturation.

NEW QUESTION # 41

Which of the following is a key challenge when testing applications in a cloud environment?

- A. Test execution speed being too high
- B. Lack of user behavior simulation tools
- **C. Limited ability to control test execution timing**
- D. Inability to generate significant load

Answer: C

Explanation:

One of the biggest challenges of cloud-based performance testing is the lack of control over test execution timing due to shared cloud resources. Cloud environments dynamically allocate computing power, meaning that test execution may vary due to background processes, VM migrations, or auto-scaling events.

Option B (Inability to generate load) is incorrect because cloud platforms can scale up resources to generate high loads.

Option C (Lack of behavior simulation tools) is incorrect because cloud providers offer robust testing tools.

Option D (Test execution speed being too high) is not a valid performance testing challenge.

NEW QUESTION # 42

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