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ISQI ISTQB Certified Tester Foundation Level (CTFL) v4.0 Sample Questions (Q103-Q108):

NEW QUESTION # 103

A company wants to reward each of its salespeople with an annual bonus that represents the sum of all the bonuses accumulated for every single sale made by that salesperson. The bonus for a single sale can take on the following four values: 3%, 5%, 7% and 10% (the percentage refers to the amount of the single sale).

These values are determined on the basis of the type of customer (classified as "Basic" or "Premium") to which such sale was made, and on the amount of such sale classified into the following three groups G1, G2 and G3:

- * [G1]: less than 300 euros
- * [G2]: between 300 and 2000 euros
- * [G3]: greater than 2000 euros

Which of the following is the minimum number of test cases needed to cover the full decision table associated with this scenario?

- A. 0
- B. 1
- C. 2
- D. 3

Answer: C

Explanation:

The minimum number of test cases needed to cover the full decision table associated with this scenario is 6.

This is because the decision table has 4 conditions (type of customer and amount of sale) and 4 actions (bonus percentage). The conditions have 2 possible values each (Basic or Premium, and G1, G2 or G3), so the total number of combinations is $2 \times 2 \times 2 \times 2 = 16$. However, not all combinations are valid, as some of them are contradictory or impossible. For example, a sale cannot be both less than 300 euros and greater than 2000 euros at the same time. Therefore, we need to eliminate the invalid combinations and keep only the valid ones. The valid combinations are:

Type of customer

Amount of sale

Bonus percentage

Basic

G1

3%

Basic

G2

5%

Basic

G3

7%

Premium

G1

5%

Premium

G2

7%

Premium

G3

10%

These 6 combinations cover all the possible values of the conditions and actions, and they are the minimum number of test cases needed to cover the full decision table.

References: ISTQB Certified Tester Foundation Level (CTFL) v4.0 sources and documents,

NEW QUESTION # 104

Use Scenario 1 "Happy Tomatoes" (from the previous question).

Using the Boundary Value Analysis (BVA) technique (in its two-point variant), identify the set of input values that provides the HIGHEST coverage.

- A. **{7,8,21,22,29,30}**
- B. {6,7,21,22,29,30}
- C. {6,7,8,21,22,29,31}
- D. {7,8,22,23,29,30}

Answer: A

Explanation:

Boundary Value Analysis (BVA) focuses on test cases at the edges of partitions because defects often occur at boundaries. The temperature ranges are:

* #7 (Too cold # W)

* [8-21] (Standstill # X)

* [22-29] (Ideal # Y)

* #30 (Too hot # Z)

A two-point BVA means testing both the lower and upper boundary values of each partition. The correct selection {7,8,21,22,29,30} includes:

- * 7 # Boundary of Too Cold (W)
- * 8 # Lower boundary of Standstill (X)
- * 21 # Upper boundary of Standstill (X)
- * 22 # Lower boundary of Ideal (Y)
- * 29 # Upper boundary of Ideal (Y)
- * 30 # Lower boundary of Too Hot (Z)

This ensures maximum boundary coverage.

NEW QUESTION # 105

A software company decides to invest in reviews of various types. The thought process they have is that each artifact needs to be reviewed using only one of the review methods depending on the criticality of the artifact.

- A. The thought process is correct. The whole company should decide on the review method based on their CMM level.
- B. The thought process is incorrect. The whole company should adopt same standard for review of all artifacts.
- C. The thought process is correct. It wastes time to review same artifact using efferent review methods
- D. **The thought process is incorrect. Same artifact can be reviewed using different review methods**

Answer: D

Explanation:

The thought process of the software company is incorrect, because it assumes that each artifact can be reviewed using only one review method, and that the review method depends solely on the criticality of the artifact. This is a simplistic and rigid approach that does not consider the benefits and limitations of different review methods, the context and purpose of the review, and the feedback and improvement opportunities that can be gained from multiple reviews. According to the CTFL 4.0 Syllabus, the selection of review methods should be based on several factors, such as the type and level of detail of the artifact, the availability and competence of the reviewers, the time and budget constraints, the expected defects and risks, and the desired outcomes and quality criteria. Moreover, the same artifact can be reviewed using different review methods at different stages of the development lifecycle, to ensure that the artifact meets the changing requirements, standards, and expectations of the stakeholders. For example, a requirement specification can be reviewed using an informal review method, such as a walkthrough, to get an initial feedback from the users and developers, and then using a formal review method, such as an inspection, to verify the completeness, correctness, and consistency of the specification. Therefore, the software company should adopt a more flexible and context-sensitive approach to selecting and applying review methods for different artifacts, rather than following a fixed and arbitrary rule. Reference = CTFL 4.0 Syllabus, Section 3.2.1, page 31-32; Section 3.2.2, page 33-34; Section 3.2.3, page 35-36.

NEW QUESTION # 106

Which ONE of the following options identifies the perspectives through which a collective authorship process generates a shared vision of user stories?

- A. Business, architecture, and testing
- B. Business, development, and acceptance testing
- C. Product owner, development, and testing
- D. **Business, development, and testing**

Answer: D

Explanation:

Business, development, and testing (C) are the three key perspectives in agile user story refinement:

- * Business (Product Owner, Stakeholders)- Ensures the story aligns with user needs and business goals.
- * Development (Developers)- Provides insights on feasibility and technical constraints.
- * Testing (Testers, QA)- Ensures testability, acceptance criteria, and risk identification.
- * (A) is incorrect because the product owner is part of business stakeholders.
- * (B) is incorrect because architecture is part of development, but not the primary driver of user stories.
- * (D) is incorrect because acceptance testing is a process, not a stakeholder group.

Across-functional team collaboration ensures well-defined, testable, and feasible user stories.

NEW QUESTION # 107

Consider the following user story about the authentication functionality of an e-commerce website:

"As a logged-in user, I want to change my current password with a new one, so that I can make my account safer".

The following are some of the acceptance criteria defined for the user story:

- [a] After the logged-in user has successfully changed his password, an email confirming the change must be sent to him
- [b] To successfully change the password, the logged-in user must enter the current password, enter a new valid password, and finally confirm by pressing the 'Change Password' button
- [c] To be valid, the new password entered by the logged-in user is not only required to meet the criteria related to the length and type of characters, but must also be different from the last 5 passwords of that user
- [d] A dedicated error message must be presented to the logged-in user when he enters a wrong current password
- [e] A dedicated error message must be presented to the logged-in user when he enters the correct current password, but enters an invalid password

Based only on the given information, which of the following ATDD tests is most likely to be written first?

- A. The logged-in user enters a wrong current password and views the dedicated error message
- B. The logged-in user enters the correct current password, enters a valid new password (different from the last 5 passwords), presses the 'Change Password' button, and finally receives the e-mail confirming that the password has been successfully changed
- C. The logged-in user enters the correct current password, enters an invalid password, and finally views the dedicated error message
- D. The logged-in user submits a purchase order containing ten items, selects to pay with a Visa credit card, enters credit card information of a valid card, presses the 'Confirm' button, and finally views the dedicated message confirming that the purchase has been successful

Answer: B

Explanation:

ATDD stands for Acceptance Test-Driven Development, which is a collaborative approach to software development and testing, in which the acceptance criteria of a user story are defined and automated as executable tests before the implementation of the software system. ATDD tests are usually written in a Given-When-Then format, which describes the preconditions, the actions, and the expected outcomes of a test scenario. ATDD tests are intended to verify that the software system meets the expectations and the needs of the users and the stakeholders, as well as to provide feedback and guidance for the developers and the testers. Based on the given information, the ATDD test that is most likely to be written first is the one that corresponds to option B, which is:

Given the logged-in user is on the Change Password page. When the user enters the correct current password, enters a valid new password (different from the last 5 passwords), and presses the Change Password button. Then the user receives an email confirming that the password has been successfully changed. This ATDD test is most likely to be written first, because it covers the main functionality and the happy path of the user story, as well as the most important acceptance criterion [a]. It also verifies that the user can change the password with a valid new password that meets the criteria related to the length, the type of characters, and the history of the passwords, as specified in the acceptance criterion [c]. The other options are not likely to be written first, because they either cover less critical or less frequent scenarios, such as entering a wrong current password [d] or an invalid new password [e], or they are not related to the user story or the acceptance criteria at all, such as submitting a purchase order [d]. Reference: ISTQB Certified Tester Foundation Level (CTFL) v4.0 sources and documents:

ISTQB® Certified Tester Foundation Level Syllabus v4.0, Chapter 1.3.1, Testing in Software Development Lifecycles1 ISTQB® Glossary of Testing Terms v4.0, Acceptance Test-Driven Development, User Story, Acceptance Criterion, Given-When-Then2

NEW QUESTION # 108

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