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ISQI ISTQB Certified Tester Foundation Level (CTFL) v4.0 Sample Questions (Q186-Q191):

NEW QUESTION # 186

Consider an estimation session where a six-member Agile team (Memb1, ..., Memb6) is performing a planning poker session to estimate a user story (in story points). Team members are using a set of cards with the following values: 1, 2, 3, 5, 8, 13, 21. Below is the outcome produced by the first round of estimation for this session:

Memb1 = 3 Memb4 = 21	Memb2 = 3 Memb5 = 3	ISQI® Memb3 = 3 Memb6 = 1
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Which of the following answers best describes how the estimation session should proceed?

- A. The final estimate of the user story in story points is determined as the arithmetic mean of all the estimates made by the team members during this first round, without the need to perform further rounds of estimation
- B. The final estimation of the user story in story points is determined as the most frequent estimate value among those selected by the team members (in this case 3 story points chosen by Memb1, Memb2, Memb3, Memb5) during this first round, without the need to perform further rounds of estimation
- C. The final estimate of the user story in story points is determined as the arithmetic mean of the most optimistic estimate (chosen by Memb6) and the most pessimistic estimate (chosen by Memb4) during this first round, without the need to perform further rounds of estimation
- D. Memb4 and Memb6, which have produced the most pessimistic and the most optimistic estimates respectively, should explain the reasons of their choices to stimulate a discussion between all team members before to proceed to another round of estimation

Answer: D

Explanation:

In Agile estimation sessions, particularly during Planning Poker, the goal is to reach a consensus on the effort required for a user story. The process encourages discussion and collaboration among team members to understand the story's requirements and complexities fully. Here's a breakdown of the options and why D is the correct choice:

Option A: Calculating the arithmetic mean of all estimates.

* This method is straightforward but does not facilitate team discussion or consensus-building. It merely averages out the estimates without addressing the reasons behind the varying estimates. Thus, important insights and understanding of the task complexity might be missed.

Option B: Selecting the most frequent estimate value.

* While this approach acknowledges the majority's opinion, it ignores the minority views, which might highlight significant aspects of the story that need consideration. It doesn't ensure that all perspectives are considered and discussed.

Option C: Calculating the mean of the most optimistic and pessimistic estimates.

* This approach considers the extremes but again lacks the team discussion and consensus aspect. It also assumes that the extreme values alone can balance out the estimate, which might not always capture the true complexity or simplicity of the task.

Option D: Discussing the most pessimistic and optimistic estimates.

* This approach fosters team collaboration and understanding. Memb4 and Memb6 explain their reasoning for the highest and lowest estimates, respectively, which can reveal different perspectives on the task's complexity. This discussion helps the team align their understanding and often leads to a more accurate and agreed-upon estimate in subsequent rounds.

In conclusion, the main goal of Agile estimation techniques like Planning Poker is to encourage team communication and collaboration to ensure that all aspects of the user story are considered. Option D best aligns with this goal by promoting discussion and consensus.

NEW QUESTION # 187

Following a risk-based testing approach you have designed 10 tests to cover a product risk with a high-risk level. You want to estimate, adopting the three-point test estimation technique, the test effort required to reduce the risk level to zero by executing those 10 tests. You made the following three initial estimates:

* most optimistic = 6 person hours

* most likely = 30 person hours

* most pessimistic = 54 person hours

Based only on the given information, which of the following answers about the three-point test estimation technique applied to this problem is true?

- A. The final estimate is exactly 30 person hours because the technique uses the arithmetic mean of the three initial estimates as the final estimate
- **B. The final estimate is between 22 person hours and 38 person hours**
- C. The final estimate is between 6 person hours and 54 person hours
- D. The final estimate is exactly 30 person hours because the technique uses the initial most likely estimate as the final estimate

Answer: B

Explanation:

The three-point test estimation technique is a method of estimating the test effort based on three initial estimates: the most optimistic, the most likely, and the most pessimistic. The technique uses a weighted average of these three estimates to calculate the final estimate, which is also known as the expected value. The formula for the expected value is:

Expected value = (most optimistic + 4 * most likely + most pessimistic) / 6 Using the given values, the expected value is:

Expected value = $(6 + 4 * 30 + 54) / 6$ Expected value = 30 person hours However, the expected value is not the only factor to consider when estimating the test effort. The technique also calculates the standard deviation, which is a measure of the variability or uncertainty of the estimates. The formula for the standard deviation is:

Standard deviation = (most pessimistic - most optimistic) / 6

Using the given values, the standard deviation is:

Standard deviation = $(54 - 6) / 6$ Standard deviation = 8 person hours

The standard deviation can be used to determine a range of possible values for the test effort, based on a certain level of confidence.

For example, using a 68% confidence level, the range is:

Expected value \pm standard deviation

Using the calculated values, the range is:

30 ± 8 person hours

Therefore, the final estimate is between 22 person hours and 38 person hours, which is option A.

NEW QUESTION # 188

Who of the following has the best knowledge to decide what tests in a test project should be automated?

- A. The customer
- B. The developer
- **C. The test leader**
- D. The development manager

Answer: C

Explanation:

The test leader is the person who is responsible for planning, monitoring, and controlling the test activities and resources in a test project. The test leader should have the best knowledge of the test objectives, scope, risks, resources, schedule, and quality criteria. The test leader should also be aware of the test automation criteria, such as the execution frequency, the test support, the team education, the roles and responsibilities, and the devs and testers collaboration. Based on these factors, the test leader can decide which tests are suitable for automation and which are not, and prioritize them accordingly. The test leader can also coordinate with the test automation engineers, the developers, and the stakeholders to ensure the alignment of the test automation strategy with the test project goals and expectations. References = ISTQB Certified Tester Foundation Level (CTFL) v4.0 Syllabus, Chapter 2, Section 2.3.1, Page 152; ISTQB Glossary of Testing Terms v4.0, Page 403; ISTQB Certified Tester Foundation Level (CTFL) v4.0 Syllabus, Chapter 6, Section 6.1.1, Page 514; Top 8 Test Automation Criteria You Need To Fulfill - QAMINDI

NEW QUESTION # 189

A number of characteristics are given for impact of SDLC on the testing effort.

- i. Finishing of requirements review leading to test analysis
- ii. Both - static and dynamic testing performed at unit testing level
- iii. Frequent regression testing may need to be performed
- iv. Extensive product documentation
- v. More use of exploratory testing

Which of the following statements is MOST correct?

- A. i and iv are characteristics of sequential models; ii, iii and v are characteristics of iterative and incremental models
- B. i, ii and iii are characteristics of sequential models; iv and v are characteristics of iterative and incremental models
- C. ii and iv are characteristics of sequential models; i, iii and v are characteristics of iterative and incremental models
- D. iii and iv are characteristics of sequential models and i, ii and v are characteristics of iterative and incremental models

Answer: A

Explanation:

Sequential models, such as the Waterfall model, typically involve completing the requirements review before moving on to test analysis, as well as producing extensive product documentation (i and iv). Iterative and incremental models, like Agile and Spiral models, often involve both static and dynamic testing at the unit testing level, frequent regression testing due to continuous integration and changes, and more use of exploratory testing (ii, iii, and v).

References:

* ISTQB CTFL Syllabus V4.0, Section 2.1 on software development lifecycle models and their impact on testing, which discusses the characteristics and testing practices of different lifecycle models.

NEW QUESTION # 190

A requirement specifies that if the total amount of sales (TAS) made during the year by a corporate seller is 300000€ or more, the bonus that must be paid to the seller is 100% of a certain amount agreed upon at the beginning of the year. The software contains a fault as it implements this requirement with the decision "IF (TAS = 300000)" instead of "IF (TAS >= 300000)". The application of the 3-value boundary value analysis to this problem consists of the following three test cases (TAS is an integer variable):

TC1 = 299999 TC2 = 300000 TC3 = 300001

Which of the following statements is true?

- A. None of the three test cases would highlight the fault
- B. TC1 would highlight the fault
- C. TC3 would highlight the fault
- D. TC2 would highlight the fault

Answer: C

Explanation:

The problem described involves a software implementation error in a decision statement for calculating a bonus based on the Total Amount of Sales (TAS). The requirement states that if TAS is 300,000€ or more, a bonus should be paid. However, the software incorrectly implements this with "IF (TAS = 300000)" instead of "IF (TAS >= 300000)".

Applying Boundary Value Analysis (BVA) to this situation involves selecting test cases at the boundaries of the input domain, including just below, at, and just above the boundary conditions.

* Test Case TC1 = 299999:

* This value is just below the boundary (300,000).

* Expected Result: No bonus should be paid.

* Actual Result: No bonus paid.

* TC1 does not highlight the fault because the implemented condition "IF (TAS = 300000)" and the correct condition "IF (TAS >= 300000)" both yield the same result (no bonus).

* Test Case TC2 = 300000:

* This value is exactly at the boundary.

* Expected Result: Bonus should be paid.

* Actual Result: Bonus paid.

* TC2 does not highlight the fault because the implemented condition "IF (TAS = 300000)" and the correct condition "IF (TAS >= 300000)" both yield the same result (bonus paid).

* Test Case TC3 = 300001:

* This value is just above the boundary.

* Expected Result: Bonus should be paid.

* Actual Result: No bonus paid due to the incorrect implementation.

* TC3 highlights the fault because the implemented condition "IF (TAS = 300000)" fails to pay the bonus, whereas the correct condition "IF (TAS >= 300000)" would pay the bonus.

* BVA focuses on the edges of input ranges where errors are more likely.

* The critical values are just below, at, and just above the boundary.

Boundary Value Analysis (BVA): Verification: According to the ISTQB CTFL syllabus, BVA is an essential technique for identifying potential errors at the boundaries of input ranges. This is because developers are more likely to make mistakes at these extremes. Therefore, TC3 (300001) is the test case that would highlight the fault in the software's implementation of the decision condition.

NEW QUESTION # 191

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