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ISQI ISTQB Certified Tester Foundation Level (CTFL) v4.0 Sample Questions (Q31-Q36):

NEW QUESTION # 31

Which of the following statements is CORRECT about the value added by a tester to release planning?

- A. The tester assesses the testability of the user stories
- B. The tester writes acceptance criteria
- C. The tester breaks down user stories into smaller testing tasks
- D. The tester estimates the testing effort for individual iterations

Answer: A

Explanation:

During release planning, a tester adds value by assessing the testability of user stories. This involves evaluating whether the user stories are clear, concise, and testable. The tester ensures that the acceptance criteria are well-defined and that the stories can be effectively tested within the given timeframe.

References:

* ISTQB CTFL Syllabus V4.0, Section 5.1.2 on the tester's contribution to iteration and release planning, which includes assessing the testability of user stories.

NEW QUESTION # 32

In a two-hour uninterrupted test session, performed as part of an iteration on an Agile project, a heuristic checklist was used to help the tester focus on some specific usability issues of a web application.

The unscripted tests produced by the tester's experience during such session belong to which one of the following testing quadrants?

- A. Q4
- B. Q2
- C. Q1
- **D. Q3**

Answer: D

Explanation:

The unscripted tests produced by the tester's experience during the two-hour test session belong to the testing quadrant Q3. The testing quadrants are a classification of testing types based on two dimensions: the test objectives (whether the testing is focused on supporting the team or critiquing the product) and the test basis (whether the testing is based on the technology or the business). The testing quadrants are labeled as Q1, Q2, Q3, and Q4, and each quadrant represents a different testing perspective, such as unit testing, acceptance testing, usability testing, or performance testing. The testing quadrant Q3 corresponds to the testing types that have the objective of critiquing the product from the business perspective, such as exploratory testing, usability testing, user acceptance testing, alpha testing, beta testing, etc. The unscripted tests performed by the tester in the given scenario are examples of exploratory testing and usability testing, as they are based on the tester's experience, intuition, and learning of the web application, and they focus on some specific usability issues, such as the user interface, the user satisfaction, the user feedback, etc. The other options are incorrect, because:

The testing quadrant Q1 corresponds to the testing types that have the objective of supporting the team from the technology perspective, such as unit testing, component testing, integration testing, system testing, etc. These testing types are usually performed by developers or testers who have access to the source code, the design, the architecture, or the configuration of the software system, and they aim to verify the functionality, the quality, and the reliability of the software system at different levels of integration. The testing quadrant Q2 corresponds to the testing types that have the objective of supporting the team from the business perspective, such as functional testing, acceptance testing, story testing, scenario testing, etc. These testing types are usually performed by testers or customers who have access to the requirements, the specifications, the user stories, or the business processes of the software system, and they aim to validate that the software system meets the expectations and the needs of the users and the stakeholders.

The testing quadrant Q4 corresponds to the testing types that have the objective of critiquing the product from the technology perspective, such as performance testing, security testing, reliability testing, compatibility testing, etc. These testing types are usually performed by testers or specialists who have access to the tools, the metrics, the standards, or the benchmarks of the software system, and they aim to evaluate the non-functional aspects of the software system, such as the efficiency, the security, the reliability, or the compatibility of the software system under different conditions or environments. 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 Lifecycles ISTQB® Glossary of Testing Terms v4.0, Testing Quadrant, Exploratory Testing, Usability Testing, Unit Testing, Component Testing, Integration Testing, System Testing, Functional Testing, Acceptance Testing, Story Testing, Scenario Testing, Performance Testing, Security Testing, Reliability Testing, Compatibility Testing

NEW QUESTION # 33

A test manager decided to skip static testing since he believes bugs can be found easily by doing dynamic testing. Was this decision right or wrong?

- **A. The decision was wrong. Static testing can find defects early in the development process, reducing the overall cost of testing and development**

- B. The decision was wrong. Ensuring quality mandates that static testing is performed after performing the dynamic testing.
- C. The decision was right. Static testing is usually redundant if a product is planned to go through a full- cycle of dynamic testing.
- D. The decision was right. Most of the bugs are easier to identify during the dynamic testing.

Answer: A

Explanation:

Static testing is a form of testing that does not involve executing the software or system under test. It includes activities such as reviews, inspections, walkthroughs, and analysis of documents, code, and models. Static testing can find defects early in the development process, before they become more expensive and difficult to fix in later stages. Static testing can also improve the quality of the software or system by preventing defects from being introduced in the first place. Static testing can complement dynamic testing, which involves executing the software or system under test and checking the results against expected outcomes.

Dynamic testing can find defects that static testing may miss, such as performance, usability, or integration issues.

However, dynamic testing alone is not sufficient to ensure quality, as it may not cover all possible scenarios, inputs, or paths.

Therefore, a test manager who decides to skip static testing is making a wrong decision, as he or she is ignoring the benefits of static testing and relying solely on dynamic testing, which may not be effective or efficient enough to find and prevent defects. References = ISTQB Certified Tester Foundation Level Syllabus, Version 4.0, 2018, Section 2.1.1, page 14; ISTQB Glossary of Testing Terms, Version 4.0,

2018, page 36; ISTQB CTFL 4.0 - Sample Exam - Answers, Version 1.1, 2023, Question 3, page 9.

NEW QUESTION # 34

The acceptance criteria associated with a user story:

- A. can be written in different formats and represent an aspect of a user story referred to as confirmation' of the so called "3 C's"
- B. are often documented following in rule-oriented format using the following template: "As a [role], I want [feature], so that I can [benefit]"
- C. must be written in one of the two following formats: scenario-oriented or rule-oriented
- D. are often written in a rule-oriented format using the template referred to as "Given/When/Then"

Answer: A

Explanation:

The acceptance criteria associated with a user story are the conditions that must be met for the user story to be considered done and to deliver the expected value to the user. They are often written in different formats, such as rule-oriented, scenario-oriented, or table-oriented, depending on the nature and complexity of the user story. They represent an aspect of a user story referred to as confirmation, which is one of the so called "3 C" s" of user stories. The other two aspects are card and conversation. Card refers to the concise and informal description of the user story, usually following the template: "As a [role], I want [feature], so that I can [benefit]". Conversation refers to the ongoing dialogue between the stakeholders and the team members to clarify and refine the user story and its acceptance criteria. Therefore, option C is the correct answer.

References: ISTQB Certified Tester Foundation Level Syllabus v4.01, Section 3.2.2, page 35-36; ISTQB Glossary v4.02, page 37.

NEW QUESTION # 35

What type of testing measures its effectiveness by tracking which lines of code were executed by the tests?

- A. Structural testing
- B. Exploratory testing
- C. Acceptance testing
- D. Integration testing

Answer: A

Explanation:

Structural testing is a type of testing that measures its effectiveness by tracking which lines of code were executed by the tests.

Structural testing, also known as white-box testing or glass-box testing, is based on the internal structure, design, or implementation of the software. Structural testing aims to verify that the software meets the specified quality attributes, such as performance, security, reliability, or maintainability, by exercising the code paths, branches, statements, conditions, or data flows. Structural testing

uses various coverage metrics, such as function coverage, line coverage, branch coverage, or statement coverage, to determine how much of the code has been tested and to identify any untested or unreachable parts of the code. Structural testing can be applied at any level of testing, such as unit testing, integration testing, system testing, or acceptance testing, but it is more commonly used at lower levels, where the testers have access to the source code.

The other options are not correct because they are not types of testing that measure their effectiveness by tracking which lines of code were executed by the tests. Acceptance testing is a type of testing that verifies that the software meets the acceptance criteria and the user requirements. Acceptance testing is usually performed by the end-users or customers, who may not have access to the source code or the technical details of the software. Acceptance testing is more concerned with the functionality, usability, or suitability of the software, rather than its internal structure or implementation. Integration testing is a type of testing that verifies that the software components or subsystems work together as expected. Integration testing is usually performed by the developers or testers, who may use both structural and functional testing techniques to check the interfaces, interactions, or dependencies between the components or subsystems. Integration testing is more concerned with the integration logic, data flow, or communication of the software, rather than its individual lines of code. Exploratory testing is a type of testing that involves simultaneous learning, test design, and test execution. Exploratory testing is usually performed by the testers, who use their creativity, intuition, or experience to explore the software and discover any defects, risks, or opportunities for improvement. Exploratory testing is more concerned with the behavior, quality, or value of the software, rather than its internal structure or implementation. Reference = ISTQB Certified Tester Foundation Level (CTFL) v4.0 syllabus, Chapter 4: Test Techniques, Section 4.3: Structural Testing Techniques, Pages 51-54; Chapter 1: Fundamentals of Testing, Section 1.4: Testing Throughout the Software Development Lifecycle, Pages 11-13; Chapter 3: Static Testing, Section 3.4: Exploratory Testing, Pages 40-41.

NEW QUESTION # 36

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