

CTFL_Syll_4.0 Zertifizierungsfragen, CTFL_Syll_4.0 Fragenpool



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Es ist schwierig, ISQI CTFL_Syll_4.0 Zertifizierungsprüfung zu bestehen. Sorgen Sie sich um die Vorbereitung der CTFL_Syll_4.0 Prüfung nach der Anmeldung? Wenn ja, lesen Sie bitte die folgenden Inhalte. Sie können den kürzesten Weg zum Erfolg der CTFL_Syll_4.0 Prüfung finden, der Ihnen helfen, ISQI CTFL_Syll_4.0 Prüfung mit guter Note bestanden. Das ist ja ISQI CTFL_Syll_4.0 Dumps von EchteFrage. Wenn Sie diese CTFL_Syll_4.0 Prüfung sehr leicht bestehen wollen, probieren Sie bitte diese Dumps.

In der heutigen wettbewerbsorientierten IT-Branche hat man viele Vorteile, wenn man die ISQI CTFL_Syll_4.0 Zertifizierungsprüfung besteht. Mit einem ISQI CTFL_Syll_4.0 Zertifikat kann man ein hohes Gehalt erhalten. Menschen, die ISQI CTFL_Syll_4.0 Zertifikat erhalten, haben oft viel höheres Gehalt als Kollegen ohne ISQI CTFL_Syll_4.0 Zertifikat. Jedoch ist es nicht sehr einfach, die ISQI CTFL_Syll_4.0 Zertifizierungsprüfung zu bestehen. So hilft EchteFrage Ihnen, Ihr Gehalt zu erhöhen.

>> CTFL_Syll_4.0 Zertifizierungsfragen <<

Neuester und gültiger CTFL_Syll_4.0 Test VCE Motoren-Dumps und CTFL_Syll_4.0 neueste Testfragen für die IT-Prüfungen

Wollen Sie größere Errungenschaften in der IT-Branche erzielen, dann ist es richtig, EchteFrage zu wählen. Die Schulungsunterlagen zur ISQI CTFL_Syll_4.0 Zertifizierungsprüfung aus EchteFrage werden von den erfahrenen Experten durch ständige Praxis und Forschung bearbeitet. Sie verfügen über hohe Genauigkeiten und große Reichweite. Haben Sie die Schulungsunterlagen zur ISQI CTFL_Syll_4.0 Zertifizierungsprüfung aus EchteFrage, dann haben Sie den Schlüssel zum Erfolg.

ISQI ISTQB Certified Tester Foundation Level (CTFL) v4.0 CTFL_Syll_4.0 Prüfungsfragen mit Lösungen (Q63-Q68):

63. Frage

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. {7,8,22,23,29,30}
- C. {6,7,21,22,29,30}

- D. {6,7,8,21,22,29,31}

Antwort: A

Begründung:

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)

Atwo-point BVAm 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.

Reference: ISTQB CTFL v4.0 Syllabus, Section 4.2.2 - Boundary Value Analysis

64. Frage

The whole-team approach:

- A. promotes the idea that all team members should be responsible for the quality of the product
- B. is mostly adopted in projects aimed at developing safety-critical systems, as it ensures the highest level of testing independence
- C. promotes the idea that all team members should have a thorough understanding of test techniques
- D. is a consensus-based approach that engages the whole team in estimating the user stories

Antwort: A

Begründung:

This answer is correct because the whole-team approach is a way of working in agile projects where all team members share the responsibility for the quality of the product, and collaborate on delivering value to the customer. The whole-team approach involves testers, developers, business analysts, product owners, and other stakeholders in planning, designing, developing, testing, and delivering the product. The whole-team approach fosters communication, feedback, learning, and continuous improvement within the team. References: ISTQB Glossary of Testing Terms v4.0, ISTQB Foundation Level Syllabus v4.0, Section 3.1.1.1

65. Frage

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	Memb2 = 3	Memb3 = 3
Memb4 = 21	Memb5 = 3	Memb6 = 1

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. 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
- 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. 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

Antwort: B

Begründung:

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.

66. Frage

Which of the following statements about static testing and dynamic testing is true?

- A. Unlike dynamic testing, which focuses on detecting potential defects, static testing focuses on detecting failures which may be due to actual defects
- **B. Both static testing and dynamic testing can be used to highlight issues associated with non-functional characteristics**
- C. Static testing is usually much less cost-effective than dynamic testing
- D. Unlike dynamic testing, which can be also performed manually, static testing cannot be performed without specialized tools

Antwort: B

Begründung:

Explanation

This answer is correct because static testing and dynamic testing are both types of testing that can be used to highlight issues associated with non-functional characteristics, such as usability, performance, security, reliability, etc. Static testing is a type of testing that involves the analysis of software work products, such as requirements, design, code, or test cases, without executing them. Dynamic testing is a type of testing that involves the execution of software work products, such as code or test cases, using inputs and verifying outputs. Both static testing and dynamic testing can be applied to different test levels and test types, and can use different test techniques and tools, to evaluate the non-functional characteristics of the software product. References: ISTQB Glossary of Testing Terms v4.0, ISTQB Foundation Level Syllabus v4.0, Section 2.2.1.1, Section 2.2.1.2

67. Frage

Which of the following are the phases of the ISTQB fundamental test process?

- A. Test planning. Test specification and design. Test implementation and execution. Evaluating exit criteria and reporting. Retesting and test closure activities
- B. Test planning. Test analysis and design. Test implementation and control. Checking test coverage and reporting. Test closure activities
- C. Test planning and control, Test specification and design. Test implementation and execution, Evaluating test coverage and reporting. Retesting and regression testing. Test closure activities
- **D. Test planning and control, Test analysis and design, Test implementation and execution, Evaluating exit criteria and**

Antwort: D

Begründung:

The ISTQB fundamental test process consists of five main phases, as described in the ISTQB Foundation Level Syllabus, Version 4.0, 2018, Section 2.2, page 15:

Test planning and control: This phase involves defining the test objectives, scope, strategy, resources, schedule, risks, and metrics, as well as monitoring and controlling the test activities and results throughout the test process.

Test analysis and design: This phase involves analyzing the test basis (such as requirements, specifications, or user stories) to identify test conditions (such as features, functions, or scenarios) that need to be tested, and designing test cases and test procedures (such as inputs, expected outcomes, and execution steps) to cover the test conditions. This phase also involves evaluating the testability of the test basis and the test items (such as software or system components), and selecting and implementing test techniques (such as equivalence partitioning, boundary value analysis, or state transition testing) to achieve the test objectives and optimize the test coverage and efficiency.

Test implementation and execution: This phase involves preparing the test environment (such as hardware, software, data, or tools) and testware (such as test cases, test procedures, test data, or test scripts) for test execution, and executing the test procedures or scripts according to the test plan and schedule. This phase also involves logging the outcome of test execution, comparing the actual results with the expected results, and reporting any discrepancies as incidents (such as defects, errors, or failures).

Evaluating exit criteria and reporting: This phase involves checking if the planned test activities have been completed and the exit criteria (such as quality, coverage, or risk levels) have been met, and reporting the test results and outcomes to the stakeholders.

This phase also involves making recommendations for the release or acceptance decision based on the test results and outcomes, and identifying any residual risks (such as known defects or untested areas) that need to be addressed or mitigated.

Test closure activities: This phase involves finalizing and archiving the testware and test environment for future reuse, and evaluating the test process and the test project against the test objectives and the test plan. This phase also involves identifying any lessons learned and best practices, and communicating the findings and suggestions for improvement to the relevant parties.

Reference = ISTQB Certified Tester Foundation Level Syllabus, Version 4.0, 2018, Section 2.2, page 15; ISTQB Glossary of Testing Terms, Version 4.0, 2018, pages 37-38; ISTQB CTFL 4.0 - Sample Exam - Answers, Version 1.1, 2023, Question 88, page 32.

68. Frage

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Um in der IT-Branche große Fortschritte zu machen, entscheiden sich viele ambitionierte IT-Profis dafür, die ISQI CTFL_Syll_4.0 Zertifizierungsprüfung abzulegen und somit das IT-Zertifikat zu bekommen. Wegen des Schwierigkeitsgrades der ISQI CTFL_Syll_4.0 Zertifizierungsprüfung ist die Erfolgsquote sehr niedrig. Aber es ist doch eine weise Wahl, an der ISQI CTFL_Syll_4.0 Zertifizierungsprüfung teilzunehmen, denn in der heutigen konkurrenzfähigen IT-Branche muss man sich immer noch verbessern. Und Sie können auch viele Methoden wählen, die Ihnen beim Bestehen der Prüfung helfen.

CTFL_Syll_4.0 Fragenpool: https://www.echtfraage.top/CTFL_Syll_4.0-deutsch-pruefungen.html

Bei uns gibt es die umfangreichsten und korrektesten Prüfungsfragen zur CTFL_Syll_4.0 Prüfung, ISQI CTFL_Syll_4.0 Zertifizierungsfragen. Weil Sie die schwierige IT-Zertifizierung wählen, sollen Sie sich bemühen, um die Zertifizierung zu bekommen, ISQI CTFL_Syll_4.0 Zertifizierungsfragen. Solche Zertifikate werden Ihnen in gewissem Maße eine Abkürzung bieten, ISQI CTFL_Syll_4.0 Zertifizierungsfragen. So können Sie keine Aufmerksamkeit der Kandidaten gewinnen.

Ich verstand ihn nicht, wendete mich an meinen Oheim, der ganz in Betrachtungen versunken war, Sein Onkel, hört man, Bei uns gibt es die umfangreichsten und korrektesten Prüfungsfragen zur CTFL_Syll_4.0 Prüfung.

ISTQB Certified Tester Foundation Level (CTFL) v4.0 cexamkiller Praxis Dumps & CTFL_Syll_4.0 Test Training Überprüfungen

Weil Sie die schwierige IT-Zertifizierung wählen, sollen Sie CTFL_Syll_4.0 sich bemühen, um die Zertifizierung zu bekommen, Solche Zertifikate werden Ihnen in gewissem Maße eine Abkürzung bieten.

So können Sie keine Aufmerksamkeit der Kandidaten CTFL_Syll_4.0 Zertifizierungsfragen gewinnen, Wir EchteFrage wollen den Personen wie Sie helfen, das Ziel zu erreichen.

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