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## ISQI ISTQB Certified Tester Foundation Level (CTFL) v4.0 Sample Questions (Q145-Q150):

### NEW QUESTION # 145

Which ONE of the following options BEST describes Behavior-Driven Development (BDD)?

- A. Requires testing to be performed after development is completed to validate software functionality.
- **B. Expresses the desired behavior of an application with test cases written in a simple form of natural language that is easy to understand by stakeholders-usually using the Given/When/Then format. Test cases are then automatically translated into executable tests.**
- C. Is primarily focused on non-functional testing techniques to ensure system reliability and performance.
- D. Defines test cases at a low level, close to the implementation, using unit test frameworks.

**Answer: B**

Explanation:

BDD emphasizes collaboration between developers, testers, and business stakeholders to define system behavior in a readable format (A). It typically uses the Given-When-Then syntax. Unlike unit testing (B), BDD is at a higher level of abstraction. It does not focus solely on non-functional testing (C) and encourages early testing rather than post-development validation (D).

### NEW QUESTION # 146

Which of the following is a test-first approach, where tests that express a shared understanding from stakeholders of how the application is expected to work, are first written in business-readable language (following the Given/When/Then format), and then made executable to drive development?

- A. Domain-Driven Design (DDD)
- B. Test-Driven Development (TDD)
- C. Acceptance Test-Driven Development (ATDD)
- **D. Behavior-Driven Development (BDD)**

**Answer: D**

Explanation:

This answer is correct because Behavior-Driven Development (BDD) is a test-first approach, where tests that express a shared understanding from stakeholders of how the application is expected to work, are first written in business-readable language (following the Given/When/Then format), and then made executable to drive development. BDD is a collaborative approach that involves testers, developers, business analysts, product owners, and other stakeholders in defining the expected behavior of the application using scenarios that describe the preconditions, actions, and outcomes of the application. BDD scenarios are written using a domain-specific language (DSL) that can be translated into executable test cases using tools such as Cucumber or SpecFlow. BDD aims to improve communication, collaboration, and feedback among the team members, and to deliver software that meets the customer's needs and expectations. Reference: ISTQB Glossary of Testing Terms v4.0, ISTQB Foundation Level Syllabus v4.0, Section 3.1.1.4

### NEW QUESTION # 147

Which of the following statements is CORRECT about error guessing?

- A. While reviewing the test cases, testers have to make guess about the kind of mistakes test cases might contain
- B. Error guessing depends on the developers guessing what mistakes testers might make and miss the possible defects
- C. Error guessing doesn't make use of past failures as past failures are not indicators of correct defects
- **D. Fault attacks are an example of a technique for implementing error guessing.**

**Answer: D**

Explanation:

Error guessing is a testing technique where experienced testers anticipate potential defects based on their knowledge of the application and past experiences. Fault attacks, which involve focusing on areas where defects are likely to occur based on previous failures, are a practical implementation of error guessing.

References:

\* ISTQB CTFL Syllabus V4.0, Section 4.4.1 on error guessing and fault attacks, explaining how testers use their experience to anticipate and target likely defects.

### NEW QUESTION # 148

Mark the correct sentences:

- \* Defects are a result of environmental conditions and are also referred to as "Failures"
  - \* A human mistake may produce a defect
  - \* A system will totally fail to operate correctly when a failure exists in it
  - \* When a defect exists in a system it may result in a failure
  - \* Defects occur only as a result of technology changes
- 
- A. II, IV
  - B. IV, V
  - C. I, II
  - D. II, III, IV

Answer: A

Explanation:

The question is about marking the correct sentences among the given statements related to defects, failures, and mistakes. According to the ISTQB glossary, the definitions of these terms are:

Defect: A flaw in a component or system that can cause the component or system to fail to perform its required function, e.g. an incorrect statement or data definition. A defect, if encountered during execution, may cause a failure of the component or system.

Failure: An event in which a component or system does not perform a required function within specified limits.

Mistake: A human action that produces an incorrect result.

Therefore, out of the five given statements, only two are correct, namely:

A human mistake may produce a defect: This is true, as a mistake is a source or cause of a defect, e.g. a programmer may make a mistake in writing a code statement, which results in a defect in the software component.

When a defect exists in a system it may result in a failure: This is true, as a defect is a potential or actual cause of a failure, e.g. a defect in the software component may cause the system to fail to perform a required function when the defect is encountered during execution.

The other three statements are incorrect, namely:

Defects are a result of environmental conditions and are also referred to as "Failures": This is false, as defects are not a result of environmental conditions, but of mistakes or other factors, and defects are not the same as failures, but rather the causes of failures.

A system will totally fail to operate correctly when a failure exists in it: This is false, as a system may not necessarily fail completely or stop operating when a failure occurs, but may continue to operate with reduced functionality or performance, or with incorrect results.

Defects occur only as a result of technology changes: This is false, as defects can occur due to various reasons, not only technology changes, such as human mistakes, design flaws, requirement changes, hardware failures, etc.

Reference:

1: ISTQB Glossary of Testing Terms 4.0, 2023, available at (ISTQB) and (ASTQB).

### NEW QUESTION # 149

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 between 22 person hours and 38 person hours

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

**Answer: A**

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 ± 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.

1: ISTQB Certified Tester Foundation Level Syllabus v4.01, Section 2.3.2, page 24-25; ISTQB Glossary v4.02, page 33.

## NEW QUESTION # 150

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noun A tape or device from which the timecode drives other devices CTFL\_Syll\_4.0 known as slaves" such that all devices are held in synchronization, But what was so compelling is that the entire team was there.

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