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ISQI ISTQB Certified Tester Foundation Level (CTFL) v4.0 Sample Questions (Q136-Q141):

NEW QUESTION # 136
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. TC1 would highlight the fault
- B. None of the three test cases would highlight the fault

- C. TC2 would highlight the fault
- D. TC3 would highlight the fault

Answer: D

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 # 137
An application is subjected to a constant load for an extended period of time as part of a performance test.
While running this test, the response time of the application steadily slows down, which results in a requirement not being met. This slowdown is caused by a memory leak where the application code does not properly release some of the dynamically allocated memory when it is no longer needed.
Which of the following statements is true?

- A. The slowdown is a defect while the memory leak is an error
- B. The slowdown is a failure while the memory leak is a defect
- C. The slowdown is a defect the memory leak is a failure
- D. The slowdown is an error the memory leak is a defect

Answer: B

Explanation:
In the ISTQB terminology:
* A defect (also known as a bug or fault) is an issue in the code that can cause a failure.
* A failure is the observable incorrect behavior or output of the software due to a defect.
In this scenario, the memory leak is the defect in the application code that causes the application not to release dynamically allocated memory properly. The observable effect of this defect, which is the slowdown in response time, is considered a failure because it is the manifestation of the defect that prevents the application from meeting its performance requirements.

NEW QUESTION # 138

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 form 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 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
- B. The logged-in user enters the correct current password, enters an invalid password, and finally views the dedicated error
- C. The logged-in user enters a wrong current password and 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: A

Explanation:
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 5passwords), 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]. References: 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 # 139
The tests at the bottom layer of the test pyramid:

- A. are defined as 'Ul Tests' or 'End-To-End tests' in the different models of the pyramid
- B. cover larger pieces of functionalities than the tests at the top layer of the pyramid
- C. run faster than the tests at the top layer of the pyramid
- D. are unscripted tests produced by experience-based test techniques

Answer: C

Explanation:
The tests at the bottom layer of the test pyramid run faster than the tests at the top layer of the pyramid because they are more focused, isolated, and atomic. They usually test individual units or components of the software system, such as classes, methods, or functions. They are also easier to maintain and execute, as they have fewer dependencies and interactions with other parts of the system. The tests at the top layer of the test pyramid, on the other hand, are slower because they cover larger pieces of functionalities, such as user interfaces, workflows, or end-to-end scenarios. They also have more dependencies and interactions with other systems, such as databases, networks, or external services. They are more complex and costly to maintain and execute, as

they require more setup and teardown procedures, test data, and test environments. Reference: ISTQB Certified Tester Foundation Level (CTFL) v4.0 sources and documents:
ISTQB® Certified Tester Foundation Level Syllabus v4.0, Chapter 3.2.1, Test Pyramid1 ISTQB® Glossary of Testing Terms v4.0, Test Pyramid2

NEW QUESTION # 140
The acceptance criteria associated with a user story:

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

Answer: C

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 # 141
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