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Title : ISTQB Certified Tester Foundation Level (CTFL)

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ISQI ISTQB Certified Tester Foundation Level (CTFL) v4.0 Sample Questions (Q161-Q166):

NEW QUESTION # 161

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

- A. Derives tests from acceptance criteria as part of the system design process. Tests are written before the part of the application is developed to satisfy the tests. Tests will persist as automated tests to ensure code maintainability in future adaptions/refactoring.
- 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 Preconditions/Input Values /Process/Output Values/Postconditions format. Test cases are then automatically translated into executable tests.
- C. 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.
- D. Derives tests from acceptance criteria as part of the system design process. Tests are written before the part of the application is developed to satisfy the tests. Tests may persist as automated tests to ensure the code quality in future adaptions/refactoring.

Answer: C

Explanation:

Comprehensive and Detailed Explanation From Exact Extract:

Behavior-Driven Development (BDD) is a collaboration-based approach that combines practices from test-driven development (TDD) and domain-driven design (DDD). According to the ISTQB CTFL v4.0 Syllabus

, BDD encourages the use of a natural language format (Given-When-Then) for specifying the expected behavior of the system in a way that is understandable by all stakeholders.

"In BDD, expected system behavior is described in a natural language format (e.g., Given-When-Then) that is understandable by stakeholders. These examples can be turned into automated tests that also serve as documentation." (ISTQB CTFL v4.0 Syllabus, Section 4.5.3 - Acceptance Test-Driven Development (ATDD)) Therefore, Option B is the most accurate representation of BDD.

NEW QUESTION # 162

Consider a given test plan which, among others, contains the following three sections: "Test Scope", "Testing Communication", and "Stakeholders". The features of the test object to be tested and those excluded from the testing represent information that is:

- A. usually included in a test plan and, in the given test plan, it is more likely to be specified within "Test Scope" rather than in the other two sections mentioned
- B. usually included in a test plan and, in the given test plan, it is more likely to be specified within "Testing Communication" rather than in the other two sections mentioned
- C. not usually included in a test plan, and therefore in the given test plan it should not be specified neither within the three sections mentioned, nor within the others
- D. usually included in a test plan and, in the given test plan, it is more likely to be specified within "Stakeholders" rather than in the other two sections mentioned

Answer: A

Explanation:

The features of the test object to be tested and those excluded from the testing represent information that is usually included in a test plan and, in the given test plan, it is more likely to be specified within "Test Scope" rather than in the other two sections mentioned. The test scope defines the boundaries and limitations of the testing activities, such as the test items, the features to be tested, the features not to be tested, the test objectives, the test environment, the test resources, the test assumptions, the test risks, etc. The test scope helps to establish a common understanding of what is included and excluded from the testing, and to avoid ambiguity, confusion, or misunderstanding among the stakeholders. The other two sections, "Testing Communication" and "Stakeholders", are also important parts of a test plan, but they do not directly address the features of the test object. The testing communication describes the methods, frequency, and responsibilities for the communication and reporting of the testing progress, status, issues, and results. The stakeholders identify the roles and responsibilities of the people involved in or affected by the testing activities, such as the test manager, the test team, the project manager, the developers, the customers, the users, etc. Reference: ISTQB Certified Tester Foundation Level (CTFL) v4.0 sources and documents:

ISTQB® Certified Tester Foundation Level Syllabus v4.0, Chapter 2.1.1, Test Planning1 ISTQB® Glossary of Testing Terms v4.0, Test Plan, Test Scope2

NEW QUESTION # 163

Which ONE of the following tools would be MOST SUITABLE for facilitating the creation of test cases, test data, and test procedures?

- A. Static testing tools as they assist the tester in conducting reviews and static analysis.
- B. DevOps tools, as they support the automated build process and CI/CD.
- C. **Test design and implementation tools are specifically designed for creating test cases, test data, and test procedures.**
- D. Test execution and coverage tools facilitate the automated execution of tests and the measurement of test coverage.

Answer: C

Explanation:

The correct tool for creating test cases, test data, and test procedures is a test design and implementation tool (A).

- * (B) is incorrect as static testing tools focus on code analysis, not test case creation.
- * (C) is incorrect because DevOps tools manage automation pipelines, not test design.
- * (D) is incorrect because test execution tools focus on running tests rather than designing them.

Test design tools help optimize test coverage, reduce redundancy, and improve efficiency.

NEW QUESTION # 164

The tests at the bottom layer of the test pyramid:

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

Answer: B

Explanation:

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. References:

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 # 165

Which of the following statements refers to good testing practice to be applied regardless of the chosen software development model?

- A. **Involvement of testers in work product reviews should occur as early as possible to take advantage of the early testing principle**
- B. Tests should be written in executable format before the code is written and should act as executable specifications that drive coding
- C. Test objectives should be the same for all test levels, although the number of tests designed at various levels can vary significantly
- D. Test levels should be defined such that the exit criteria of one level are part of the entry criteria for the next level

Answer: A

Explanation:

Explanation

The statement that refers to good testing practice to be applied regardless of the chosen software development model is option D,

which says that involvement of testers in work product reviews should occur as early as possible to take advantage of the early testing principle. Work product reviews are static testing techniques, in which the work products of the software development process, such as the requirements, the design, the code, the test cases, etc., are examined by one or more reviewers, with or without the author, to identify defects, violations, or improvements. Involvement of testers in work product reviews can provide various benefits for the testing process, such as improving the test quality, the test efficiency, and the test communication. The early testing principle states that testing activities should start as early as possible in the software development lifecycle, and should be performed iteratively and continuously throughout the lifecycle. Applying the early testing principle can help to prevent, detect, and remove defects at an early stage, when they are easier, cheaper, and faster to fix, as well as to reduce the risk, the cost, and the time of the testing process. The other options are not good testing practices to be applied regardless of the chosen software development model, but rather specific testing practices that may or may not be applicable or beneficial for testing, depending on the context and the objectives of the testing activities, such as:

Tests should be written in executable format before the code is written and should act as executable specifications that drive coding. This is a specific testing practice that is associated with test-driven development, which is an approach to software development and testing, in which the developers write automated unit tests before writing the source code, and then refactor the code until the tests pass.

Test-driven development can help to improve the quality, the design, and the maintainability of the code, as well as to provide fast feedback and guidance for the developers. However, test-driven development is not a good testing practice to be applied regardless of the chosen software development model, as it may not be feasible, suitable, or effective for testing in some contexts or situations, such as when the requirements are unclear, unstable, or complex, when the test automation tools or skills are not available or adequate, when the testing objectives or levels are not aligned with the unit testing, etc.

Test levels should be defined such that the exit criteria of one level are part of the entry criteria for the next level. This is a specific testing practice that is associated with sequential software development models, such as the waterfall model, the V-model, or the W-model, in which the software development and testing activities are performed in a linear and sequential order, with well-defined phases, deliverables, and dependencies. Test levels are the stages of testing that correspond to the levels of integration of the software system, such as component testing, integration testing, system testing, and acceptance testing. Test levels should have clear and measurable entry criteria and exit criteria, which are the conditions that must be met before starting or finishing a test level. In sequential software development models, the exit criteria of one test level are usually part of the entry criteria for the next test level, to ensure that the software system is ready and stable for the next level of testing. However, this is not a good testing practice to be applied regardless of the chosen software development model, as it may not be relevant, flexible, or efficient for testing in some contexts or situations, such as when the software development and testing activities are performed in an iterative and incremental order, with frequent changes, feedback, and adaptations, as in agile software development models, such as Scrum, Kanban, or XP, when the test levels are not clearly defined or distinguished, or when the test levels are performed in parallel or concurrently, etc.

Test objectives should be the same for all test levels, although the number of tests designed at various levels can vary significantly. This is a specific testing practice that is associated with uniform software development models, such as the spiral model, the incremental model, or the prototyping model, in which the software development and testing activities are performed in a cyclical and repetitive manner, with similar phases, deliverables, and processes. Test objectives are the goals or the purposes of testing, which can vary depending on the test level, the test type, the test technique, the test environment, the test stakeholder, etc. Test objectives can be defined in terms of the test basis, the test coverage, the test quality, the test risk, the test cost, the test time, etc. Test objectives should be specific, measurable, achievable, relevant, and time-bound, and they should be aligned with the project objectives and the quality characteristics. In uniform software development models, the test objectives may be the same for all test levels, as the testing process is repeated for each cycle or iteration, with similar focus, scope, and perspective of testing. However, this is not a good testing practice to be applied regardless of the chosen software development model, as it may not be appropriate, realistic, or effective for testing in some contexts or situations, such as when the software development and testing activities are performed in a hierarchical and modular manner, with different phases, deliverables, and dependencies, as in sequential software development models, such as the waterfall model, the V-model, or the W-model, when the test objectives vary according to the test levels, such as component testing, integration testing, system testing, and acceptance testing, or when the test objectives change according to the feedback, the learning, or the adaptation of the testing process, as in agile software development models, such as Scrum, Kanban, or XP, etc.

References: ISTQB Certified Tester Foundation Level (CTFL) v4.0 sources and documents:
ISTQB Certified Tester Foundation Level Syllabus v4.0, Chapter 1.1.1, Testing and the Software Development Lifecycle1 ISTQB Certified Tester Foundation Level Syllabus v4.0, Chapter 1.2.1, Testing Principles1 ISTQB Certified Tester Foundation Level Syllabus v4.0, Chapter 1.2.2, Testing Policies, Strategies, and Test Approaches1 ISTQB Certified Tester Foundation Level Syllabus v4.0, Chapter 1.3.1, Testing in Software Development Lifecycles1 ISTQB Certified Tester Foundation Level Syllabus v4.0, Chapter 2.1.1, Test Planning1 ISTQB Certified Tester Foundation Level Syllabus v4.0, Chapter 2.1.2, Test Monitoring and Control1 ISTQB Certified Tester Foundation Level Syllabus v4.0, Chapter 2.1.3, Test Analysis and Design1 ISTQB Certified Tester Foundation Level Syllabus v4.0, Chapter 2.1.4, Test Implementation1 ISTQB Certified Tester Foundation Level Syllabus v4.0, Chapter 2.1.5, Test Execution1 ISTQB Certified Tester Foundation Level Syllabus v4.0, Chapter 2.1.6, Test Closure1 ISTQB Glossary of Testing Terms v4.0, Work Product Review, Static Testing, Early Testing, Test-driven Development, Test Level, Entry Criterion, Exit Criterion, Test Objective, Test Basis, Test Coverage, Test Quality, Test Risk, Test Cost, Test Time2

NEW QUESTION # 166

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