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ISQI ISTQB Certified Tester Foundation Level (CTFL) v4.0 Sample Questions (Q183-Q188):

NEW QUESTION # 183

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 may persist as automated tests to ensure the code quality in future adaptations/refactoring.
- B. 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 adaptations/refactoring.
- 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. 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.

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 C is the most accurate representation of BDD.

NEW QUESTION # 184

Consider a program that computes the factorial of a number (n). From the specifications you know that:

*If $n < 0$, a message "Value out of range" must be issued.

*If $0 < n < 100$, the program calculates the factorial and returns the number

*If $100 < n < 200$ message "Value out of range" must be issued

Which of the following statements about the equivalence partitions is CORRECT?

- A. The equivalence partitions cannot be determined for this question because the error message for two partitions is exactly same
- B. The equivalence partitions cannot be determined for this question because factorial of numbers close to 200 will be very large
- C. The requirements are not correct because the partitions are overlapping
- D. There are 3 partitions - one for negative numbers, one for numbers up to 100 and the last one for numbers up to 200

Answer: C

Explanation:

Equivalence partitioning involves dividing input data into partitions that are treated the same by the system under test. The given specifications create overlapping partitions:

* For $n < 0$ or $100 < n < 200$, an error message "Value out of range" is issued.

* For $0 < n < 100$, the factorial is calculated.

* For $100 < n < 200$, the same error message "Value out of range" is issued.

However, the range between 0 and 100 is exclusive of 0 and 100, meaning that the partitions overlap and create ambiguity for the boundary values. Thus, the correct statement is that the requirements are not correct because the partitions are overlapping.

NEW QUESTION # 185

Which ONE of the following options identifies the perspectives through which a collective authorship process generates a shared vision of user stories?

- A. Business, development, and testing
- B. Business, architecture, and testing
- C. Product owner, development, and testing
- D. Business, development, and acceptance testing

Answer: A

Explanation:

Business, development, and testing (C) are the three key perspectives in agile user story refinement:

* Business (Product Owner, Stakeholders)- Ensures the story aligns with user needs and business goals.

* Development (Developers)- Provides insights on feasibility and technical constraints.

* Testing (Testers, QA)- Ensures testability, acceptance criteria, and risk identification.

* (A) is incorrect because the product owner is part of business stakeholders.

* (B) is incorrect because architecture is part of development, but not the primary driver of user stories.

* (D) is incorrect because acceptance testing is a process, not a stakeholder group.

Across-functional team collaboration ensures well-defined, testable, and feasible user stories.

Reference: ISTQB CTFL v4.0 Syllabus, Section 2.1.1 - Agile Team Collaboration in Testing

NEW QUESTION # 186

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

- A. Both dynamic testing and static testing cause failures, but failures caused by static testing are usually easier and cheaper to analyze
- B. Static testing is better suited than dynamic testing for highlighting issues that could indicate inappropriate code modularization
- C. Security vulnerabilities can only be detected when the software is being executed, and thus they can only be detected through dynamic testing, not through static testing
- D. Dynamic testing can only be applied to executable work products, while static testing can only be applied to non-executable work products

Answer: D

Explanation:

Dynamic testing requires the execution of the software to evaluate its behavior and performance. In contrast, static testing involves examining the software's code, design, and documentation without executing the software. This makes static testing applicable to non-executable work products such as requirement documents, design documents, and source code.

NEW QUESTION # 187

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. Q2
- B. Q1
- C. Q4
- 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.

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 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 # 188

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