BCS

Exam Questions CTFL4

ISTQB Certified Tester Foundation Level CTFL 4.0 Exam

NEW QUESTION 1
Which statement is true regarding confirmation testing and regression testing?

A. Confirmation testing confirms the quality of the test being run while regression testing ensures that the software still works after a change has been made.
B. Confirmation testing is an optional activity whilst regression testing is not negotiable.
C. Confirmation testing aims to verify that a defect has been resolved and regressiontesting ensuring that existing functionality still works after a change.
D. Testers' involvement is essential whilst running retesting and regression testing.
E. TESTER Involvement is essential whilst running retesting and regression testing.

Answer: C

Explanation:
Confirmation testing, also known as retesting, is conducted to verify that specific defects have been fixed. Regression testing, on the other hand, is performed to ensure that recent changes have not adversely affected existing features of the software. Both types of testing are crucial for maintaining the integrity and quality of the software after modifications.

NEW QUESTION 2
Which of the following statements about traceability is FALSE?

A. Traceability between test basis items and the test cases designed to cover them, makes it possible to determine which test basis items have been covered by the executed test cases.
B. Traceability between test basis items and the test cases designed to cover them,enables experience-based test techniques to be applied
C. Traceability between test basis items and the test cases designed to cover them, enables identification of which test cases will be affected by changes to the test basis items.
D. Traceability can be established and maintained through all the test documentation for a given test level, such as from test conditions through test cases to test scripts.

Answer: B

Explanation:
 Traceability primarily refers to the ability to link test cases back to their sources in the test basis, such as requirements or design documents. This linkage allows for the determination of coverage, impact analysis, and maintaining consistency across test documentation. However, traceability does not directly enable the application of experience-based test techniques, which are more about using the tester's intuition and experience. The ISTQB CTFL Syllabus v4.0 does not state that traceability enables experience-based techniques, making option B the false statement.

NEW QUESTION 3
Which of the following is not an example of a typical content of a test completion report for a test project?

A. The additional effort spent on test execution compared to what was planned
B. The unexpected test environment downtime that resulted in slower test execution
C. The residual risk level if a risk-based test approach was adopted
D. The test procedures of all test cases that have been executed

Answer: D

Explanation:
 This answer is correct because the test procedures of all test cases that have been executed are not a typical content of a test completion report for a test project. A test completion report is a document that summarizes the test activities and results at the end of a test project. It usually includes information such as the test objectives, scope, approach, resources, schedule, results, deviations, issues, risks, lessons learned, and recommendations for improvement. The test procedures of all test cases that have been executed are part of the test documentation, but they are not relevant for the test completion report, as they do not provide a high-level overview of the test project outcomes and performance. References: ISTQB Foundation Level Syllabus v4.0, Section 2.5.3.2

NEW QUESTION 4
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. are often documented following in rule-oriented format using the following template: "As a [role], I want [feature], so that I can [benefit]"
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. must be written in one of the two following formats: scenario-oriented or rule-oriented

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 5
Which of the following work products cannot be examined by static analysis?

A. Test plans
B. Source code
C. Compiled code

D. Formal models

Answer: A

Explanation:
Static analysis is the process of examining the work products of a software development or testing activity without executing them. Static analysis can be applied to various types of work products, such as requirements, design, code, test cases, etc. However, test plans are not suitable for static analysis, because they are high-level documents that describe the test objectives, scope, strategy, resources, schedule, and risks of a testing project. Test plans are not executable or formalized in a way that static analysis tools can analyze them. Therefore, option A is the correct answer.
References: ISTQB® Certified Tester Foundation Level Syllabus v4.01, Section 2.2.1, page 20; ISTQB® Glossary v4.02, page 45.

NEW QUESTION 6
Which of the following statements is TRUE?

A. User acceptance tests are usually automated and aim to verify the acceptance criteria for user stories
B. Acceptance criteria for user stories can include details on data definitions, for example by describing the format, allowed values, and default values for a data item
C. Acceptance criteria for user stones should focus on positive scenarios, while negative scenarios should be excluded
D. Tests derived from acceptance criteria for user stories are not included in any of the four testing quadrants

Answer: B

Explanation:
Acceptance criteria for user stories often include detailed specifications about data definitions, such as the format, allowed values, and default values for a data item. This helps ensure that the developed feature meets the expected requirements and provides a clear understanding for both developers and testers on what needs to be validated. Therefore, statement B is true as per the ISTQB CTFL syllabus.

NEW QUESTION 7
Which of the following best describes the way in which statement coverage is measured?

A. Measured as the number of decision outcomes executed by the tests, divided by the total number of decision outcomes in the test object.
B. It is not possible to accurately measure statement coverage.
C. Measured as the number of statements executed by the tests, divided by the total number of executable statements in the code.
D. Measured as the number of lines of code executed by the test, divided by the total number of lines of code in the test object.

Answer: C

Explanation:
Statement coverage is a metric used in white-box testing that measures the percentage of executable statements in the code that have been executed by the test cases. It is calculated as the number of statements executed by the tests divided by the total number of executable statements in the code, providing an indication of how much of the code has been tested.

NEW QUESTION 8
A requirement specifies that a certain identifier (ID) must be between 5 and 10 characters long, must contain only alphanumenc characters, and its first character must be a letter As a tester, you want to apply one-dimensional equivalence partitioning to test this ID. This means that you have to apply equivalence partitioning individually: to the length of the ID, the type of characters contained within the ID, and the type of the first character of the ID.
What is the number of partitions to cover?

A. 7.
B. 6.
C. 5.
D. 3.

Answer: A

Explanation:
 To apply one-dimensional equivalence partitioning to the ID requirement, we need to consider each condition individually:
? Length of the ID: Valid partitions (5-10 characters), Invalid partitions (less than 5,
more than 10) = 3 partitions.
? Type of characters: Valid partitions (alphanumeric), Invalid partitions (non- alphanumeric) = 2 partitions.
? First character: Valid partitions (letter), Invalid partitions (non-letter) = 2 partitions.
Adding these partitions, we get a total of 3 (length) + 2 (character type) + 2 (first character) = 7 partitions. Thus, the correct answer is A.

NEW QUESTION 9
Which of the following statements about statement coverage is TRUE?

A. Achieving 90% statement coverage ensures that 90% branch coverage is achieved.
B. Achieving 100% statement coverage ensures that no variable within the code has been used without being initialised.
C. Achieving 100% statement coverage ensures that 100% branch coverage is achieved
D. Achieving 80% statement coverage ensures that 80% of all executable statements within the code have been exercised.

Answer: D

Explanation:
Statement coverage measures the percentage of executable statements that have been exercised by a test suite. Achieving 80% statement coverage means that 80% of the executable code lines have been tested. This metric helps in understanding how much of the code has been covered during testing. However, it does not guarantee branch coverage, variable initialization, or detection of all possible defects. The ISTQB CTFL Syllabus v4.0 explains statement coverage as a measure of the extent to which the code has been tested, without implying other types of coverage or testing goals.

NEW QUESTION 10
Which of the following is a typical potential risk of using test automation tools?

A. Reduced feedback times regarding software quality compared to manual testing.
B. Reduced test execution limes compared to manual testing.
C. Reduced repeatability and consistency of tests compared to manual testing
D. Underestimation of effort required to maintain test scripts.

Answer: D

Explanation:
One of the common risks associated with test automation tools is the underestimation of the effort required to maintain test scripts. Test scripts can become outdated or broken due to changes in the application, requiring significant effort to update and maintain them. This risk is highlighted in the ISTQB CTFL syllabus under the discussion of the benefits and risks of test automation.
References:ISTQB CTFL Syllabus, Section on test tools and automation.

NEW QUESTION 10
Determining the schedule for each testing activity and test milestones for a test project, using activity estimates, available resources, and other constraints is a typical task performed during

A. Test execution
B. Test design.
C. Test analysis.
D. Test planning

Answer: D

Explanation:
Test planning involves defining the overall approach to testing, including scheduling, resources, and milestones. It is during this phase that the detailed schedule for each testing activity is determined based on estimates, resource availability, and constraints. The ISTQB CTFL Syllabus v4.0 outlines that test planning encompasses the creation of test plans and schedules to ensure that testing activities are properly managed and controlled.

NEW QUESTION 15
A financial institution is to implement a system that calculates the interest rates paid on investment accounts based on the sum invested.
You are responsible for testing the system and decide to use equivalence partitioning and boundary value analysis to design test cases. The requirements describe the following expectations:
Investment range| Interest rate R500 to RIO 00010%
RIO 001 to R50 00011% R50 001 to RIOOOOO12% RIOOOOl to R500 000| 13%
What is the minimum number of test cases required to cover all valid equivalence partitions
for calculating the interest?

A. 5
B. 4
C. 8
D. 16

Answer: B

Explanation:
Using equivalence partitioning, the investment ranges are divided into four partitions:
? R500 to R10,000 (10%)
? R10,001 to R50,000 (11%)
? R50,001 to R100,000 (12%)
? R100,001 to R500,000 (13%)
Thus, the minimum number of test cases required to cover all valid equivalence partitions for calculating the interest is 4.

NEW QUESTION 17
The four test levels used in ISTQB syllabus are:
* 1. Component (unit) testing
* 2. Integration testing
* 3. System testing
* 4. Acceptance testing
An organization wants to do away with integration testing but otherwise follow V-model. Which of the following statements is correct?

A. It is allowed as organizations can decide on men test levels to do depending on the context of the system under test
B. It is allowed because integration testing is not an important test level arc! can be dispensed with.
C. It is not allowed because integration testing is a very important test level and ignoring i: means definite poor product quality
D. It is not allowed as organizations can't change the test levels as these are chosen on the basis of the SDLC (software development life cycle) model

Answer: D

Explanation:
The V-model is a software development life cycle model that defines four
test levels that correspond to four development phases: component (unit) testing with component design, integration testing with architectural design, system testing with system requirements, and acceptance testing with user requirements. The V-model emphasizes the importance of verifying and validating each phase of development with a corresponding level of testing, and ensuring that the test objectives, test basis, and test artifacts are aligned and consistent across the test levels. Therefore, an organization that wants to follow the V-model cannot do away with integration testing, as it would break the symmetry and completeness of the V-model, and compromise the quality and reliability of the software or system under test. Integration testing is a test level that aims to test the interactions and interfaces between components or subsystems, and to detect any defects or inconsistencies that may arise from the integration of different parts of the software or

system. Integration testing is essential for ensuring the functionality, performance, and compatibility of the software or system as a whole, and for identifying and resolving any integration issues early in the development process. Skipping integration testing would increase the risk of finding serious defects later in the test process, orworse, in the production environment, which would be more costly and difficult to fix, and could damage the reputation and credibility of the organization. Therefore, the correct answer is D.

The other options are incorrect because:

? A. It is not allowed as organizations can decide on the test levels to do depending on the context of the system under test. While it is true that the choice and scope of test levels may vary depending on the context of the system under test, such as the size, complexity, criticality, and risk level of the system, the organization cannot simply ignore or skip a test level that is defined and required by the chosen software development life cycle model. The organization must follow the principles and guidelines of the software development life cycle model, and ensure that the test levels are consistent and coherent with the development phases. If the organization wants to have more flexibility and adaptability in choosing the test levels, it should consider using a different software development life cycle model, such as an agile or iterative model, that allows for more dynamic and incremental testing approaches.

? B. It is not allowed because integration testing is not an important test level and can be dispensed with. This statement is false and misleading, as integration testing is a very important test level that cannot be dispensed with. Integration testing is vital for testing the interactions and interfaces between components and subsystems, and for ensuring the functionality, performance, and compatibility of the software or system as a whole. Integration testing can reveal defects or inconsistencies that may not be detected by component (unit) testing alone, such as interface errors, data flow errors, integration logic errors, or performance degradation. Integration testing can also help to verify and validate the architectural design and the integration strategy of the software or system, and to ensure that the software or system meets the specified and expected quality attributes, such as reliability, usability, security, and maintainability. Integration testing can also provide feedback and confidence to the developers and stakeholders about the progress and quality of the software or system development. Therefore, integration testing is a crucial and indispensable test level that should not be skipped or omitted.

? C. It is not allowed because integration testing is a very important test level and ignoring it means definite poor product quality. This statement is partially true, as integration testing is a very important test level that should not be ignored, and skipping it could result in poor product quality. However, this statement is too strong and absolute, as it implies that integration testing is the only factor that determines the product quality, and that ignoring it would guarantee a poor product quality. This is not necessarily the case, as there may be other factors that affect the product quality, such as the quality of the requirements, design, code, and other test levels, the effectiveness and efficiency of the test techniques and tools, the competence and experience of the developers and testers, the availability and adequacy of the resources and environment, the management and communication of the project, and the expectations and satisfaction of the customers and users. Therefore, while integration testing is a very important test level that should not be skipped, it is not the only test level that matters, and skipping itdoes not necessarily mean definite poor product quality, but rather a higher risk and likelihood of poor product quality.

References = ISTQB Certified Tester Foundation Level Syllabus, Version 4.0, 2018, Section 2.3, pages 16-18; ISTQB Glossary of Testing Terms, Version 4.0, 2018, pages 38-39; ISTQB CTFL 4.0 - Sample Exam - Answers, Version 1.1, 2023, Question 104, page 36.

NEW QUESTION 20
Which of the following statements about estimation of the test effort is WRONG?

A. Once the test effort is estimated, resources can be identified and a schedule can be drawn up.
B. Effort estimate can be inaccurate because the quality of the product under tests is not known.
C. Effort estimate depends on the budget of the project.
D. Experience based estimation is one of the estimation techniques.

Answer: C

Explanation:
? Effort estimate does not depend on the budget of the project, but rather on the scope, complexity, and quality of the software product and the testing activities1. Budget is a constraint that may affect the feasibility and accuracy of the effort estimate, but it is not a factor that determines the effort estimate. Effort estimate is the amount of work required to complete the testing activities, measured in terms
of person-hours, person-days, or person-months2.
? The other options are correct because: References =
? 1 ISTQB® Certified Tester Foundation Level Syllabus v4.0, 2023, p. 154
? 2 ISTQB® Certified Tester Foundation Level Syllabus v4.0, 2023, p. 155
? 3 ISTQB® Certified Tester Foundation Level Syllabus v4.0, 2023, p. 156
? 4 ISTQB® Certified Tester Foundation Level Syllabus v4.0, 2023, p. 157
? 5 ISTQB® Certified Tester Foundation Level Syllabus v4.0, 2023, p. 158
? 6 ISTQB® Certified Tester Foundation Level Syllabus v4.0, 2023, p. 159
? 7 ISTQB® Certified Tester Foundation Level Syllabus v4.0, 2023, p. 16
? [8] ISTQB® Certified Tester Foundation Level Syllabus v4.0, 2023, p. 160
? [9] ISTQB® Certified Tester Foundation Level Syllabus v4.0, 2023, p. 161

NEW QUESTION 22
A document descnbes the test procedures that have been derived for the identified test sets Among other things, the order in which the test cases in the corresponding test set are to be executed according to the dependencies described by preconditions and postconditions is specified This document is a typical work product produced as part of:

A. Test design.
B. Test analysis
C. Test Implementation.
D. Test monitoring and control

Answer: C

Explanation:
Test implementation involves finalizing the test procedures, including the order of execution of test cases based on their dependencies, preconditions, and postconditions. This phase ensures that all necessary test scripts, test data, and test environments are ready for execution. According to the ISTQB CTFL Syllabus v4.0, test implementation is the phase where detailed test procedures are derived and documented, making it a critical step before actual test execution.

NEW QUESTION 24
Given the following User Story: "As an online customer, I would like to be able to cancel the purchase of an individual item from a shopping list so that it only displays the relevant items, in less than 1 second", which of the following can be considered as applicable acceptance test cases?

A. Click on my online shopping list, select the unwanted Item, delete the unwanted item, the unwanted Item is deleted from the shopping list in less than 1 second.i
B. Click on my online shopping list, select all the items, delete all the items, the unwanted items are deleted from the shopping list in less than 1 second.ii
C. Tab to the online shopping list and press enter, select the unwanted item, delete the unwanted item, the unwanted item is deleted from the shopping list In less

than 1 second.I

D. Click on the checkout button, select the payment method, make payment, confirmation received of payment and shipping date.

E. Click on my shopping list, select the unwanted Item, delete the unwanted item, the unwanted item is deleted from the shopping list.Select the correct Answer

F. I, ii and v

G. iv

H. i and iii

I. v

Answer: C

Explanation:
Reference:ISTQB CTFL Syllabus V4.0, Section 5.2.2

NEW QUESTION 29
In addition to thorough testing of the requirements specification, a development team aims to involve users as early as possible in the development process, using practices such as prototyping, to ensure that the software systems being developed will meet the users' expectations. This approach is especially useful at mitigating the risks associated with one of the seven testing principles, which one?

A. Tests wear out

B. Absence-of-errors fallacy

C. Working software over comprehensive documentation.

D. Defects cluster together

Answer: B

Explanation:
 The absence-of-errors fallacy is the mistaken belief that just because a software system is free of defects, it will meet the user's needs and expectations. Involving users early through practices like prototyping helps ensure that the development team is building the right system that meets user expectations, not just a system that is defect-free. This approach aligns with the testing principle that emphasizes understanding the users' needs and ensuring the system fulfills them. This principle is explained in the ISTQB CTFL Syllabus v4.0.

NEW QUESTION 34
A test status report SHOULD:

A. Specify the impediments to carrying out the planned test activities in the reporting period and the corresponding solutions put in place to remove them

B. Be produced as part of test completion activities and report unmitigated product risks to support the decision whether or not to release the product

C. Always be based on the same template within an organisation, as its structure and contents should not be affected by the audience to which the report is presented.

D. Specify the lines of communication between testing, other lifecycle activities, and within the organisation that were chosen at the outset of the test project.

Answer: A

Explanation:
A test status report is a document that provides a snapshot of the testing activities and their progress during a particular period. It should include information about any impediments encountered during the test execution and the actions taken to resolve them, which helps stakeholders understand the challenges and how they were addressed .
Option B describes an activity related to test completion rather than ongoing status reporting. Option C is incorrect because the structure and contents of the report may vary based on the audience's needs. Option D, while important, is not the primary purpose of a test status report, which focuses more on the current status and impediments.

NEW QUESTION 36
Which of the following best describes the relationship between a test progress report and a test summary report?

A. The test report prepared during a test activity may be referred to as a test progress report, while a test report prepared at the end of a test activity may be referred to as a test summary report.

B. The test report prepared during a test activity may be referred to as a test summary report, while a test report prepared at the end of a test activity may be referred to as a test progress report.

C. There is no difference between a test progress report and a test summary report.

D. Both the test progress report and the test summary report should always be generated via an automated tool.

Answer: A

Explanation:
Reference:ISTQB CTFL Syllabus V4.0, Section 5.3.2

NEW QUESTION 39
The following rules determine the annual bonus to be paid to a salesman of a company based on the total annual amount of the sales made (referred to as TAS). If the TAS is between 50k€ and 80k€, the bonus is 10%. If the TAS exceeds 80k€ by a value not greater than 40k€, the bonus is 15%. Finally, if the TAS exceeds the maximum threshold which entitles to a 15% bonus, the bonus is 22%. Consider applying equivalence partitioning to the TAS (Note: 1k€ = 1000 euros). Which one of the following answers contain only test cases that belong to the same equivalence partition?

A. TC1 = 81 k€; TC2= 97k€; TC3=111k€; TC4=118k€

B. TC1 = 40k€; TC2= 46k€; TC3=51k€; TC4=53k€

C. TC1 = 79k€; TC2= 80k€; TC3=81k€; TC4=82k€

D. TC1 = 90k€; TC2= 110k€; TC3=125k€: TC4=140k€

Answer: A

Explanation:

This answer is correct because equivalence partitioning is a test design technique that divides the input domain of a system or component into partitions of equivalent data, such that each partition is expected to produce the same output or behavior. Equivalence partitioning aims to reduce the number of test cases by selecting one representative value from each partition. In this case, the input domain of the TAS can be divided into four partitions based on the bonus rules: less than 50k€, between 50k€ and 80k€, between 80k€ and 120k€, and more than 120k€. The test cases in the answer belong to the same partition, which is between 80k€ and 120k€, and they are expected to produce the same output, which is a bonus of 15%. References: ISTQB Glossary of Testing Terms v4.0, ISTQB Foundation Level Syllabus v4.0, Section 2.3.2.1

NEW QUESTION 42

Consider a review for a high-level architectural document written by a software architect. The architect does most of the review preparation work, including distributing the document to reviewers before the review meeting. However, reviewers are not required to analyze the document in advance, and during the review meeting the software architect explains the document step by step. The only goal of this review is to establish a common understanding of the software architecture that will be used in a software development project.

Which of the following review types does this review refer to?

A. Inspection
B. Audit
C. Walkthrough
D. Informal review

Answer: C

Explanation:

This answer is correct because a walkthrough is a type of review where the author of the work product leads the review process and explains the work product to the reviewers. The reviewers are not required to prepare for the review in advance, and the main objective of the walkthrough is to establish a common understanding of the work product and to identify any major defects or issues. A walkthrough is usually informal and does not follow a defined process or roles. In this case, the review for a high-level architectural document written by a software architect matches the characteristics of a walkthrough. References: ISTQB Glossary of Testing Terms v4.0, ISTQB Foundation Level Syllabus v4.0, Section 2.4.2.2

NEW QUESTION 43

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

A. Test planning and control, Test analysis and design, Test implementation and execution, Evaluating ex t criteria and reportin
B. Test closure activities
C. Test planning, Test analysis and desig
D. Test implementation and contro
E. Checking test coverage and reporting, Test closure activities
F. Test planning and control, Test specification and desig
G. Test implementation and execution, Evaluating test coverage and reporting, Retesting and regression testing, Test closure activities
H. Test plannin
I. Test specification and desig
J. Test implementation and executio
K. Evaluating exit criteria and reportin
L. Retesting and test closure activities

Answer: A

Explanation:

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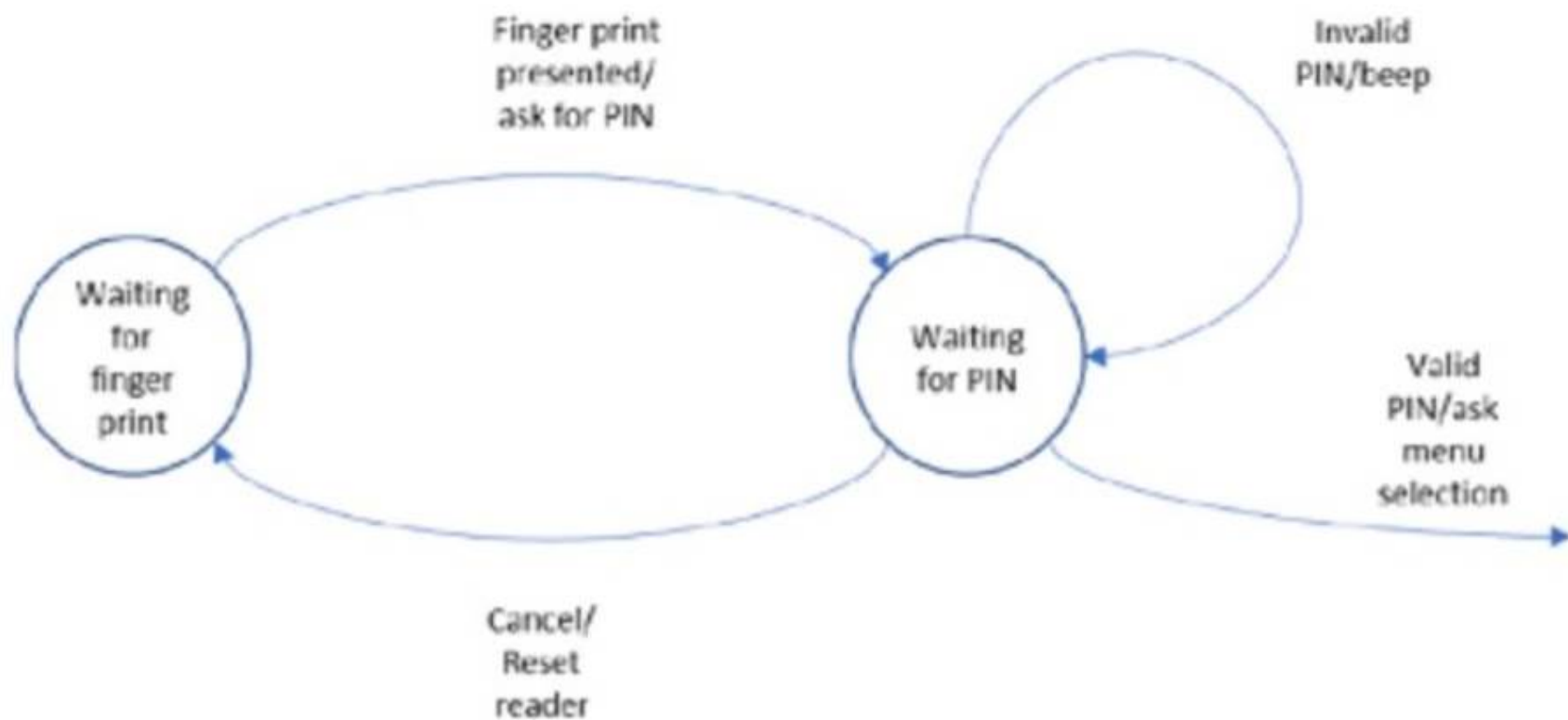? Test closure activities: This phase involves finalizing and archiving the testware and test environment for future reuse, and evaluating the test process and the test project against the test objectives and the test plan. This phase also involves identifying any lessons learned and best practices,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

NEW QUESTION 44

The following state transition diagram describes the functionality involved in a system using fingerprint and password authentication to log onto a system.

How many distinct states of the system are visible in the above diagram?

A. 1
B. 2
C. 3
D. 4

Answer: C

Explanation:
The state transition diagram provided shows three distinct states:
? Waiting for fingerprint
? Waiting for PIN
? Valid PIN/ask menu selection
Each state represents a different stage in the system's operation, with transitions based on user actions and system responses.

NEW QUESTION 48
Which of the following statements is TRUE'?

A. Unlike functional testing, non-fundional testing can only be applied to conventional systems, not artificial intelligence-based system.
B. Functional testing focuses on what the system is supposed to do, while white-box testing focuses on how well the system does what it is supposed to do
C. Functional testing can be applied to all test levels, while non-functional testing can be applied only to system and acceptance test levels.
D. Black-box test techniques and experience-based test techniques may be applicable to both functional testing and non-functional testing

Answer: D

Explanation:
Statement D is correct. According to the ISTQB CTFL syllabus, both black- box test techniques (which focus on testing without internal knowledge of the application) and experience-based test techniques (which rely on testers' experience and intuition) can be applied to both functional and non-functional testing. Functional testing is concerned with what the system does, whereas non-functional testing looks at how the system performs under certain conditions. These techniques are versatile and can be employed to address both these aspects.

NEW QUESTION 50
Which of the following is a task the Author is responsible for, as part of a typical formal review?

A. Determining the people who will be involved in the review
B. Recording the anomalies found during the review meeting
C. Identifying potential anomalies in the work product under review
D. Fixing the anomalies found in the work product under review

Answer: C

Explanation:
This answer is correct because identifying potential anomalies in the work product under review is one of the tasks the Author is responsible for, as part of a typical formal review. The Author is the person who creates the work product to be reviewed, such as a requirement specification, a design document, or a test case. The Author??s tasks include preparing the work product for the review, identifying potential anomalies in the work product, and fixing the anomalies found in the work product after the review. References: ISTQB Glossary of Testing Terms v4.0, ISTQB Foundation Level Syllabus v4.0, Section 2.4.2.1

NEW QUESTION 54
Which of the following statements is true?

A. A defect does not always produce a failure, while a bug always produces a failure
B. A defect may cause a failure which, when occurring, always causes an error
C. Failures can be caused by defects, but also by environmental conditions

D. Bugs are defects found during component testing, while failures are defects found athigher test levels

Answer: C

Explanation:
 Failures can be caused by defects, but also by environmental conditions. A failure is an event in which the software system does not perform a required function or performs a function incorrectly, according to the expected behavior. A defect is a flaw in the software system or a deviation from the requirements or the specifications, that may cause a failure. However, not all failures are caused by defects, as some failures may be caused by environmental conditions, such as hardware malfunctions, network interruptions, power outages, incompatible configurations, etc. Environmental conditions are factors that affect the operation of the software system, but are not part of the software system itself. The other statements are false, because:
? A defect does not always produce a failure, while a bug always produces a failure.
This statement is false, because a defect may or may not produce a failure, depending on the inputs, the outputs, the states, or the scenarios of the software system, and a bug is just another term for a defect, so it has the same possibility of producing a failure as a defect. For example, a defect in a rarely used feature or a hidden branch of the code may never produce a failure, while a defect in a frequently used feature or a critical path of the code may produce a failure often. A bug is not a different concept from a defect, but rather a synonym or a colloquial term for a defect, so it has the same definition and implications as a defect.
? A defect may cause a failure which, when occurring, always causes an error. This
statement is false, because an error is not a consequence of a failure, but rathera cause of a defect. An error is a human action or a mistake that produces a defect in the software system, such as a typo, a logic flaw, a requirement misunderstanding, etc. An error is not observable in the software system, but rather in the human mind or the human work products, such as the code, the design, the documentation, etc. A failure is not a cause of an error, but rather a result of a defect, which is a result of an error. For example, an error in the code may cause a defect in the software system, which may cause a failure in the software behavior.
? Bugs are defects found during component testing, while failures are defects found at higher test levels. This statement is false, because bugs and failures are not different types of defects, but rather different terms for defects and their manifestations. As mentioned before, bugs are just another word for defects, and failures are the events in which the software system does not perform as expected due to defects. Bugs and failures can be found at any test level, not only at component testing or higher test levels. 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. Defects and failures can occur and be detected at any test level, depending on the test objectives, the test basis, the test techniques, and the test environment. References: ISTQB Certified Tester Foundation Level (CTFL) v4.0 sources and documents:
? ISTQB® Certified Tester Foundation Level Syllabus v4.0, Chapter 1.1.2, Testing and Quality1
? ISTQB® Certified Tester Foundation Level Syllabus v4.0, Chapter 1.2.1, Testing Principles1
? ISTQB® Certified Tester Foundation Level Syllabus v4.0, Chapter 1.3.1, Testing in Software Development Lifecycles1
? ISTQB® Glossary of Testing Terms v4.0, Failure, Defect, Bug, Environmental Condition, Error, Test Level2

NEW QUESTION 56
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. 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
B. 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
C. 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
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: B

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. References: 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 60
Match each objective to the correct test level Objective:
A) Verifying whetherthe functionalandnon-functlonalbehaviorsof the system are as designed andspecified.
B) Verifying whetherthe functionalandnon-functlonalbehaviorsof the interfaces are as designed.
C) Verifying whetherthe functionalandnon-functionalbehaviorsof the components are as designedand specified.
D)Establishing confidence in the quality of the systemas a whole. Test Level:
* 1.Component testing. 2.Integration testing. 3.System testing. 4.Acceptance testing.

A. A3, B2.C4. D1
B. A2, B3, CI, D4
C. A3.B2. C1. D4

Answer: C

Explanation:
 The test levels and their objectives can be matched as follows:
? Verifying whether the functional and non-functional behaviors of the system are as designed and specified (A3: System testing).
? Verifying whether the functional and non-functional behaviors of the interfaces are as designed (B2: Integration testing).
? Verifying whether the functional and non-functional behaviors of the components are as designed and specified (C1: Component testing).
? Establishing confidence in the quality of the system as a whole (D4: Acceptance testing).

NEW QUESTION 64
What type of testing measures its effectiveness by tracking which lines of code were executed by the tests?

A. Acceptance testing
B. Structural testing
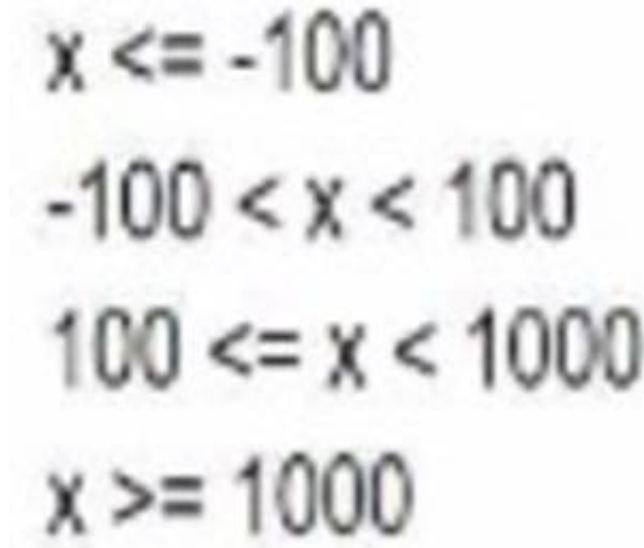C. Integration testing
D. Exploratory testing

Answer: B

Explanation:
 Structural testing is a type of testing that measures its effectiveness by tracking which lines of code were executed by the tests. Structural testing, also known as white-box testing or glass-box testing, is based on the internal structure, design, or implementation of the software. Structural testing aims to verify that the software meets the specified quality attributes, such as performance, security, reliability, or maintainability, by exercising the code paths, branches, statements, conditions, or data flows. Structural testing uses various coverage metrics, such as function coverage, line coverage, branch coverage, or statement coverage, to determine how much of the code has been tested and to identify any untested or unreachable parts of the code. Structural testing can be applied at any level of testing, such as unit testing, integration testing, system testing, or acceptance testing, but it is more commonly used at lower levels, where the testers have access to the source code.
The other options are not correct because they are not types of testing that measure their effectiveness by tracking which lines of code were executed by the tests. Acceptance testing is a type of testing that verifies that the software meets the acceptance criteria and the user requirements. Acceptance testing is usually performed by the end-users or customers, who may not have access to the source code or the technical details of the software. Acceptance testing is more concerned with the functionality, usability, or suitability of the software, rather than its internal structure or implementation. Integration testing is a type of testing that verifies that the software components or subsystems work together as expected. Integration testing is usually performed by the developers or testers, who may use both structural and functional testing techniques to check the interfaces, interactions, or dependencies between the componentsor subsystems. Integration testing is more concerned with the integration logic, data flow, or communication of the software, rather than its individual lines of code. Exploratory testing is a type of testing that involves simultaneous learning, test design, and test execution. Exploratory testing is usually performed by the testers, who use their creativity, intuition, or experience to explore the software and discover any defects, risks, or opportunities for improvement. Exploratory testing is more concerned with the behavior, quality, or value of the software, rather than its internal structure or implementation. References = ISTQB Certified Tester Foundation Level (CTFL) v4.0 syllabus, Chapter 4: Test Techniques, Section 4.3: Structural Testing Techniques, Pages 51-54; Chapter 1: Fundamentals of Testing, Section 1.4: Testing Throughout the Software Development Lifecycle, Pages 11-13; Chapter 3: Static Testing, Section 3.4: Exploratory Testing, Pages 40-41.

NEW QUESTION 69
The following 4 equivalence classes are given:

$$x <= -100$$

$$-100 < x < 100$$

$$100 <= x < 1000$$

$$x >= 1000$$

Which of the following alternatives includes correct test values for x. based on equivalence partitioning?

A. -100; 100:1000; 1001
B. -500; 0; 100; 1000
C. -99; 99:101; 1001
D. -1000; -100; 100; 1000

Answer: D

Explanation:
? The question is about selecting the correct test values for x based on equivalence partitioning. Equivalence partitioning is a software test design technique that divides the input data of a software unit into partitions of equivalent data from which test cases can be derived. In this case, the given equivalence classes are:
Option D provides a value from each of these partitions:
? For (x \leq -100), it gives -1000.
? For (-100 < x < 100), it gives -100 and 100.
? For (100 \leq x < 1000), it gives 500.
? For (x \geq 1000), it gives 1500.
So, option D covers all four given equivalence classes with appropriate values. References: ISTQB Certified Tester Foundation Level (CTFL) v4.0 documents available at ISTQB and ASTQB.
? 1: ISTQB Foundation Level Syllabus 2018, Version 4.0, p. 38
? 2: ISTQB Foundation Level Syllabus 2018, Version 4.0, p. 39
? : ISTQB Foundation Level Syllabus 2018, Version 4.0, p. 40

NEW QUESTION 73
You are performing the role of tester on an Agile project. Which of the following tasks would be your responsibility?

A. Understanding, implementing, and updating the test strategy.I
B. Ensuring the proper use of testing tools.H
C. Coaching other team members in the relevant aspects of testing.i
D. Actively collaborating with developers and business stakeholders to clarify requirements, especially in terms of testability, consistency, and completeness.
E. Participating proactively in team retrospective meeting, suggesting and implementing improvements.Select the correct Answer:
F. i, iv and v
G. i, ii and iii
H. i, iii and v

I. ii
J. iv and v

Answer: A

Explanation:
 In an Agile project, a tester's responsibilities include understanding, implementing, and updating the test strategy (i), actively collaborating with developers and business stakeholders to clarify requirements, especially in terms of testability, consistency, and completeness (iv), and participating proactively in team retrospective meetings, suggesting and implementing improvements (v). These activities ensure that testing is integrated into the development process, promoting continuous feedback and improvement. The ISTQB CTFL syllabus underlines the collaborative nature of Agile testing and the tester's role in contributing to the team's overall quality goals.
References:ISTQB CTFL Syllabus, Section on Agile Testing Practices.

NEW QUESTION 76
A test manager decided to skip static testing since he believes bugs can be found easily by doing dynamic testing. Was this decision right or wrong?

A. The decision was wron
B. Ensuring quality mandates that static testing is performed after performing the dynamic testing.
C. The decision was righ
D. Static testing is usually redundant if a product is planned to go through a full-cycle of dynamic testing.
E. The decision was righ
F. Most of the bugs are easier to identify during the dynamic testing.
G. The decision was wron
H. Static testing can find defects early in the development process, reducing the overall cost of testing and development

Answer: D

Explanation:
 Static testing is a form of testing that does not involve executing the software or system under test. It includes activities such as reviews, inspections, walkthroughs, and analysis of documents, code, and models. Static testing can find defects early in the development process, before they become more expensive and difficult to fix in later stages. Static testing can also improve the quality of the software or system by preventing defects from being introduced in the first place. Static testing can complement dynamic testing, which involves executing the software or system under test and checking the results against expected outcomes. Dynamic testing can find defects that static testing may miss, such as performance, usability, or integration issues. However, dynamic testing alone is not sufficient to ensure quality, as it may not cover all possible scenarios, inputs, or paths. Therefore, a test manager who decides to skip static testing is making a wrong decision, as he or she is ignoring the benefits of static testing and relying solely on dynamic testing, which may not be effective or efficient enough to find and prevent
defects. References = ISTQB Certified Tester Foundation Level Syllabus, Version 4.0, 2018, Section 2.1.1, page 14; ISTQB Glossary of Testing Terms, Version 4.0, 2018, page 36; ISTQB CTFL 4.0 - Sample Exam - Answers, Version 1.1, 2023, Question 3, page 9.

NEW QUESTION 81
A requirement specifies that if the total amount of sales (TAS) made during the year by a corporate seller is 300,000€ 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 = 300,000)" instead of "IF (TAS >= 300.000)". 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 = 299,999 TC2=300,000 TC=300,001
Which of the following statements is TRUE?

A. TC1 would highlight the fault
B. TC2 would highlight the fault
C. TC3 would highlight the fault
D. None of the three test cases would highlight the fault.

Answer: B

Explanation:
The requirement specifies that a bonus should be paid if the total amount of sales (TAS) made during the year is 300,000€ or more. The software incorrectly implements this requirement with "IF (TAS = 300,000)" instead of "IF (TAS >= 300,000)". Using boundary value analysis (BVA), which is a common technique in software testing, the three test cases provided (TC1 = 299,999, TC2 = 300,000, and TC3 = 300,001) cover the critical boundary values around the condition.
? TC1 tests just below the boundary (299,999),
? TC2 tests exactly at the boundary (300,000),
? TC3 tests just above the boundary (300,001).
Since the software incorrectly checks for TAS equal to 300,000, only TC2 will fail because the condition is exactly met and highlights the incorrect implementation of the decision logic.
Reference: ISTQB CTFL Syllabus V4.0, Chapter 4.2.2, Boundary Value Analysis (BVA).

NEW QUESTION 86
Which of the following statements about white-box testing is FALSE?

A. Static testing can benefit from using code-related white-box test techniques during code reviews.
B. White-box testing allows suggesting test cases for increasing coverage levels which are based on objective measures
C. Achieving full code coverage for a component or a system ensures that it has been fully tested
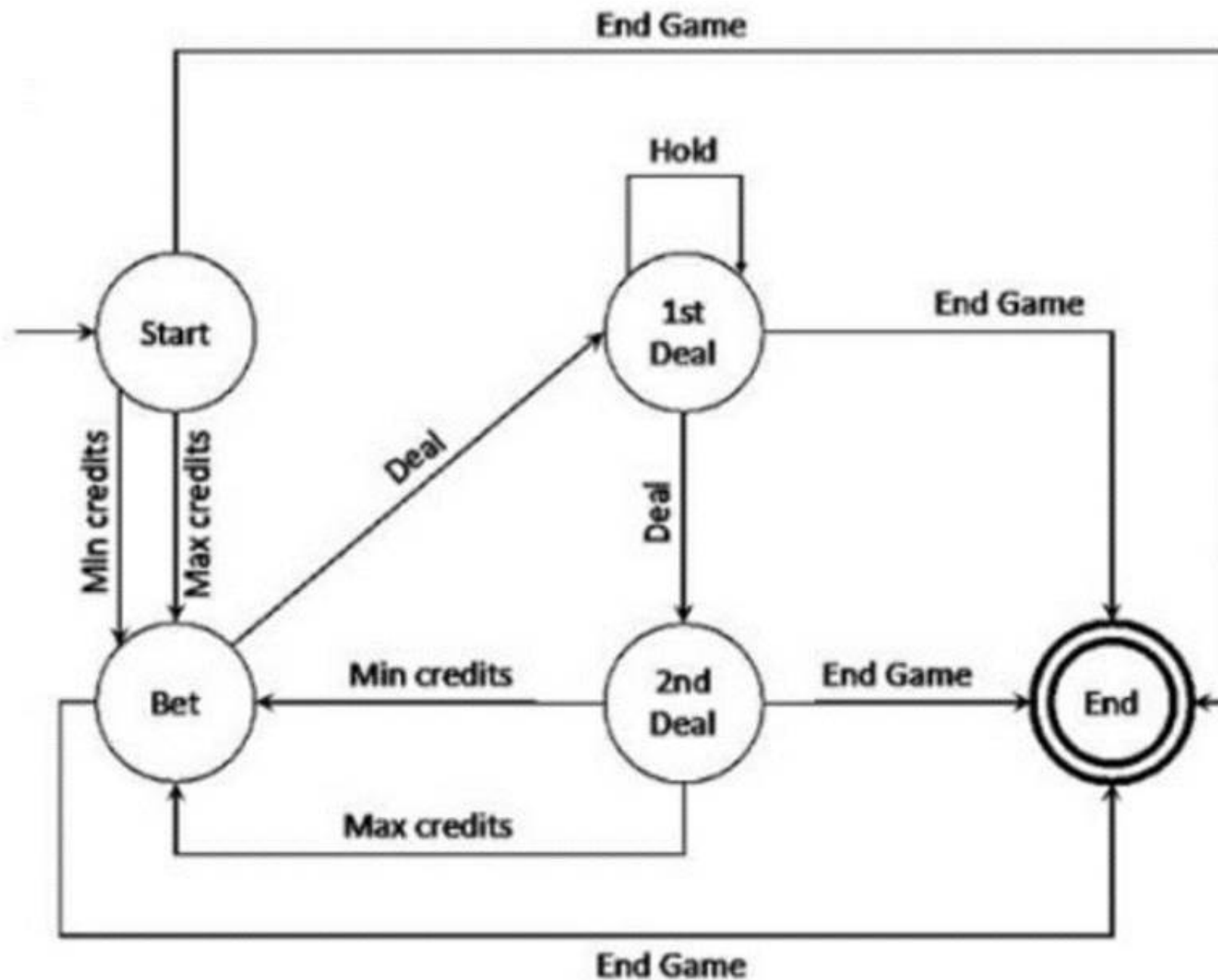D. Black-box testing can benefit from using code-related white-box test techniques to increase confidence in the code.

Answer: C

Explanation:
Achieving full code coverage does not guarantee that the component or system is fully tested or free of defects. Code coverage metrics indicate the extent to which the source code has been tested, but they do not account for the quality of the tests or whether all possible scenarios have been considered. Other types of testing, including functional, performance, and security testing, are necessary to ensure comprehensive testing. The ISTQB CTFL Syllabus v4.0 highlights that while high code coverage is beneficial, it does not equate to complete testing.

NEW QUESTION 91
Consider the following simplified version of a state transition diagram that specifies the behavior of a video poker game:

What Is the minimum number of test cases needed to cover every unique sequence of up to 3 states/2 transitions starting In the "Start" state and ending In the "End" state?

A. 1
B. 2
C. 3
D. 4

Answer: D

Explanation:
The minimum number of test cases needed to cover every unique sequence of up to 3 states/2 transitions starting in the ??Start?? state and ending in the ??End?? state is 4. This is because there are 4 unique sequences of up to 3 states/2 transitions starting in the ??Start?? state and ending in the ??End?? state:
? Start -> Bet -> End
? Start -> Deal -> End
? Start -> 1st Deal -> End
? Start -> 2nd Deal -> End References: ISTQB Certified Tester Foundation Level (CTFL) v4.0 sources and documents.

NEW QUESTION 96
The fact that defects are usually not evenly distributed among the various modules that make up a software application, but rather their distribution tend to reflect the Pareto principle:

A. is a false myth
B. is expressed by the testing principle referred to as Tests wear out'
C. is expressed by the testing principle referred to as 'Defects cluster together'
D. is expressed by the testing principle referred to as 'Bug prediction'

Answer: C

Explanation:
The fact that defects are usually not evenly distributed among the various modules that make up a software application, but rather their distribution tend to reflect the Pareto principle, is expressed by the testing principle referred to as ??Defects cluster together??. This principle states that a small number of modules contain most of the defects detected, or that a small number of causes are responsible for most of the defects. This principle can be used to guide the test analysis and design activities, by prioritizing the testing of the most critical or risky modules, or by applying more rigorous test techniques to them. Therefore, option C is the correct answer.
References: ISTQB® Certified Tester Foundation Level Syllabus v4.01, Section 1.2.1, page 11; ISTQB® Glossary v4.02, page 16.

NEW QUESTION 97
Consider an estimation session in which a six-member Agile team (Memb1..... Memb6) uses the planning poker technique to estimate a user story (in story points).

The team members will use a set of cards with the following values: 1,2, 3,5, 8,13,21. Below is the outcome of 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 by applying the three- point estimation technique with the following input values most optimistic estimate - 1, most likely estimate - 3, and most pessimistic estimate - 21
B. Further estimation rounds should be performed until all team members will pick the card having the same value: this value will represent the final estimate of the user story in story points.
C. The final estimate of the user story in story points is determined by calculating the average value between the most optimistic estimate of 21 story points (Memb4> and the most pessimistic estimate of 1 story point (Memb6)
D. Memb6 and Memb4 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 members before proceeding to another estimation round

Answer: D

Explanation:
In Agile teams using the planning poker technique for estimating user stories, it is common practice to have further discussions and rounds of estimation if there is a significant discrepancy in the initial estimates. This helps in reaching a consensus and ensures that all team members understand the complexity and requirements of the user story. According to the ISTQB CTFL syllabus, planning poker involves discussions to clarify differences in estimates, especially when there is a wide range of values selected. By having Memb6 and Memb4, who provided the most pessimistic and optimistic estimates, explain their reasoning, it fosters a deeper understanding and encourages the team to converge towards a more accurate and agreed-upon estimate.
References:ISTQB CTFL Syllabus, Section on Agile methodologies and estimation techniques.

NEW QUESTION 99
A company runs a pilot project for evaluation of a test automation tool. Which of the following is NOT a valid object of this pilot project?

A. Get familiar with the functionality and options of the tool
B. Check haw the tool fits to the existing test processes
C. Train all testers on using the tool
D. Decide upon standards for tool implementation

Answer: C

Explanation:
? A pilot project is a small-scale experiment or trial that is conducted to evaluate the feasibility, effectiveness, and suitability of a test automation tool before implementing it on a larger scale1.
? The objectives of a pilot project may vary depending on the context and scope of the test automation initiative, but some common ones are2:
? Therefore, option C is not a valid objective of a pilot project, as it is not necessary to train all testers on using the tool at this stage. Training all testers on using the tool would be more appropriate after the tool has been selected and approved for full-scale implementation, and after the standards and guidelines have been established. Training all testers on using the tool during the pilot project would be inefficient, costly, and premature, as the tool may not be suitable or effective for the intended purpose, or may be replaced by another tool later.
References:
? 1: ISTQB Certified Tester Foundation Level Syllabus 2018, Version 4.0, p. 82
? 2: ISTQB Certified Tester Foundation Level Syllabus 2018, Version 4.0, p. 83
? : ISTQB Certified Tester Foundation Level Syllabus 2018, Version 4.0, p. 84
? : ISTQB Certified Tester Foundation Level Syllabus 2018, Version 4.0, p. 85

NEW QUESTION 103
Which one of the following statements relating to the benefits of static testing is NOT correct?

A. Static testing enables early detection of defects before dynamic testing is performed.
B. Static testing reduces testing costs and time.
C. Static testing increases development costs and time.
D. Static testing identifies defects which are not easily found by dynamic testing.

Answer: C

Explanation:
The statement that "static testing increases development costs and time" is NOT correct. Static testing actually helps to reduce development costs and time by identifying defects early in the development process before dynamic testing is performed. Early detection of defects reduces the cost and effort required to fix them and prevents the propagation of defects to later stages, thus reducing overall testing and development costs. References:ISTQB CTFL Syllabus, Section 3.1.2, "The Value of Static Testing."

NEW QUESTION 107
Select which of the following statements describe the key principles of software testing?

A. Testing shows the presence of defects, not their absence.i
B. Testing everything Is possible.ii
C. Early testing Is more expensive and is a waste of time.i
D. Defects cluster together.
E. Testing is context dependent.v
F. Beware of the pesticide paradox.vi
G. Absence of errors is a fallac
H. Select the correct Answer:

I. i, iv, v, vi and vii
J. I, ii,
K. vi and vii
L. ii
M. iv,
N. vi and vii
O. ii, iii, iv, v and vi

Answer: A

Explanation:
The key principles of software testing include: i. Testing shows the presence of defects, not their absence. iv. Defects cluster together. v. Testing is context dependent. vi. Beware of the pesticide paradox. vii. Absence of errors is a fallacy. These principles highlight the importance of recognizing the limitations and context of testing, as well as the potential for repeated tests to become less effective.

NEW QUESTION 108
You are testing a system that is used in motor vehicles to warn the driver of an obstacle when re-versing. Output is provided by a series of LED lights (green, yellow, and red), each illuminated based on clearly defined conditions.
The following summary describes the functionality:
•Object within 10 metres, green LED lit.
•Object within 5 metres, yellow LED lit.
•Object within 1 metre, red LED lit.
•Setting sensitivity mode to "ON" will result in only the red LED being lit when the object is within 1 metre.
The following decision table describes the rules associated with the functioning of this proximity warning system:

Conditions	Rule 1	Rule 2	Rule 3	Rule 4	Rule 5	Rule 6
Distance < 10 m	Y	N	N	Y	N	N
Distance < 5 m	N	Y	N	N	Y	N
Distance < 1 m	N	N	Y	N	N	Y
Sensitivity ON	N	N	N	Y	Y	Y
Actions						
Green LED	Y	N	N	N	N	N
Yellow LED	N	Y	N	N	N	N
Red LED	N	N	Y	N	N	Y

Which intended functionality is tested by Rule 5 in the decision table?

A. Object is within 5 metres of the vehicle and the sensitivity mode is switched "off", resulting in the yellow LED being lit.
B. Object is within 5 metres of the vehicle and the sensitivity mode is switched "on", resulting in the yellow LED being lit.
C. Object is within 5 metres of the vehicle and the sensitivity mode is switched "off", resulting in no LED being lit.
D. Object is within 5 metres of the vehicle and the sensitivity mode is switched "on", resulting in no LED being lit.

Answer: D

Explanation:
Rule 5 in the decision table indicates that when the object is within 5 metres of the vehicle and the sensitivity mode is switched "on", no LED is lit. This matches the conditions and actions described in the decision table provided, ensuring that only the red LED is lit when the sensitivity mode is on and the object is within 1 metre, otherwise no LED is lit .

NEW QUESTION 110
Which one of the following is a typical entry criteria for testing?

A. Planned tests have been executed.
B. Availability of testable requirements.
C. The number of unresolved defects is within an agreed limit.
D. The number of estimated remaining defects is sufficiently low.

Answer: B

Explanation:
A typical entry criterion for testing is the availability of testable requirements. Testable requirements provide a basis for designing and executing test cases.
Without clear and testable requirements, it is challenging to determine what needs to be tested and to create effective test cases. Entry criteria ensure that the necessary preconditions are met before testing begins, which helps in conducting efficient and effective testing. References:ISTQB CTFL Syllabus, Section 5.1.3, "Entry and Exit Criteria."

NEW QUESTION 112

The tests at the bottom layer of the test pyramid:

A. run faster than the tests at the top layer of the pyramid
B. cover larger pieces of functionalities 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. are unscripted tests produced by experience-based test techniques

Answer: A

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 115
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 exactly 30 person hours because the technique uses the initial most likely estimate as the final estimate
C. The final estimate is between 6 person hours and 54 person hours
D. The final estimate is exactly 30 person hours because the technique uses the arithmetic mean of the three initial estimates 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.
References: ISTQB® Certified Tester Foundation Level Syllabus v4.01, Section 2.3.2, page 24-25; ISTQB® Glossary v4.02, page 33.

NEW QUESTION 116
Which of the following statements is NOT true about Configuration management and software testing?

A. Configuration management helps maintain consistent versions of software artifacts.
B. Configuration management supports the build process, which is essential for delivering a test release into the test environment.
C. When testers report defects, they need to reference version-controlled items.
D. Version controlled test ware increases the chances of finding defects in the software under test.

Answer: D

Explanation:
Reference:ISTQB CTFL Syllabus V4.0, Section 5.4

NEW QUESTION 119
Which of the following issues cannot be identified by static analysis tools?

A. Very low MTBF (Mean Time Between failure)
B. Potentially endless loops
C. Referencing a variable with an undefined value
D. Security vulnerabilities

Answer: A

Explanation:
Static analysis tools are software tools that examine the source code of a program without executing it. They can detect various types of issues, such as syntax errors, coding standardsviolations, security vulnerabilities, and potential bugs12. However, static analysis tools cannot identify issues that depend on the runtime behavior or performance of the program, such as very low MTBF (Mean Time Between failure)3. MTBF is a measure of the reliability of a system or component. It is calculated by dividing the total operating time by the number of failures. MTBF reflects how often a system or component fails during its expected lifetime. Static analysis tools cannot measure MTBF because they do not run the program or observe its failures. MTBF can only be estimated by dynamic testing, which involves executing the program under various conditions and collecting data on its failures4. Therefore, very low MTBF is an issue that cannot be identified by static

analysis tools. The other options, such as potentially endless loops, referencing a variable with an undefined value, and security vulnerabilities, are issues that can be identified by static analysis tools. Static analysis tools can detect potentially endless loops by analyzing the control flow and data flow of the program and checking for conditions that may never become false5. Static analysis tools can detect referencing a variable with an undefined value by checking the scope and initialization of variables and reporting any use of uninitialized variables6. Static analysis tools can detect security vulnerabilities by checking for common patterns of insecure code, such as buffer overflows, SQL injections, cross-site scripting, and weak encryption. References = What Is Static Analysis? Static Code Analysis Tools - Perforce Software, How Static Code Analysis Works | Perforce, Static CodeAnalysis: Techniques, Top 5 Benefits & 3 Challenges, What is MTBF? Mean Time Between Failures Explained | Perforce, Static analysis tools - Software Testing MCQs - CareerRide, ISTQB_Chapter3 | Quizizz, [Static Code Analysis for Security Vulnerabilities | Perforce].

NEW QUESTION 121
For each of the test cases to be executed, the following table specifies the priority order and dependencies on other test cases

Test Case	Priority	Logical Dependencies
TC1	Low	TC5
TC2	High	TC3
TC3	High	TC4
TC4	High	-
TC5	Low	TC2
TC6	Medium	-

Which of the following test execution schedules is compatible with the logical dependencies and allows executing the test cases in priority order?

A. TC4, TC3, TC2, TC6, TC5. TC1
B. TC4, TC6, TC3, TC2, TC5, TC1
C. TC3, TC5, TC6, TC1, TC4, TC3
D. TC4, TC3, TC2, TC6, TC1, TC5

Answer: D

Explanation:
This answer is correct because it follows the logical dependencies and allows executing the test cases in priority order. TC4, TC3, and TC2 are executed first because they have the highest priority. TC6 is executed next because it has a logical dependency on TC2. TC1 is executed next because it has a logical dependency on TC5. Finally, TC5 is executed last because it has the lowest priority. References: ISTQB Certified Tester Foundation Level (CTFL) v4.0 documents

NEW QUESTION 122
Who of the following has the best knowledge to decide what tests in a test project should be automated?

A. The developer
B. The customer
C. The development manager
D. The test leader

Answer: D

Explanation:
The test leader is the person who is responsible for planning, monitoring, and controlling the test activities and resources in a test project. The test leader should have the best knowledge of the test objectives, scope, risks, resources, schedule, and quality criteria. The test leader should also be aware of the test automation criteria, such as the execution frequency, the test support, the team education, the roles and responsibilities, and the devs and testers collaboration1. Based on these factors, the test leader can decide which tests are suitable for automation and which are not, and prioritize them accordingly. The test leader can also coordinate with the test automation engineers, the developers, and the stakeholders to ensure the alignment of the test automation strategy with the test project goals and expectations. References = ISTQB Certified Tester Foundation Level (CTFL) v4.0 Syllabus, Chapter 2, Section 2.3.1, Page 152; ISTQB Glossary of Testing Terms v4.0, Page 403; ISTQB Certified Tester Foundation Level (CTFL) v4.0Syllabus, Chapter 6, Section 6.1.1, Page 514; Top 8 Test Automation Criteria You Need To Fulfill - QAMIND1

NEW QUESTION 127
Which of the following answers describes a reason for adopting experience-based testing techniques?

A. Experience-based test techniques provide more systematic coverage cnteria than black- box and white-box test techniques
B. Experience-based test techniques completely rely on the tester's past experience for designing test cases.
C. Experience-based test techniques allow designing test cases that are usually easier to reproduce than those designed with black-box and white-box test techniques.
D. Experience-based test techniques tend to find defects that may be difficult to find with black-box and white-box test techniques and are often useful to complement these more systematic techniques.

Answer: D

Explanation:

Experience-based testing techniques leverage the tester's intuition and prior experience to identify defects that systematic techniques might miss. These techniques are valuable because they can uncover issues based on real-world usage and scenarios that aren't always covered by more formalized black-box and white-box methods. The ISTQB CTFL Syllabus v4.0 highlights the complementary nature of experience-based techniques in providing a broader defect detection strategy.

NEW QUESTION 128
Which of the following about typical information found within a test plan is FALSE?

A. The need to temporarily have additional test personnel available for specific test phases and/or test activities
B. The conditions that must be met in order for the test execution activities to be considered completed.
C. The list of the product risks which have not been fully mitigated at the end of test execution.
D. The conditions that must be met for part of all the planned activities to be suspended and resumed.

Answer: C

Explanation:

A typical test plan includes various elements, such as resource requirements, test completion criteria, and suspension/resumption criteria. However, the list of product risks that have not been fully mitigated is generally not included in the test plan but rather in the risk management documentation.
? The test plan focuses on planning and executing tests, including resource
allocation and defining criteria for test suspension and resumption.
? While risk management is crucial, unmitigated risks are typically documented in risk logs or separate risk management plans.
Reference: ISTQB CTFL Syllabus V4.0, Chapter 5.1.1, Test Planning.

NEW QUESTION 131
A typical objective of testing is to ensure that:

A. testing is used to drive the development of a software
B. a software has been tested using a combination of test techniques
C. there are no defects in a software that is about to be released
D. a software has been properly covered

Answer: B

Explanation:

This answer is correct because a typical objective of testing is to ensure that a software has been tested using a combination of test techniques, such as black-box, white-box, or experience-based techniques, that are appropriate for the test objectives, test levels, and test types. Testing using a combination of test techniques can increase the effectiveness and efficiency of testing, as different techniques can target different aspects of the software quality, such as functionality, usability, performance, security, reliability, etc. Testing using a combination of test techniques can also reduce the risk of missing defects that could be detected by one technique but not by another. References: ISTQB Foundation Level Syllabus v4.0, Section 2.3.1.1, Section 2.3.2

NEW QUESTION 136
During component testing of a program if 100% decision coverage is achieved, which of the following coverage criteria is also guaranteed to be 100%?

A. 100% Stale transition coverage
B. 100% Equivalence class coverage
C. 100% Boundary value coverage
D. 100% Statement coverage

Answer: D

Explanation:

Statement coverage is a structural coverage metric that measures the percentage of executable statements in the source code that are executed by a test suite1. Decision coverage is another structural coverage metric that measures the percentage of decision outcomes (such as branches or conditions) in the source code that are executed by a test suite1. Decision coverage is a stronger metric than statement coverage, because it requires that every possible outcome of each decision is tested, while statement coverage only requires that every statement is executed at least once2. Therefore, if a test suite achieves 100% decision coverage, it also implies that it achieves 100% statement coverage, because every statement in every branch or condition must have been executed. However, the converse is not true: 100% statement coverage does not guarantee 100% decision coverage, because some branches or conditions may have multiple outcomes that are not tested by the test suite2. For example, consider the following pseudocode:
if (x > 0) then print(??Positive??) else print(??Non-positive??) end if
A test suite that executes this code with x = 1 and x = -1 will achieve 100% statement coverage, because both print statements are executed. However, it will not achieve 100% decision coverage, because the condition x > 0 has only been tested with two outcomes: true and false. The third possible outcome, x = 0, has not been tested by the test suite. Therefore, the test suite may miss a potential bug or error in the condition or the branch. The other options, such as stale transition coverage, equivalence class coverage, and boundary value coverage, are not guaranteed to be 100% by achieving 100% decision coverage. Stale transition coverage is a structural coverage metric that measures the percentage of transitions between states in a state machine that are executed by a test suite3. Equivalence class coverage is a functional coverage metric that measures the percentage of equivalence classes (or partitions) of input or output values that are tested by a test suite4. Boundary value coverage is another functional coverage metric that measures the percentage of boundary values (or extreme values) of input or output ranges that are tested by a test suite4. These metrics are independent of decision coverage, because they are based on different aspects of the system under test, such as its behavior, functionality, or specification. Therefore, achieving 100% decision coverage does not imply achieving 100% of any of these metrics, and vice versa. References = ISTQB® Certified Tester Foundation Level Syllabus v4.0, Test Coverage in Software Testing - Guru99, Structural Coverage Metrics - MATLAB & Simulink - MathWorks India, Test Design Coverage in Software Testing - GeeksforGeeks.

NEW QUESTION 141
You are an experienced tester on a project with incomplete requirements and under pressure to deploy.
What type of testing should you do?

A. Decision-based testing.

B. Checklist-based testing.
C. Error guessing.
D. Exploratory testing.

Answer: D

Explanation:
When working on a project with incomplete requirements and under pressure to deploy, exploratory testing is particularly suitable. This type of testing allows testers to use their expertise and intuition to explore the system's functionality and identify defects without needing detailed specifications. Exploratory testing is flexible and can quickly adapt to changes and gaps in the requirements.

NEW QUESTION 145
Which one of the following statements IS NOT a valid objective of testing?

A. To build confidence in the level of quality of the test object.
B. To find all defects in a product, ensuring the product is defect free.
C. To find failures and defects
D. To evaluate work products such as requirements, user stories, design, and code.

Answer: B

Explanation:
Reference:ISTQB CTFL Syllabus V4.0, Section 1.1.1

NEW QUESTION 146
You are testing a room upgrade system for a hotel. The system accepts three differed types of room (increasing order of luxury): Platinum. Silver and Gold Luxury. ONLY a Preferred Guest Card holder s eligible for an upgrade.
Below you can find the decision table defining the upgrade eligibility:

Conditions

Preferred Guest Card holder	YES	YES	NO	NO
Room Type	Silver	Platinum	Silver	Platinum

ons

48 | er upgrade to Gold Luxury | YES | NO | NO | NO |
| er upgrade to Silver | N/A | YES | N/A | NO |

What is the expected result for each of the following test cases? Customer A: Preference Guest Card holder, holding a Silver room Customer B: Non Preferred Guest Card holder, holding a Platinum room

A. Customer A; doesn't offer any upgrade; Customer B: offers upgrade to Gold luxury room
B. Customer A: doesn't offer any upgrade; Customer B: doesn't offer any upgrade.
C. Customer A: offers upgrade to Gold Luxury room; Customer B: doesn't offer any upgrade
D. Customer A: offers upgrade to Silver room; Customer B: offers upgrade to Silver room.

Answer: C

Explanation:
According to the decision table in the image, a Preferred Guest Card holder with a Silver room is eligible for an upgrade to Gold Luxury (YES), while a non-Preferred Guest Card holder, regardless of room type, is not eligible for any upgrade (NO).
Therefore, Customer A (a Preferred Guest Card holder with a Silver room) would be offered an upgrade to Gold Luxury, and Customer B (a non-Preferred Guest Card holder with a Platinum room) would not be offered any upgrade. References = The answer is derived directly from the decision table provided in theimage; specific ISTQB Certified Tester Foundation Level (CTFL) v4.0 documents are not referenced.

NEW QUESTION 147
Which of the following applications will be the MOST suitable for testing by Use Cases

A. Accuracy and usability of a new Navigation system compared with previous system
B. A billing system used to calculate monthly charge based or large number of subscribers parameters
C. The ability of an Anti virus package to detect and quarantine a new threat
D. Suitability and performance of a Multi media (audio video based) system to a new operating system

Answer: A

Explanation:
A new navigation system compared with a previous system is the most suitable application for testing by use cases, because it involves a high level of interaction between the user and the system, and the expected behavior and outcomes of the system are based on the user??s needs and goals. Use cases can help to specify the functional requirements of the new navigation system, such as the ability to enter a destination, select a route, follow the directions, receive alerts, etc.

Use cases can also help to compare the accuracy and usability of the new system with the previous system, by defining the success and failure scenarios, the preconditions and postconditions, and the alternative flows of each use case. Use cases can also help to design and execute test cases that cover the main and exceptional paths of each use case, and to verify the satisfaction of the user??s expectations.
The other options are not the most suitable applications for testing by use cases, because they do not involve a high level of interaction between the user and the system, or the expected behavior and outcomes of the system are not based on the user??s needs and goals. A billing system used to calculate monthly charge based on a large number of subscriber parameters is more suitable for testing by data-driven testing, which is a technique for testing the functionality and performance of a system or component by using a large set of input and output data. The ability of an antivirus package to detect and quarantine a new threat is more suitable for testing by exploratory testing, which is a technique for testing the functionality and security of a system or component by using an informal and flexible approach, based on the tester??s experience and intuition. The suitability and performance of a multimedia (audio video based) system to a new operating system is more suitable for testing by compatibility testing, which is a technique for testing the functionality and performance of a system or component by using different hardware, software, or network environments. References = CTFL 4.0 Syllabus, Section 3.1.1, page 28-29; Section 4.1.1, page 44-45; Section 4.2.1, page 47-48.

NEW QUESTION 148
Exploratory testing is an experience-based test technique

A. Where a developer and a tester work together on the same workstation while the developer actively writes code, the tester explores the code to find defects.
B. That can be organised into sessions guided by test charters outlining test objectives that will guide the testers' exploration
C. Where a team of testers explores all possible test techniques in order to determine the most suitable combination of these techniques to apply for a test project.
D. That aims at finding defects by designing tests that exercise all possible combinations of input values and preconditions

Answer: B

Explanation:
Exploratory testing is an experience-based test technique where testers actively engage with the software, learning about its behavior while simultaneously designing and executing tests. According to the ISTQB CTFL syllabus, exploratory testing can be structured into sessions guided by test charters, which outline the test objectives and provide direction for the testers' exploration. This method is particularly useful in situations where test documentation is limited or where rapid feedback is needed. Thus, option B correctly describes how exploratory testing can be organized.

NEW QUESTION 150
Can "cost" be regarded as Exit criteria?

A. Ye
B. Spending too much money on test ng will result in an unprofitable product, andhaving cost as an exit criterion helps avoid this
C. N
D. The financial value of product quality cannot be estimated, so it is incorrect to use cost as an exit criterion
E. Ye
F. Going by cost as an exit criterion constrains the testing project which will hello achieve the desired quality level defined for the project
G. No The cost of testing cannot be measured effectively, so it is incorrect to use cost as an exit criterion

Answer: A

Explanation:
Cost can be regarded as an exit criterion for testing, because it is a factor that affects the profitability and feasibility of the software product. Testing is an investment that aims to improve the quality and reliability of the software product, but it also consumes resources, such as time, money, and human effort. Therefore, testing should be planned and executed in a way that balances the cost and benefit of testing activities. Having cost as an exit criterion helps to avoid spending too much money on testing, which mayresult in an unprofitable product or a loss of competitive advantage. Cost can also help to prioritize and focus the testing efforts on the most critical and valuable features and functions of the software product. However, cost should not be the only exit criterion for testing, as it may not reflect the true quality and risk level of the software product. Other exit criteria, such as defect rate, test coverage, user satisfaction, etc., should also be considered and defined in the test plan.
The other options are incorrect, because they either deny the importance of cost as an exit criterion, or they make false or unrealistic assumptions about the cost of testing. Option B is incorrect, because the financial value of product quality can be estimated, for example, by using cost-benefit analysis, return on investment, or cost of quality models. Option C is incorrect, because going by cost as an exit criterion does not necessarily constrain the testing project or help achieve the desired quality level. Cost is a relative and variable factor that depends on the scope, complexity, and context of the software product and the testing project. Option D is incorrect, because the cost of testing can be measured effectively, for example, by using metrics, such as test effort, test resources, test tools, test environment, etc.

NEW QUESTION 152
Which of the following statements about error guessing is true?

A. Error guessing is a system that adopts artificial intelligence to predict whether software components are likely to contain defects or not
B. Experienced testers, when applying error guessing, rely on the use of a high-level list of what needs to be tested as a guide to find defects
C. Error guessing refers to the ability of a system or component to continue normal operation despite the presence of erroneous inputs
D. Experienced testers, when applying error guessing technique, can anticipate where errors, defects and failures have occurred and target their tests at those issues

Answer: D

Explanation:
This answer is correct because error guessing is a test design technique where the experience and intuition of the tester are used to anticipate where errors, defects and failures have occurred or are likely to occur, and to design test cases to expose them. Error guessing can be based on factors such as the complexity of the system or component, the known or suspected weaknesses of the system or component, the previous history of defects, or the common types of errors in the domain or technology. Error guessing can be used as a complementary technique to other more systematic or formal techniques, or when there is insufficient information or time to apply them. References: ISTQB Glossary of Testing Terms v4.0, ISTQB Foundation Level Syllabus v4.0, Section 2.3.2.5

NEW QUESTION 156
In which of the following test documents would you expect to find test exit criteria described9

A. Test design specification

B. Project plan
C. Requirements specification
D. Test plan

Answer: D

Explanation:
Test exit criteria are the conditions that must be fulfilled before concluding a particular testing phase. These criteria act as a checkpoint to assess whether we have achieved the testing objectives and are done with testing1. Test exit criteria are typically defined in the test plan document, which is one of the outputs of the test planning phase. The test plan document describes the scope, approach, resources, and schedule of the testing activities. It also identifies the test items, the features to be tested, the testing tasks, the risks, and the test deliverables2. According to the ISTQB® Certified Tester Foundation Level Syllabus v4.0, the test plan document should include the following information related to the test exit criteria3:
? The criteria for evaluating test completion, such as the percentage of test cases executed, the percentage of test coverage achieved, the number and severity of defects found and fixed, the quality and reliability of the software product, and the stakeholder satisfaction.
? The criteria for evaluating test process improvement, such as the adherence to the test strategy, the efficiency and effectiveness of the testing activities, the lessons learned and best practices identified, and the recommendations for future improvements.
Therefore, the test plan document is the most appropriate test document to find the test exit criteria described. The other options, such as test design specification, project plan, and requirements specification, are not directly related to the test exit criteria. The test design specification describes the test cases and test procedures for a specific test level or test type3. The project plan describes the overall objectives, scope, assumptions, risks, and deliverables of the software project4. The requirementsspecification describes the functional and non-functional requirements of the software product5. None of these documents specify the conditions for ending the testing process or evaluating the testing
outcomes. References = ISTQB® Certified Tester Foundation Level Syllabus v4.0, Entry and Exit Criteria in Software Testing | Baeldung onComputer Science, Entry And Exit
Criteria In Software Testing - Rishabh Software, Entry and Exit Criteria in Software Testing Life Cycle - STLC [2022 Updated] - Testsigma Blog, ISTQB® releases Certified Tester Foundation Level v4.0 (CTFL).

NEW QUESTION 159
Which of the following statements describes regression testing?

A. Retesting of a fixed defectI
B. Testing of an already tested programII
C. Testing of new functionality in a programI
D. Regression testing applies only to functional testingV Tests that do not nave to be repeatable, because They are only used once
E. II, IV, V
F. I, III, IV
G. II
H. I, IV

Answer: C

Explanation:
Regression testing is the re-running of functional and non-functional tests to ensure that previously developed and tested software still performs as expected after a change1 It does not involve retesting of a fixed defect, testing of new functionality, or applying only to functional testing. Tests that are used for regression testing should be repeatable, because they are used to verify the stability of the software after each change2 References = ISTQB Certified Tester Foundation Level (CTFL) v4.0 Syllabus, Chapter 4, Section 4.2.2, Page 291; ISTQB Glossary of Testing Terms v4.0, Page 292

NEW QUESTION 161
Which of the following statements about the shift-left approach is FALSE?

A. The shift-left approach can only be implemented with test automation
B. The shift-left approach in testing is compatible with DevOps practices.
C. The shift-left approach can involve security vulnerabilities
D. The shift-left approach can be supported by static analysis tools.

Answer: A

Explanation:
In a formal review process, the recorder's role is typically responsible for documenting the findings of the review team, including action items, decisions, and recommendations. This ensures that there is an accurate record of what was discussed and agreed upon, facilitating follow-up and continuous improvement. Therefore, statement C is correct as per the ISTQB CTFL syllabus.

NEW QUESTION 164
Which sequence of stated in the answer choices is correct in accordance with the following figure depicting the life-cycle of a defect?

A. S0->S1->S2->S3->S5->S1
B. S0->S1->S2->S3->S5->S1->S2->S3
C. S0->S1->S2->S3->S4
D. S0->S1 ->S2->S3->S5->S3->S4

Answer: D

Explanation:
According to the ISTQB Certified Tester Foundation Level (CTFL) v4.0, the life cycle of a defect typically follows a sequence from its discovery to its closure. In the provided figure, it starts withS0 (New), moves to S1 (Assigned), then to S2 (Resolved), followed by S3 (Verified). If the defect is not fixed, it can be Re-opened (S5) and goes back for verification (S3). Once verified, it is Closed (S4). References: ISTQB Certified Tester Foundation Level (CTFL) v4.0 Syllabus, Section 1.4.3, Page 17.

NEW QUESTION 166
Which of the following is a role that is usually responsible for documenting the findings (e.g., action items, decisions, recommendations) made by the review team as part of a typical formal review?

A. Review leader
B. Facilitator.
C. Recorder.
D. Moderator

Answer: C

Explanation:
In a formal review process, the recorder's role is typically responsible for documenting the findings of the review team, including action items, decisions, and recommendations. This ensures that there is an accurate record of what was discussed and agreed upon, facilitating follow-up and continuous improvement. Therefore, statement C is correct as per the ISTQB CTFL syllabus.

NEW QUESTION 171
Which of the following statements best describes how configuration management supports testing?

A. Configuration management helps reduce testing effort by identifying a manageable number of test environment configurations in which to test the software, out of all possible configurations of the environment in which the software will be released
B. Configuration management is an administrative discipline that includes change control, which is the process of controlling the changes to identified items referred to as Configuration Items'
C. Configuration management is an approach to interoperability testing where tests are executed in the cloud, as the cloud can provide cost-effective access to multiple configurations of the test environments
D. Configuration management helps ensure that all relevant project documentation and software items are uniquely identified in all their versions and therefore can be unambiguously referenced in test documentation

Answer: D

Explanation:
This answer is correct because configuration management is a process of establishing and maintaining consistency of a product??s performance, functional, and physical attributes with
its requirements, design, and operational information throughout its life. Configuration management helps ensure that all relevant project documentation and software items are uniquely identified in all their versions and therefore can be unambiguously referenced in test documentation. This supports testing by providing traceability, consistency, and control over the test artifacts and the software under test. References: : ISTQB Glossary of Testing Terms v4.0, : ISTQB Foundation Level Syllabus v4.0, Section 2.2.2.2

NEW QUESTION 172
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