

Exam Questions CTFL4

ISTQB Certified Tester Foundation Level CTFL 4.0 Exam

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NEW QUESTION 1

Which of the statements correctly describes when a whole team approach may NOT be suitable?

- A. When a high level of test independence may be required.
- B. When acceptance tests need to be created.
- C. When a test automation approach needs to be determined.
- D. When the team dynamics need to be improved.

Answer: A

Explanation:

The whole team approach involves collaboration among all team members, including testers, developers, and business representatives, to achieve quality goals. However, this approach may not be suitable in situations where a high level of test independence is required. Test independence is essential in cases where unbiased testing is critical, such as in regulated environments or where high-risk systems are involved. This is because team members might unintentionally influence each other's work, leading to potential bias in testing outcomes.

NEW QUESTION 2

A calculator software is used to calculate the result for 5+6. The user noticed that the result given is 6.

This is an example of;

- A. Mistake
- B. Fault
- C. Error
- D. Failure

Answer: D

Explanation:

According to the ISTQB Glossary of Testing Terms, Version 4.0, 2018, page 18, a failure is "an event in which a component or system does not perform a required function within specified limits". In this case, the calculator software does not perform the required function of calculating the correct result for 5+6 within the specified limits of accuracy and precision. Therefore, this is an example of a failure.

The other options are incorrect because:

? A mistake is "a human action that produces an incorrect result" (page 25). A mistake is not an event, but an action, and it may or may not lead to a failure. For example, a mistake could be a typo in the code, a wrong assumption in the design, or a misunderstanding of the requirement.

? A fault is "a defect in a component or system that can cause the component or system to fail to perform its required function" (page 16). A fault is not an event, but a defect, and it may or may not cause a failure. For example, a fault could be a logical error in the code, a missing specification in the design, or a contradiction in the requirement.

? An error is "the difference between a computed, observed, or measured value or condition and the true, specified, or theoretically correct value or condition" (page 15). An error is not an event, but a difference, and it may or may not result in a failure. For example, an error could be a rounding error in the calculation, a measurement error in the observation, or a deviation error in the condition.

References = ISTQB Glossary of Testing Terms, Version 4.0, 2018, pages 15-18, 25;
ISTQB CTFL 4.0 - Sample Exam - Answers, Version 1.1, 2023, Question 96, page 34.

NEW QUESTION 3

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 4

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 5

Atypical generic skill required for the role of tester is the ability to

- A. Take on the role of developer to meet challenging project deadlines
- B. Assume leadership aimed at imposing decisions on the rest of the team.
- C. Use tools to make the execution of repetitive testing tasks more efficient.
- D. Determine the corrective actions to get a test project on track in case of deviations from the test plan

Answer: C

Explanation:

A key skill for testers is the ability to use various tools to automate repetitive tasks, enhancing the efficiency and effectiveness of testing processes. This includes tools for test execution, test management, and defect tracking. The ISTQB CTFL Syllabus v4.0 emphasizes the importance of using tools to improve productivity and reduce manual effort in repetitive testing tasks, making this a critical skill for testers.

NEW QUESTION 6

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 7

Which of the following characterizations applies to a test tool used for the analysis of a developer's code prior to its execution?

- A. Tool support for test design and implementation.
- B. Tool support for static testing.
- C. Tool support for test execution and logging.
- D. Tool support for performance measurement and dynamic analysis.

Answer: B

Explanation:

A test tool used for the analysis of a developer's code prior to its execution falls under the category of static testing tools. Static testing involves examining the code and documentation without executing the code. These tools are used to perform static analysis, which helps in identifying potential defects and code quality issues early in the development process. The ISTQB CTFL syllabus specifies that static analysis tools are essential for finding defects that do not manifest themselves during the execution of the program.

References: ISTQB CTFL Syllabus, Section 3.1, "Static Testing."

NEW QUESTION 8

Which of the following is not an example of a typical generic skill required for testing?

- A. Be able to apply test-driven development
- B. Be able to use test management tools and defect tracking tools
- C. Be able to communicate defects and failures to developers as objectively as possible
- D. Possess the necessary social skills that support effective teamwork

Answer: A

Explanation:

Test-driven development is not an example of a typical generic skill required for testing, but rather an example of a specific technical skill or a development practice that may or may not be relevant for testing, depending on the context and the objectives of the testing activities. Test-driven development is an approach to software development and testing, in which the developers write automated unit tests before writing the source code, and then refactor the code until the tests pass. Test-driven development can help to improve the quality, the design, and the maintainability of the code, as well as to provide fast feedback and guidance for the developers. However, test-driven development is not a skill that is generally expected or needed for testers, especially for testers who are not involved in unit testing or who do not have access to the source code. The other options are examples of typical generic skills required for testing, which are skills that are applicable and beneficial for testing in any context or situation, regardless of the specific testing techniques, tools, or methods used. The typical generic skills required for testing include:

? Be able to use test management tools and defect tracking tools: These are tools that help testers to plan, organize, monitor, and control the testing activities and resources, as well as to record, track, analyze, and resolve the defects detected during testing. These tools can improve the efficiency, the effectiveness, and the communication of the testing process, as well as to provide traceability, metrics, and reports for the testing outcomes.

? Be able to communicate defects and failures to developers as objectively as possible: This is a skill that involves the ability to report and describe the defects and failures found during testing in a clear, concise, accurate, and unbiased manner, using relevant information, evidence, and terminology, without making assumptions, judgments, or accusations. This skill can facilitate the collaboration, the understanding, and the resolution of the defects and failures between the testers and the developers, as well as to prevent conflicts, misunderstandings, or blame games.

? Possess the necessary social skills that support effective teamwork: These are skills that involve the ability to interact, cooperate, and coordinate with other 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.

These skills can include communication, negotiation, leadership, motivation, feedback, conflict resolution, etc. These skills can enhance the quality, the productivity, and the satisfaction of the testing process, as well as to foster a positive and constructive testing culture. References: ISTQB Certified Tester Foundation Level (CTFL) v4.0 sources and documents:

- ? ISTQB® Certified Tester Foundation Level Syllabus v4.0, Chapter 1.1.1, Testing and the Software Development Lifecycle
- ? ISTQB® Certified Tester Foundation Level Syllabus v4.0, Chapter 1.1.2, Testing and Quality
- ? ISTQB® Certified Tester Foundation Level Syllabus v4.0, Chapter 1.2.1, Testing Principles
- ? ISTQB® Certified Tester Foundation Level Syllabus v4.0, Chapter 1.2.2, Testing Policies, Strategies, and Test Approaches
- ? ISTQB® Glossary of Testing Terms v4.0, Test-driven Development, Test Management Tool, Defect Tracking Tool, Defect Report, Failure, Social Skill2

NEW QUESTION 9

Which review type, also known as a "buddy check", is commonly used in Agile development?

- A. Inspection.
- B. Walkthrough.
- C. Technical review.
- D. Informal review.

Answer: D

Explanation:

In Agile development, an informal review, often referred to as a "buddy check," is a common review type. Informal reviews are unstructured and involve a pair of colleagues reviewing each other's work to identify defects early and provide immediate feedback. This type of review is less formal than inspections or walkthroughs and is particularly suitable for Agile environments where rapid feedback and flexibility are essential. References: ISTQB CTFL Syllabus, Section 3.2.4, "Types of Reviews" and Section 2.1.4, "Agile Testing Practices."

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 10

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 R100,000 | 10%
R100,001 to R500,000 | 11%
R500,001 to R1,000,000 | 12%
R1,000,001 to R5,000,000 | 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 R100,000 (10%)
- ? R100,001 to R500,000 (11%)
- ? R500,001 to R1,000,000 (12%)
- ? R1,000,001 to R5,000,000 (13%)

Thus, the minimum number of test cases required to cover all valid equivalence partitions for calculating the interest is 4.

NEW QUESTION 15

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 activities. 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 19

A document describes 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 21

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 24

You are testing the latest version of an air-traffic control system prior to production deployment using exploratory testing. After following an unusual sequence of input steps, the system crashes. After the crash, you document a defect report with the following information:

- Title: System crashes unexpectedly during input.
 - Brief summary: System crashes when an unusual sequence of inputs is used.
 - Version: V1.001
 - Test: Exploratory testing prior to production deployment
 - Priority: Urgent
 - Risk: High
 - References: Screenshot of crashed application
- What critical information is missing from this report?

- A. Conclusions, recommendations, and approvals.
- B. Change history.
- C. Description of the defect to enable reproduction.
- D. Status of defect

Answer: C

Explanation:

The critical information missing from the defect report is a detailed description of the defect to enable reproduction. A clear and concise description of the steps taken to reproduce the defect is essential for developers to understand the context and to be able to replicate the issue in their environment. Without this information, it can be challenging to diagnose and fix the defect. The ISTQB CTFL syllabus emphasizes the importance of providing all necessary details in a defect report to facilitate effective communication and resolution.

References:ISTQB CTFL Syllabus, Section 5.5, "Defect Management."

NEW QUESTION 26

Which of the following is a factor that contributes to a successful review?

- A. All participants in the review are aware they will be evaluated based on the defects they will find
- B. The author of the work product to be reviewed leads the review meeting.

- C. All participants in the review are trained to deal with the review type and its objectives.
- D. Review metrics must be collected to improve the review process

Answer: C

Explanation:

A successful review process involves all participants being trained in the review type and understanding its objectives. This ensures that everyone can contribute effectively and understand what is expected from the review. Proper training helps to identify defects accurately and facilitates constructive feedback, leading to a more efficient and effective review process. Hence, statement C is correct according to the ISTQB CTFL syllabus.

NEW QUESTION 27

A program is used to control a manufacturing line (turn machines on and off. start and stop conveyer belts, add raw materials to the flow. etc.). Not all actions are possible at all times. For example, there are certain manufacturing stages that cannot be stopped - unless there is an emergency. A tester attempts to evaluate if all such cases (where a specific action is not allowed) are covered by the tests.

Which coverage metric will provide the needed information for this analysis?

- A. Code coverage
- B. Data flow coverage
- C. Statement coverage
- D. Branch Coverage

Answer: D

Explanation:

Branch coverage is a type of structural coverage metric that measures the percentage of branches or decision outcomes that are executed by the test cases. A branch is a point in the code where the control flow can take two or more alternative paths based on a condition. For example, an if-else statement is a branch that can execute either the if-block or the else-block depending on the evaluation of the condition. Branch coverage ensures that each branch is taken at least once by the test cases, and thus reveals the behavior of the software under different scenarios. Branch coverage is also known as decision coverage or all-edges coverage.

Branch coverage is suitable for testing the cases where a specific action is not allowed, because it can verify that the test cases cover all the possible outcomes of the conditions that determine the action. For example, if the program has a condition that checks if the manufacturing stage can be stopped, then branch coverage can ensure that the test cases cover both the cases where the stage can be stopped and where it cannot be stopped. This way, branch coverage can help identify any missing or incorrect branches that may lead to undesired or unsafe actions.

The other options are not correct because they are not suitable for testing the cases where a specific action is not allowed. Code coverage is a general term that encompasses various types of coverage metrics, such as statement coverage, branch coverage, data flow coverage, etc. Code coverage does not specify which type of coverage metric is used for the analysis. Data flow coverage is a type of structural coverage metric that measures the percentage of data flow paths that are executed by the test cases. A data flow path is a sequence of statements that define, use, or kill a variable. Data flow coverage is useful for testing the correctness and completeness of the data manipulation in the software, but not for testing the conditions that determine the actions. Statement coverage is a type of structural coverage metric that measures the percentage of statements or lines of code that are executed by the test cases. Statement coverage ensures that each statement is executed at least once by the test cases, but it does not reveal the behavior of the software under different scenarios. Statement coverage is a weaker criterion than branch coverage, because it does not account for the branches or decision outcomes in the code. References = ISTQB Certified Tester Foundation Level (CTFL) v4.0 syllabus, Chapter 4: Test Techniques, Section 4.3: Structural Testing Techniques, Pages 51-54.

NEW QUESTION 31

During iteration planning, a scrum team uses an estimation technique called planning poker to estimate the effort required to deliver a critical user story. In advance of the estimation

session, the team agreed on some ground rules to limit the number of poker rounds and save time.

The team agreed on the following:

- * 1. They will use the following progression for estimation: Extra-small, Small, Medium, Large, Extra-large, and Extra-extra-large.
- * 2. If estimation values differ significantly, the highest score will be used for estimation purposes.

The result of the first round of planning poker: Team Member Estimation

Business Large Development Extra-extra-large Testing Extra-extra-large

Which of the following options best represent the team's next actions?

- A. The fact that all estimations are high indicate that the user story is not well understood or should be broken down into multiple smaller stories.
- B. The pre-agreed rules state that the highest score should be used for estimation, resulting in the user story being categorised as Extra-extra-large.
- C. Since the business representative is likely to have the most informed view of the requirement, the user story is categorised as a Large.
- D. the team discusses the differences in the estimates and repeats the poker round until an agreement is reached.

Answer: D

Explanation:

In a planning poker session, if there is a significant difference in the estimations, it indicates that there may be misunderstandings or different perspectives on the complexity of the user story. According to the agile principles, the team should discuss these differences to reach a common understanding. The goal is to ensure that all team members have a shared understanding of the user story's scope and complexity before finalizing the estimate.

NEW QUESTION 35

Which of the following statements is TRUE?

- A. Unlike functional testing, non-functional 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 39

Which of the following is an advantage of the whole team approach?

- A. It helps avoid the risk of tasks associated with a user story not moving through the Agile task board at an acceptable rate during an iteration.
- B. It helps team members understand the current status of an iteration by visualising the amount of work left to do compared to the time allotted for the iteration
- C. It helps the whole team be more effective in test case design by requiring all team members to master all types of test techniques.
- D. It helps team members develop better relationships with each other and make their collaboration more effective for the benefit of the project.

Answer: D

Explanation:

The whole team approach, often advocated in Agile methodologies, emphasizes collaboration and collective responsibility among all team members. This approach enhances the relationships within the team and improves overall collaboration, which in turn benefits the project's success. According to the ISTQB CTFL Syllabus v4.0, the whole team approach fosters better communication and cooperation, leading to more effective problem-solving and higher-quality outcomes.

NEW QUESTION 42

Test automation allows you to:

- A. demonstrate the absence of defects
- B. produce tests that are less subject to human errors
- C. avoid performing exploratory testing
- D. increase test process efficiency by facilitating management of defects

Answer: B

Explanation:

Test automation allows you to produce tests that are less subject to human errors, as they can execute predefined test scripts or test cases with consistent inputs, outputs, and expected results. Test automation can also reduce the manual effort and time required to execute repetitive or tedious tests, such as regression tests, performance tests, or data-driven tests. Test automation does not demonstrate the absence of defects, as it can only verify the expected behavior of the system under test, not the unexpected or unknown behavior. Test automation does not avoid performing exploratory testing, as exploratory testing is a valuable technique to discover new information, risks, or defects that are not covered by automated tests. Test automation does not increase test process efficiency by facilitating management of defects, as defect management is a separate activity that involves reporting, tracking, analyzing, and resolving defects, which may or may not be related to automated tests. References: ISTQB Certified Tester Foundation Level (CTFL) v4.0 sources and documents:

? ISTQB® Certified Tester Foundation Level Syllabus v4.0, Chapter 3.3.1, Test Automation1

? ISTQB® Glossary of Testing Terms v4.0, Test Automation2

NEW QUESTION 43

A new web app aims at offering a rich user experience. As a functional tester, you have run some functional tests to verify that, before releasing the app, such app works correctly on several mobile devices, all of which are listed as supported devices within the requirements specification. These tests were performed on stable and isolated test environments where you were the only user interacting with the application. All tests passed, but in some of those tests you observed the following issue: on some mobile devices only, the response time for two web pages containing images was extremely slow.

Based only on the given information, which of the following recommendation would you follow?

- A. You should open a defect report providing detailed information on which devices and by running which tests you observed the issue
- B. The issue is related to performance efficiency, not functionalit
- C. Thus, as a functional tester, you should not open any defect report as all the functional tests passed
- D. You should not open any defect report as the problem is most likely due to poor hardware equipment on the devices where you observed the issue
- E. You should not open any defect report and inform the test manager that the devices on which you observed the issue should no longer be supported so that they will be removed from the requirements specification

Answer: A

Explanation:

As a functional tester, you should open a defect report providing detailed information on which devices and by running which tests you observed the issue. A defect report is a document that records the occurrence, nature, and status of a defect detected during testing, and provides information for further investigation and resolution. A defect report should include relevant information such as the defect summary, the defectdescription, the defect severity, the defect priority, the defect status, the defect origin,

the defect category, the defect reproduction steps, the defect screenshots, the defect attachments, etc. Opening a defect report is a good practice for any tester who finds a defect in the software system, regardless of the type or level of testing performed. The other options are not recommended, because:

? The issue is related to performance efficiency, not functionality, but that does not mean that as a functional tester, you should not open any defect report as all the functional tests passed. Performance efficiency is a quality characteristic that measures how well the software system performs its functions under stated conditions, such as the response time, the resource utilization, the throughput, etc. Performance efficiency is an important aspect of the user experience, especially for web applications that run on different devices and networks. Even if the functional tests passed, meaning that the software system met the functional requirements, the performance issue observed on some devices could still affect the user satisfaction, the usability, the reliability, and the security of the software system. Therefore, as a functional tester, you have the responsibility to report the performance issue as a defect, and provide as much information as possible to help the developers or the performance testers to investigate and resolve it.

NEW QUESTION 44

In which one of the following test techniques are test cases derived from the analysis of the software architecture?

- A. Black-box test techniques.
- B. Experience-based test techniques.
- C. Checklist-based test techniques.
- D. White-box test techniques.

Answer: D

Explanation:

White-box test techniques are test design techniques where the test cases are derived from the internal structure of the software, including its architecture, code, and logical flow. These techniques involve the tester having knowledge of the internal workings of the software to create test cases that ensure all possible paths and conditions are tested. This is in contrast to black-box test techniques, which focus on input-output behavior without considering the internal structure. Reference: ISTQB CTFL Syllabus V4.0, Section 4.3

NEW QUESTION 45

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 46

Consider the following examples of risks identified in different software development projects:

- [I]. The contrast color ratio for both normal text and large text of a website does not comply with the applicable accessibility guidelines, making it difficult for many users to read the content on the pages
 - [II]. A development vendor fails to deliver their software system on time, causing significant delays to system integration testing activities that have been planned as part of a development project for a system of systems
 - [III]. People in the test team do not have sufficient skills to automate tests at the test levels required by the test automation strategy which does not allow production of an effective regression test suite
 - [IV]. In a web application, data from untrusted sources is not subject to proper input validation, making the application vulnerable to several security attacks
- Which of the following statements is true?

- A. [I] and [III] are product risks; [II] and [IV] are project risks
- B. [I] and [IV] are product risk
- C. [II] and [III] are project risks
- D. [II], [III] and [IV] are product risks; [I] is a project risk
- E. [IV] is a product risk; [I], [II] and [III] are project risks

Answer: B

Explanation:

This answer is correct because product risks are risks that affect the quality of the software product, such as defects, failures, or non-compliance with requirements or standards. Project risks are risks that affect the project's schedule, budget, resources, or scope, such as delays, cost overruns, skill gaps, or scope changes. In this case, [I] and [IV] are product risks, as they relate to the accessibility and security of the software product, which are quality attributes. [II] and [III] are project risks, as they relate to the delivery time and the test automation skills of the test team, which are project factors. References: ISTQB Glossary of Testing Terms v4.0, ISTQB Foundation Level Syllabus v4.0, Section 2.1.1.1

NEW QUESTION 49

Which of the following statements about the value of maintaining traceability between the test basis and test work products is not true?

- A. Traceability can be useful for assessing the impact of a change to a test basis item on the corresponding tests
- B. Traceability can be useful for determining how many test basis items are covered by the corresponding tests
- C. Traceability can be useful for determining the most suitable test techniques to be used in a testing project
- D. Traceability can be useful to support the needs required by the auditing of testing

Answer: C

Explanation:

Traceability is the ability to trace the relationships between the items of the test basis, such as the requirements, the design, the risks, etc., and the test artifacts, such as the test cases, the test results, the defects, etc. Traceability can provide various benefits for the testing process, such as improving the test coverage, the test quality, the test efficiency, and the test communication. However, not all the statements given are true about the value of maintaining traceability between the test basis and test work products. The statement that is not true is option C, which says that test objectives should be the same for all test levels, although the number of tests designed at various levels can vary significantly. This statement is false, because test objectives are the goals or the purposes of testing, which can vary depending on the test level, the test type, the test technique, the test environment, the test stakeholder, etc. Test objectives can be defined in terms of the test basis, the test coverage, the test quality, the test risk, the test cost, the test time, etc. Test objectives should be specific, measurable, achievable, relevant, and time-bound, and they should be aligned with the project objectives and the quality characteristics. Test objectives should not be the same for all test levels, as different test levels have different focuses, scopes, and perspectives of testing, such as component testing, integration testing, system testing, and acceptance testing. The other statements are true about the value of maintaining traceability between the test basis and test work products, such as:

? Traceability can be useful for assessing the impact of a change to a test basis item on the corresponding tests: This statement is true, because traceability can help to identify which tests are affected by a change in the test basis, such as a new requirement, a modified design, a revised risk, etc., and to determine the necessary actions to update, re-execute, or re-evaluate the tests. Traceability can also help to estimate the effort, the cost, and the time needed to implement the change and to verify its impact on the software system.

? Traceability can be useful for determining how many test basis items are covered by the corresponding tests: This statement is true, because traceability can help to measure the test coverage, which is the degree to which the test basis is exercised by the test cases. Traceability can help to identify which test basis items are covered, partially covered, or not covered by the tests, and to evaluate the adequacy, the completeness, and the effectiveness of the testing process. Traceability can also help to identify the gaps, the overlaps, or the redundancies in the test coverage, and to prioritize, optimize, or improve the test cases.

? Traceability can be useful to support the needs required by the auditing of testing:

This statement is true, because traceability can help to provide evidence, documentation, and justification for the testing activities, results, and outcomes. Traceability can help to demonstrate that the testing process follows the standards, the regulations, the policies, and the best practices that are applicable to the software system, the project, or the organization. Traceability can also help to verify that the testing process meets the expectations, the needs, and the satisfaction of the users and the stakeholders. References: ISTQB Certified Tester Foundation Level (CTFL) v4.0 sources and documents:

? ISTQB® Certified Tester Foundation Level Syllabus v4.0, Chapter 1.2.2, Testing Policies, Strategies, and Test Approaches1

? ISTQB® Certified Tester Foundation Level Syllabus v4.0, Chapter 2.1.1, Test Planning1

? ISTQB® Certified Tester Foundation Level Syllabus v4.0, Chapter 2.1.2, Test Monitoring and Control1

? ISTQB® Certified Tester Foundation Level Syllabus v4.0, Chapter 2.1.3, Test Analysis and Design1

? ISTQB® Glossary of Testing Terms v4.0, Traceability, Test Basis, Test Artifact, Test Objective, Test Level, Test Coverage, Test Quality, Test Risk, Test Cost, Test Time2

NEW QUESTION 54

The statement: "Test activities should start in the early stages of the lifecycle, adhering to the testing principle of early testing?? is relevant to which of the recognized software development models?

- A. Sequential development model.
- B. Iterative development model.
- C. Incremental development model.
- D. All the above

Answer: D

Explanation:

The principle of early testing is applicable to all recognized software development models, including sequential, iterative, and incremental models. Starting test activities early in the lifecycle helps in identifying and addressing defects as soon as possible, which can save time and costs by preventing defects from propagating to later stages of development. This proactive approach enhances the overall quality and efficiency of the software development process. Reference: ISTQB CTFL Syllabus V4.0, Section 1.3

NEW QUESTION 56

From a testing perspective, configuration management

- A. Allows the expected results to be compared with the actual results.
- B. Allows the tracking of all changes to versions of the testware.
- C. Includes all activities that direct and control an organisation with regard to quality
- D. Focuses on configuring static analysis tools to choose the most suitable breadth and depth of analysis.

Answer: B

Explanation:

Configuration management in the context of testing involves the systematic control of changes to the configuration items, including testware such as test scripts, test data, and test environments. It ensures that all changes are tracked and recorded, enabling the version control and management of testware . Option A is related to test execution rather than configuration management. Option C describes quality management in a broader sense, not specifically configuration management. Option D is specific to the configuration of tools, not the overall management of testware versions.

NEW QUESTION 57

Which ONE of the following statements does NOT describe how testing contributes to higher quality?

- A. Properly designed tests that pass reduce the level of risk in a system.
- B. The testing of software demonstrates the absence of defects.
- C. Software testing identifies defects, which can be used to improve development activities.
- D. Performing a review of the requirement specifications before implementing the system can enhance quality.

Answer: B

Explanation:

? The testing of software does not demonstrate the absence of defects, but rather the presence of defects or the conformance of the software to the specified requirements1. Testing can never prove that the software is defect-free, as it is impossible to test all possible scenarios, inputs, outputs, and behaviors of the software2. Testing can only provide a level of confidence in the quality of the software, based on the coverage, effectiveness, and efficiency of the testing activities3.

? The other options are correct because: References =

? 1 ISTQB® Certified Tester Foundation Level Syllabus v4.0, 2023, p. 10

? 2 ISTQB® Certified Tester Foundation Level Syllabus v4.0, 2023, p. 11

? 3 ISTQB® Certified Tester Foundation Level Syllabus v4.0, 2023, p. 12

? 4 ISTQB® Certified Tester Foundation Level Syllabus v4.0, 2023, p. 13

? 5 ISTQB® Certified Tester Foundation Level Syllabus v4.0, 2023, p. 97

? 6 ISTQB® Certified Tester Foundation Level Syllabus v4.0, 2023, p. 98

? 7 ISTQB® Certified Tester Foundation Level Syllabus v4.0, 2023, p. 14

? [8] ISTQB® Certified Tester Foundation Level Syllabus v4.0, 2023, p. 15

? [9] ISTQB® Certified Tester Foundation Level Syllabus v4.0, 2023, p. 16

? [10] ISTQB® Certified Tester Foundation Level Syllabus v4.0, 2023, p. 17

? [11] ISTQB® Certified Tester Foundation Level Syllabus v4.0, 2023, p. 18

? [12] ISTQB® Certified Tester Foundation Level Syllabus v4.0, 2023, p. 19

NEW QUESTION 59

For the same financial institution in Question 12, with the same requirements and expectations, what would be the most likely investment values used in testing if two-point boundary value analysis is used to design test cases specific to the 13% interest rate equivalence partition?

- A. R100 000, R100 001, R500 000, R500 001.

- B. R99 999, R100 000, R499 999, R500 000.
- C. R100 000. R500 000.
- D. R99 000, R500 001.

Answer: A

Explanation:

For boundary value analysis, the test cases should include the boundary values just inside and just outside the equivalence partition for the 13% interest rate range:

- ? R100,000 (just inside the previous range)
- ? R100,001 (start of the 13% range)
- ? R500,000 (end of the 13% range)
- ? R500,001 (just outside the range)

These values ensure that both the edges of the partition are tested.

NEW QUESTION 61

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 63

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 64

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 have 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 66

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 68

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