

# BCS

## Exam Questions CTFL4

ISTQB Certified Tester Foundation Level CTFL 4.0 Exam



#### NEW QUESTION 1

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 2

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

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

**Answer: A**

#### Explanation:

Static testing, such as code reviews and static analysis, is particularly effective at identifying issues related to code structure and modularization. These techniques allow for the inspection of the code without executing it, making it easier to spot problems related to how the code is organized. Dynamic testing, on the other hand, focuses on the execution of code and is better suited for identifying runtime issues but does not easily reveal structural problems. The ISTQB CTFL Syllabus v4.0 highlights the strengths of static testing in uncovering such structural issue

#### NEW QUESTION 3

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 4

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 5

Which of the following statements is not correct?

- A. Looking for defects in a system may require Ignoring system details
- B. Identifying defects may be perceived as criticism against product
- C. Looking for defects in system requires professional pessimism and curiosity
- D. Testing is often seen as a destructive activity instead of constructive activity

**Answer: A**

#### Explanation:

- ? Looking for defects in a system does not require ignoring system details, but rather paying attention to them and understanding how they affect the system??s quality,functionality, and usability. Ignoring system details could lead to missing important defects or testing irrelevant aspects of the system.
- ? Identifying defects may be perceived as criticism against product, especially by the developers or stakeholders who are invested in the product??s success. However, identifying defects is not meant to be a personal attack, but rather a constructive feedback that helps to improve the product and ensure its alignment with the requirements and expectations of the users and clients.
- ? Looking for defects in system requires professional pessimism and curiosity, as testers need to anticipate and explore the possible ways that the system could fail, malfunction, or behave unexpectedly. Professional pessimism means being skeptical and critical of the system??s quality and reliability, while curiosity means being eager and interested in finding out the root causes and consequences of the defects.
- ? Testing is often seen as a destructive activity instead of constructive activity, as it involves finding and reporting the flaws and weaknesses of the system, rather than creating or enhancing it. However, testing is actually a constructive activity, as it contributes to the system??s improvement, verification, validation, and optimization, and ultimately to the delivery of a high-quality product that meets the needs and expectations of the users and clients.

#### NEW QUESTION 6

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 7

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 8

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 9**

Which of the following statements best describe Behavior-Driven Development (BDD)?

- A. A collaborative approach that allows every stakeholder to contribute to how the softwarecomponent must behave.
- B. Expresses the behavior of an application with test cases written in Given When Then format.
- C. Is used to develop code guided by automated test cases.
- D. A psychological technique in which the team's behavior in agile teams is evaluated.

**Answer: A**

**Explanation:**

Behavior-Driven Development (BDD) is a collaborative approach that enhances communication among project stakeholders, including developers, testers, and business analysts. It involves defining how software should behave through examples written in a common language understandable by all stakeholders, often using the Given-When-Then format.

**NEW QUESTION 10**

What is test oracle?

- A. The source of test objectives
- B. The source for the actual results
- C. The source of expected results
- D. The source of input conditions

**Answer: C**

**Explanation:**

A test oracle is a mechanism or principle that can be used to determine whether the observed behavior or output of a system under test is correct or not<sup>1</sup>. A test oracle can be based on various sources of expected results, such as specifications, user expectations, previous versions, comparable systems, etc<sup>2</sup>. References: ISTQB Certified Tester Foundation Level(CTFL) v4.0 Syllabus, Section 1.2.1, Page 91; ISTQB Glossary of Testing Terms, Version 4.0, Page 332.

**NEW QUESTION 10**

Which of the following statements about TDD, BDD and ATDD is TRUE?

- A. Refactonng is a practice that is an integral part of TDD and is applied both to tests and to code wntten to satisfy those tests.
- B. ATDD is a black-box test design technique that is applicable exclusively at acceptance test level.
- C. BDD is a developer practice where business stakeholders are not usually involved as the tests are directly written at unit/component test level.
- D. ATDD is the practice of running the automated acceptance tests as part of a continuous integration process.

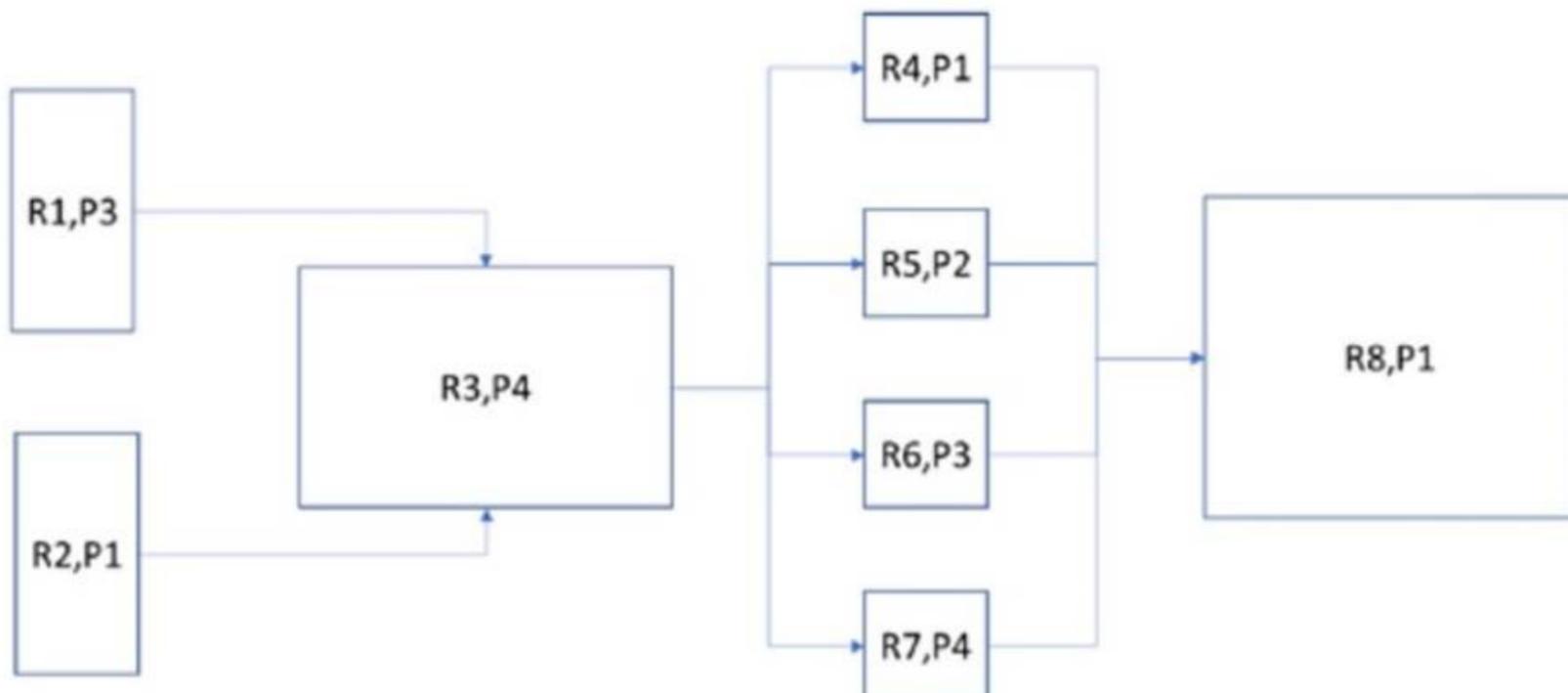
**Answer: A**

**Explanation:**

Test-Driven Development (TDD) emphasizes writing tests before code and includes refactoring as a key practice to improve both the tests and the code. This ensures that the codebase remains clean and maintainable. The ISTQB CTFL Syllabus v4.0 discusses TDD as a practice that includes writing tests first, coding to satisfy those tests, and then refactoring the code to improve its structure and readability while keeping the tests intact.

**NEW QUESTION 14**

The following diagram displays the logical dependencies between requirements and the individual requirement priorities. For example, "R2->R3" means that R3 is dependent on R2. Priority is indicated by the number next to the letter ??P" i.e. P1 has a higher priority than P2.



Which one of the following options best describes the test execution sequence using both requirement dependency and priority

- A. R2, R1, R3, R4, R5, R6, R7, R8.
- B. R1, R2, R3, R4, R5, R6, R7, R8.
- C. R2, R4, R8, R5, R1, R6, R3, R7.
- D. R2, R1, R3, R7, R6, R5, R4, R8.

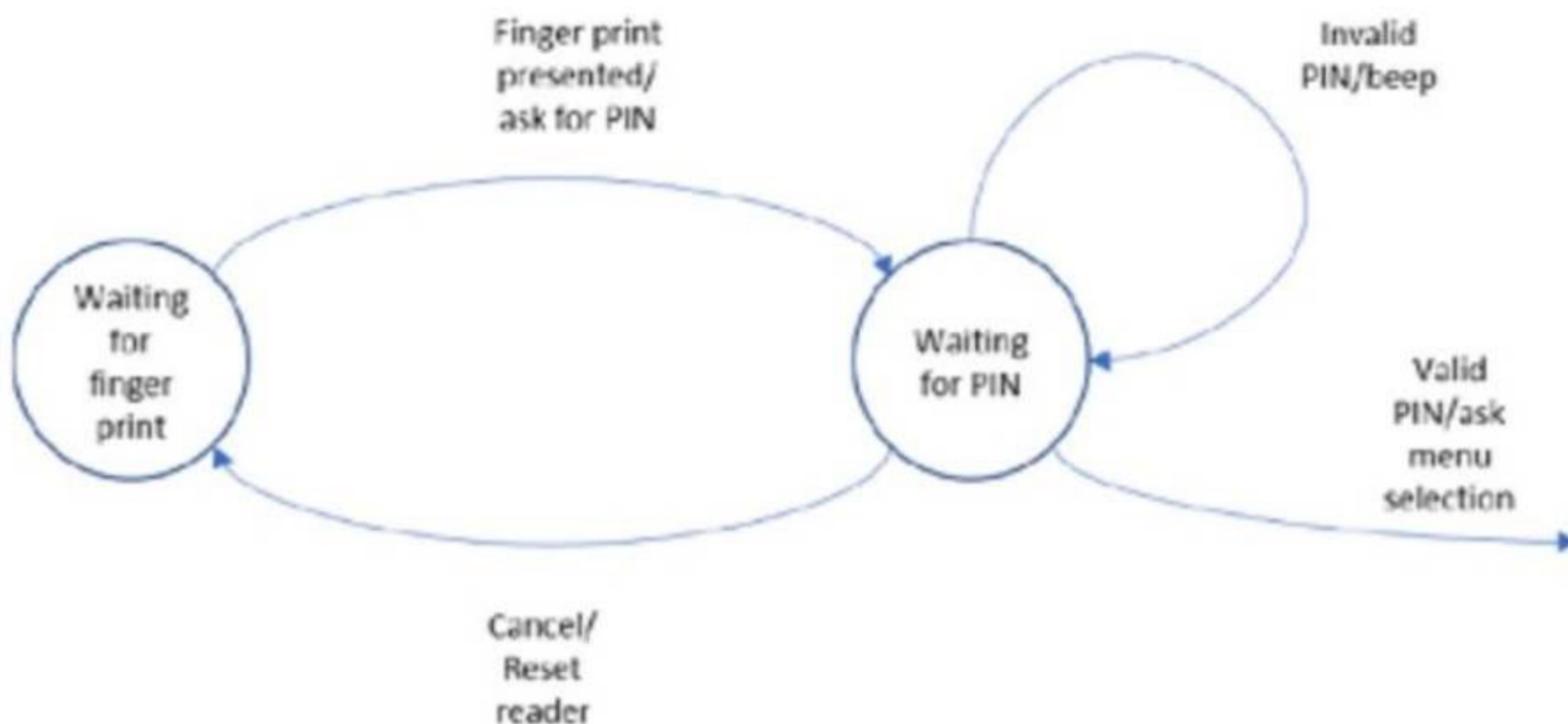
**Answer: D**

**Explanation:**

The correct test execution sequence should consider both the dependencies between the requirements and their priorities. According to the diagram, the sequence begins with R2 (P1) as it is a prerequisite for R3 (P4). Then R1 (P3) can be tested. R3 follows as it depends on R2. Next, R7 (P4) should be tested before R6 (P3) and R5 (P2), as indicated by their dependencies. Finally, R4 (P1) and R8 (P1) can be tested. Therefore, the best sequence is R2, R1, R3, R7, R6, R5, R4, R8. Reference: ISTQB CTFL Syllabus V4.0, Section 5.1.5

**NEW QUESTION 17**

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 20**

Which of the following statements refers to a good testing practice that applies to all software development lifecycles?

- A. Each test level should have its own specific test objectives that should be consistent with the software development lifecycle phase or type of activities it addresses.
- B. Test analysis and design for any test levels should begin as soon as coding is complete, and all system components are available for testing
- C. The most efficient and effective method of conveying information to and within a development team is face-to-face conversation.
- D. All the tests should be automated and run as part of the continuous integration process with every software change

**Answer:** A

**Explanation:**

Good testing practice dictates that each test level (e.g., unit testing, integration testing, system testing) should have distinct test objectives aligned with the phase of the software development lifecycle it addresses. This ensures that testing is effective and relevant at each stage. According to the ISTQB CTFL Syllabus v4.0, establishing clear test objectives that are consistent with the development phase helps in achieving specific goals and improving the overall quality of the software product.

**NEW QUESTION 24**

For each test case to be executed, the following table specifies its dependencies and the required configuration of the test environment for running such test case:

Test Case	Dependencies	Configuration
TC1		CONF2
TC2	TC4	CONF2
TC3	TC4	CONF1
TC4		CONF1
TC5	TC1	CONF2

Assume that CONF1 is the initial configuration of the test environment Based on this assumption, which of the following is a test execution schedule that is compatible with the specified dependencies and allows minimising the number of switches between the different configurations of the test environment^

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

**Answer:** A

**Explanation:**

To determine the optimal test execution schedule that minimizes the number of configuration switches and respects the dependencies, we start with the initial configuration, CONF1.

? TC4: It has no dependencies and runs on CONF1 (initial configuration).

? TC3: Depends on TC4 and runs on CONF1. Since TC4 is already executed, we can proceed with TC3.

? TC2: Depends on TC4 and runs on CONF2. We switch to CONF2 after TC3.

? TC1: No dependencies and runs on CONF2. Since we are already in CONF2, we can execute TC1 next.

? TC5: Depends on TC1 and runs on CONF2. Since TC1 is already executed, we can proceed with TC5 without additional configuration switches.

By following this sequence (TC4, TC3, TC2, TC1, TC5), we respect the dependencies and minimize the number of configuration switches

**NEW QUESTION 29**

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 32**

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 at higher 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 rather a 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

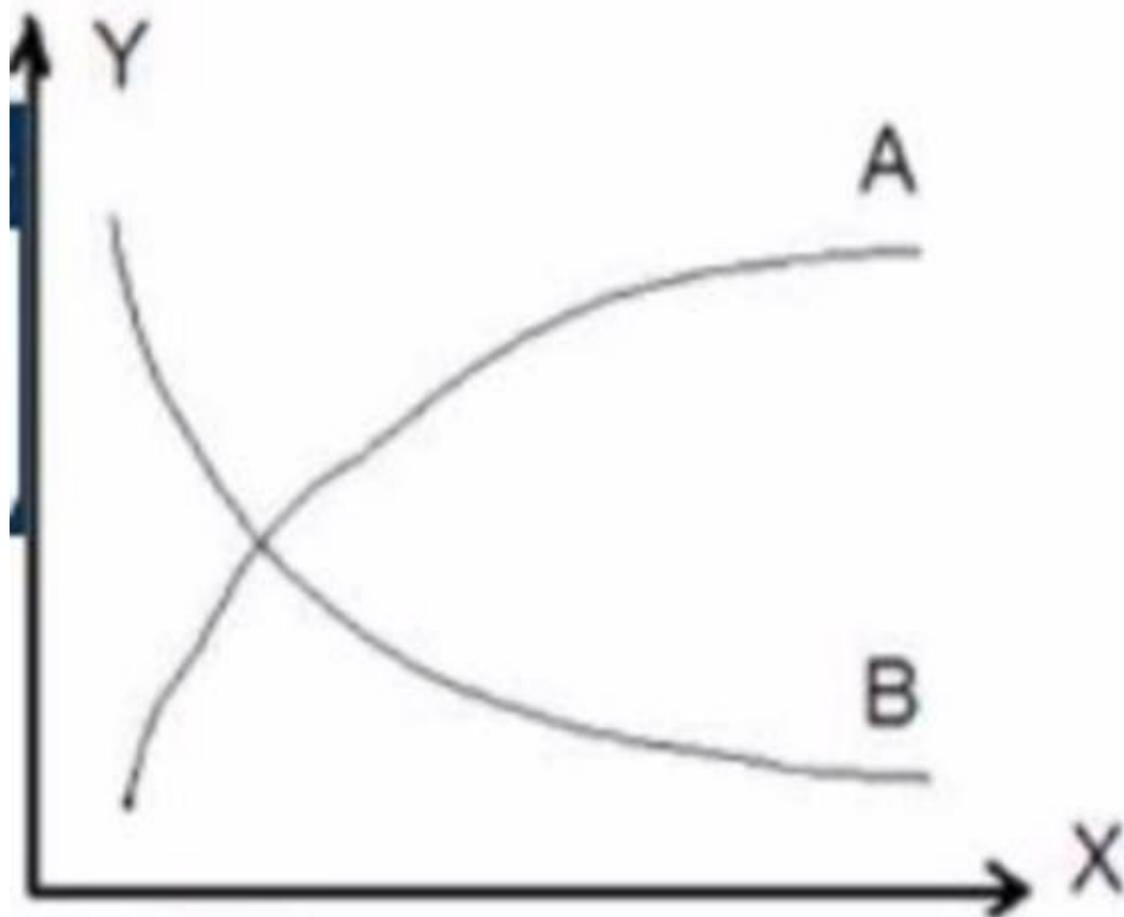
? ISTQB® Certified Tester Foundation Level Syllabus v4.0, Chapter 1.2.1, Testing Principles1

? 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 35**

The following chart represents metrics related to testing of a project that was completed. Indicate what is represented by tie lines A, B and the axes X.Y



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A)

X - Time  
 Y - Cost  
 A - Cost of test (per week)  
 B - Cost of finding a single bug (per week)

B)

X - Time  
 Y - Number of defects  
 A - Number of open defects  
 B - Number of closed defects

C)

X - Time  
 Y - Percent  
 A - % of functional tests in the test suite  
 B - % of non-functional tests in the test suite

D)

X - Time  
 Y - Count  
 A - Total number of executed tests  
 B - Number of open bugs

- A. Option A
- B. Option B
- C. Option C
- D. Option D

**Answer:** D

**Explanation:**

Option D correctly explains what is represented by the lines A, B and the axes X, Y in a testing metrics chart. According to option D:

- ? X-axis represents Time
- ? Y-axis represents Count
- ? Line A represents Number of open bugs
- ? Line B represents Total number of executed tests

This information is essential in understanding and analyzing the testing metrics of a completed project.

References: ISTQB Certified Tester Foundation Level (CTFL) v4.0 Syllabus, Section 2.5.1, Page 35.

**NEW QUESTION 37**

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 components or 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 38**

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 39**

During which main group of test activity are the following tasks performed?

- Checking test results and logs against specified coverage criteria.
- Assessing the level of component or system quality based on test results and logs.
- Determining whether more tests are needed. Select the correct Answer:

- A. Test planning.
- B. Test analysis.
- C. Test design.
- D. Test monitoring and control.

**Answer: D**

**Explanation:**

The activities of checking test results and logs against specified coverage criteria, assessing the level of component or system quality based on test results and logs, and determining whether more tests are needed fall under the category of test monitoring and control. This phase involves ongoing assessment and adjustment of the test activities to ensure they meet the test objectives and quality goals.

**NEW QUESTION 40**

A Test Manager conducts risk assessment for a project. One of the identified risks is: "The sub-contractor may fail to meet his commitment". If this risk materializes, it will lead to delay in completion of testing required for the current cycle.

Which of the following sentences correctly describes the risk?

- A. It is a product risk since any risk associated with development timeline is a product risk.
- B. It is no longer a risk for the Test Manager since an independent party (the sub- contractor) is now managing it
- C. It is a object risk since successful completion of the object depends on successful and timely completion of the tests
- D. It is a product risk since default on part of the sub-contractor may lead to delay in release of the product

**Answer: D**

**Explanation:**

? A product risk is a risk that affects the quality or timeliness of the software product being developed or tested1. Product risks are related to the requirements, design, implementation, verification, and maintenance of the software product2.

? The risk of the sub-contractor failing to meet his commitment is a product risk, as it could cause a delay in the completion of the testing required for the current cycle, which in turn could affect the release date of the product. The release date is an important aspect of the product quality, as it reflects the customer satisfaction and the market competitiveness of the product3.

? The other options are not correct because: References =

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

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

? 3 ISTQB® Certified Tester Foundation Level Syllabus v4.0, 2023, p. 99

? 4 ISTQB® Certified Tester Foundation Level Syllabus v4.0, 2023, p. 100

? 5 ISTQB® Certified Tester Foundation Level Syllabus v4.0, 2023, p. 101

? 6 ISTQB® Certified Tester Foundation Level Syllabus v4.0, 2023, p. 102

**NEW QUESTION 42**

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 47**

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 50**

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.

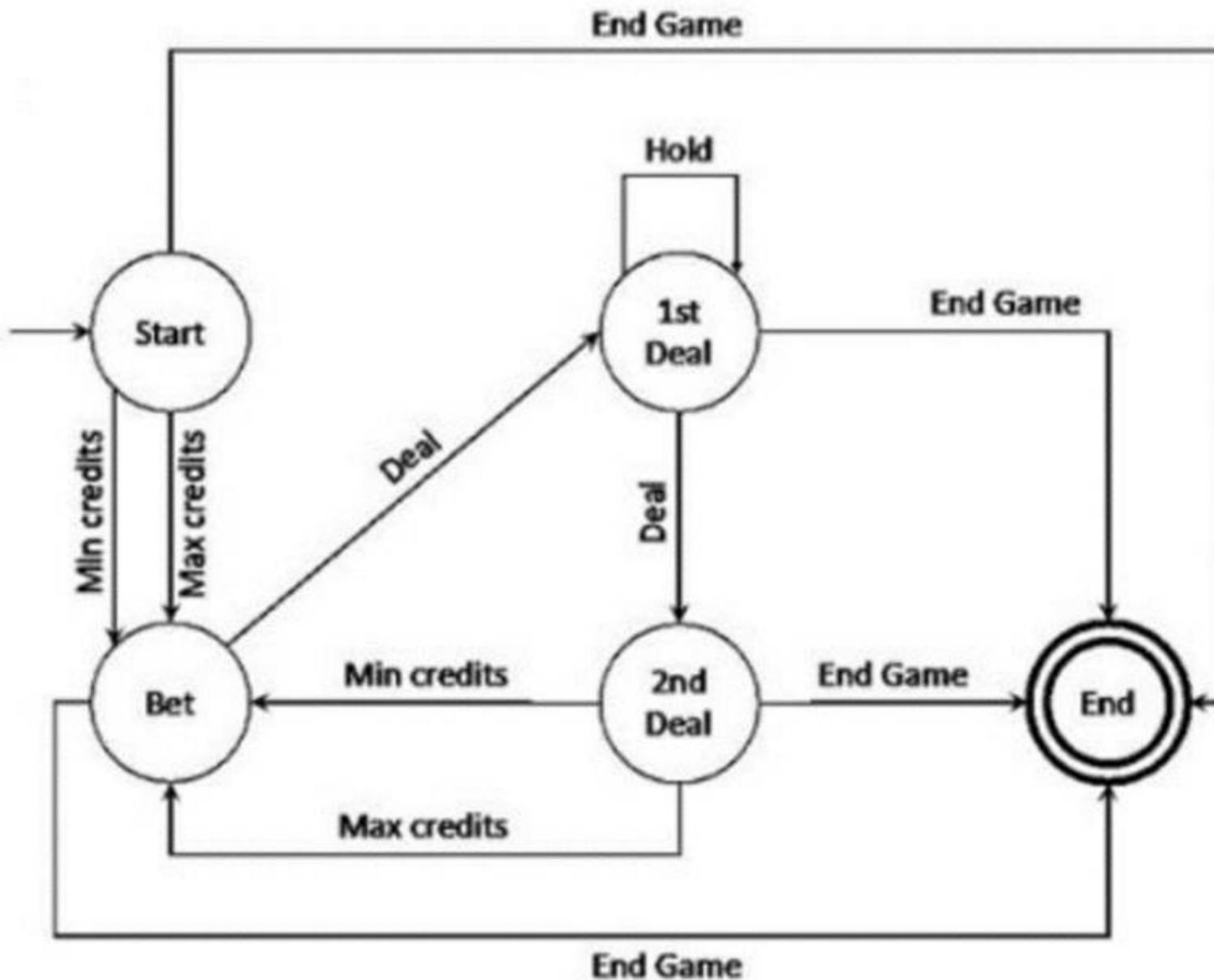
**Answer: C**

**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 52**

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 54**

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 functionality
- 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 defect description, 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 56

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 60

A possible risk of introducing test automation is:

- A. the tool may not be fit-for-purpose.
- B. the tool may create additional development dependencies.
- C. the tool may not be compatible with the development platform.
- D. the tool will be owned and maintained by developers and replace testers.

**Answer:** A

#### Explanation:

One possible risk of introducing test automation is that the selected tool may not be fit-for-purpose. This means that the tool might not meet the specific needs and requirements of the project, leading to inefficiencies and possibly failing to provide the expected benefits. It is crucial to evaluate and select the appropriate tool based on the project's context and objectives. The ISTQB CTFL syllabus highlights the importance of careful tool evaluation and selection to ensure it aligns with the testing goals and the development environment. References: ISTQB CTFL Syllabus, Section 6.2, "Potential Benefits and Risks of Test Automation."

#### NEW QUESTION 62

Confirmation testing is performed after:

- A. a defect is fixed and after other tests do not find any side-effect introduced in the software as a result of such fix
- B. a failed test, and aims to run that test again to confirm that the same behavior still occurs and thus appears to be reproducible
- C. the execution of an automated regression test suite to confirm the absence of false positives in the test results
- D. a defect is fixed, and if such testing is successful then the regression tests that are relevant for such fix can be executed

**Answer:** D

#### Explanation:

Confirmation testing is performed after a defect is fixed, and if such testing is successful then the regression tests that are relevant for such fix can be executed. Confirmation testing, also known as re-testing, is the process of verifying that a defect has been resolved by running the test case that originally detected the defect. Confirmation testing is usually done before regression testing, which is the process of verifying that no new defects have been introduced in the software as a result of changes or fixes. Therefore, option D is the correct answer.

References: ISTQB® Certified Tester Foundation Level Syllabus v4.01, Section 2.4.1, page 28; ISTQB® Glossary v4.02, page 15.

#### NEW QUESTION 64

Which of the following statements is incorrect regarding the involvement of testers in the software development lifecycle (SDLC)?

- A. Testers should contribute to all activities in the SDLC and participate in design discussions.
- B. Testers should be involved from the beginning of the SDLC to increase understanding of design decisions and detect defects early.
- C. Testers should only be involved during the testing phase.
- D. Testers' involvement is essential; developers find it difficult to be objective.

**Answer:** C

#### Explanation:

Involving testers only during the testing phase is incorrect as per the ISTQB CTFL syllabus. Effective involvement of testers is crucial throughout the entire software development lifecycle (SDLC). This includes early stages such as requirement analysis and design, which allows testers to understand the design decisions and detect defects early. Early involvement helps in better understanding the project and ensures that quality is built into the product from the beginning. Furthermore, the ISTQB syllabus emphasizes the importance of testers contributing to all activities in the SDLC, including design discussions, to enhance defect detection and prevention.

References: ISTQB CTFL Syllabus, Section 2.1.1, "The Influence of Development Models on Testing" and Section 1.1.1, "Test Objectives."

#### NEW QUESTION 68

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 70**

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 71**

Select the roles required in a formal review:

- A. Author, Management, Facilitator, Review Leader, Reviewers, Scribe
- B. Author, Teste
- C. Facilitato
- D. Review Leade
- E. Reviewer
- F. Scribe
- G. Author, Business analys
- H. Facilitator, Review Leade
- I. Reviewer
- J. Scribe
- K. Autho
- L. Developer, Facilitato

- M. Review Leader
- N. Reviewer
- O. Scribe

**Answer:** A

**Explanation:**

In a formal review, the roles involved typically include the author, management, facilitator (also known as moderator), review leader, reviewers, and scribe. Each role has specific responsibilities to ensure the effectiveness and efficiency of the review process:

- ? The author creates and refines the work product being reviewed.
- ? Management allocates resources and supports the review process.
- ? The facilitator manages the review meeting, ensuring it proceeds smoothly.
- ? The review leader plans the review and ensures it meets its objectives.
- ? Reviewers examine the work product to identify defects.
- ? The scribe records issues raised during the review meeting.

**NEW QUESTION 75**

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 78**

The following decision table is used to assist a doctor in determining the drug therapy to prescribe for a patient (aged 6 to 65 years) diagnosed with acute sinusitis. The table consists of three Boolean conditions and six actions

	1	2	3	4	5	6	7	8
<b>Conditions</b>								
Is the patient over 18 years old?	F	F	F	F	T	T	T	T
Is the patient allergic to Penicillin?	F	F	T	T	F	F	T	T
Is the patient taking anticoagulant therapy?	F	T	F	T	F	T	F	T
<b>Actions</b>								
Amoxicillin is the therapy of choice					X			
Levofloxacin is the therapy of choice			X				X	
Cefuroxime is the therapy of choice	X							
Necessary consultation with the hematologist		X		X		X		X
Full dosage recommended for 10 days					X		X	
Half of the full recommended dosage for 10 days	X		X					

Based only on the given information, which of the following statements is TRUE?

- A. Column 7 represents an impossible situation and thus can be deleted
- B. Columns 1 and 3 can be merged into a single column
- C. Columns 2, 4, 6 and 8 can be merged into a single column
- D. Columns 5 and 7 can be merged into a single column

**Answer: B**

**Explanation:**

Decision tables are used to model complex decision logic by considering different combinations of conditions and actions. Based on the given decision table for prescribing drug therapy:

? Column 1 and Column 3 both result in the same actions (prescribing Amoxicillin).

? These columns can be merged because the actions taken do not depend on

whether the patient is taking anticoagulant therapy (both are 'T' for this condition). Thus, combining these columns simplifies the decision table without losing any information. Reference: ISTQB CTFL Syllabus V4.0, Chapter 4.2.3, Decision Table Testing.

**NEW QUESTION 81**

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

Actions

---

48	Offer upgrade to Gold Luxury	YES	NO	NO	NO
	Offer 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 the image; specific ISTQB Certified Tester Foundation Level (CTFL) v4.0 documents are not referenced.

**NEW QUESTION 86**

Which of the following statements about how different types of test tools support testers is true?

- A. The support offered by a test data preparation tool is often leveraged by testers to run automated regression test suites
- B. The support offered by a performance testing tool is often leveraged by testers to run load tests
- C. The support offered by a bug prediction tool is often used by testers to track the bugs they found
- D. The support offered by a continuous integration tool is often leveraged by testers to automatically generate test cases from a model

**Answer: B**

**Explanation:**

The support offered by a performance testing tool is often leveraged by testers to run load tests, which are tests that simulate a large number of concurrent users or transactions on the system under test, in order to measure its performance, reliability, and scalability. Performance testing tools can help testers to generate realistic workloads, monitor system behavior, collect and analyze performance metrics, and identify performance bottlenecks. The other statements are false, because:

? A test data preparation tool is a tool that helps testers to create, manage, and manipulate test data, which are the inputs and outputs of test cases. Test data preparation tools are not directly related to running automated regression test suites, which are test suites that verify that the system still works as expected after changes or modifications. Regression test suites are usually executed by test execution tools, which are tools that can automatically run test cases and compare actual results with expected results.

? A bug prediction tool is a tool that uses machine learning or statistical techniques to predict the likelihood of defects in a software system, based on various factors such as code complexity, code churn, code coverage, code smells, etc. Bug prediction tools are not used by testers to track the bugs they found, which are the actual defects that have been detected and reported during testing. Bugs are usually tracked by defect management tools, which are tools that help testers to record, monitor, analyze, and resolve defects.

? A continuous integration tool is a tool that enables the integration of code changes from multiple developers into a shared repository, and the execution of

automated builds and tests, in order to ensure the quality and consistency of the software system. Continuous integration tools are not used by testers to automatically generate test cases from a model, which are test cases that are derived from a representation of the system under test, such as a state diagram, a decision table, a use case, etc. Test cases can be automatically generated by test design tools, which are tools that support the implementation and maintenance of test cases, based on test design specifications or test models. References: ISTQB Certified Tester Foundation Level (CTFL) v4.0 sources and documents:  
? ISTQB® Certified Tester Foundation Level Syllabus v4.0, Chapter 3.4.1, Types of Test Tools  
? ISTQB® Glossary of Testing Terms v4.0, Performance Testing Tool, Test Data Preparation Tool, Bug Prediction Tool, Continuous Integration Tool, Test Execution Tool, Defect Management Tool, Test Design Tool

#### NEW QUESTION 89

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

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

**Answer:** A

#### Explanation:

In software testing terminology, a failure is an observable deviation of the software from its expected behavior. A defect (or bug) is the cause of the failure in the software's code. In this case, the observed slowdown is the failure, while the underlying memory leak in the application code is the defect causing this failure. This distinction is clearly outlined in the ISTQB CTFL Syllabus v4.0, which differentiates between failures (observable issues) and defects (underlying issues in the code).

#### NEW QUESTION 91

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 95

Which of the following statements about retrospectives is TRUE?

- A. Only developers and testers should be involved in retrospectives, as involving people in other roles is very likely to prevent developers and testers from having open and constructive discussions that really help identify process improvements.
- B. Retrospectives can be very effective in identifying process improvements and can also be very efficient and cost-effective especially since, unlike reviews, they do not require any follow-up activities
- C. On Agile projects, well-conducted retrospectives at the end of each iteration can help the team reduce and sometimes even eliminate the need for daily stand-up meetings.
- D. During retrospectives, in addition to identifying relevant process improvements, participants should also consider how to implement these improvements and retain them based on the context of the project, such as the software development lifecycle.

**Answer:** D

#### Explanation:

Retrospectives are a crucial part of Agile practices, aiming to identify process improvements and determine how to implement them effectively. They should involve participants discussing not only what improvements could be made but also how to integrate and sustain those improvements within the project context, including the software development lifecycle. This makes statement D accurate according to the ISTQB CTFL syllabus.

#### NEW QUESTION 97

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 99

As a tester, as part of a V-model project, you are currently executing some tests aimed at verifying if a mobile app asks the user to grant the proper access permissions during the installation process and after the installation process. The requirements specification states that in both cases the app shall ask the user to grant access permissions only to the camera and photos stored on the device. However, you observe that the app also asks the user to grant access permission to all contacts on the device. Consider the following items:

[I]. Test environment [ii]. Expected result [iii]. Actual result. [IV] Test level.

[V]. Root cause.

Based on only the given information, which of the items listed above, are you able to CORRECTLY specify in a defect report?

- A. [I] and [IV]
- B. [ii] and [III].
- C. [ii], [iii] and [v]
- D. [ii], [IV] and [V].

**Answer: B**

#### **Explanation:**

When writing a defect report, the tester can specify the expected result and the actual result based on the observation. The expected result is what the requirements specify, and the actual result is what was observed during testing. These elements are crucial for clearly communicating the nature of the defect to developers and other stakeholders. The other items such as test environment, test level, and root cause may not be clear or necessary at this stage of defect reporting.

References:ISTQB CTFL Syllabus, Section on defect management and reporting.

#### NEW QUESTION 104

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