

# BCS

## Exam Questions CTFL4

ISTQB Certified Tester Foundation Level CTFL 4.0 Exam



#### NEW QUESTION 1

Which statement is true regarding confirmation testing and regression testing?

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

**Answer: C**

#### Explanation:

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

#### NEW QUESTION 2

Consider the following user story about the authentication functionality of an e-commerce website:

"As a logged-in user, I want to change my current password with a new one, so that I can make my account safer".

The following are some of the acceptance criteria defined for the user story:

- [a] After the logged-in user has successfully changed his password, an email confirming the change must be sent to him
  - [b] To successfully change the password, the logged-in user must enter the current password, enter a new valid password, and finally confirm by pressing the 'Change Password' button
  - [c] To be valid, the new password entered by the logged-in user is not only required to meet the criteria related to the length and type of characters, but must also be different from the last 5 passwords of that user
  - [d] A dedicated error message must be presented to the logged-in user when he enters a wrong current password
  - [e] A dedicated error message must be presented to the logged-in user when he enters the correct current password, but enters an invalid password
- Based only on the given information, which of the following ATDD tests is most likely to be written first?

- A. The logged-in user enters a wrong current password and views the dedicated error message
- B. The logged-in user enters the correct current password, enters a valid new password (different from the last 5 passwords), presses the 'Change Password' button, and finally receives the e-mail confirming that the password has been successfully changed
- C. The logged-in user enters the correct current password, enters an invalid password, and finally views the dedicated error
- D. The logged-in user submits a purchase order containing ten items, selects to pay with a Visa credit card, enters credit card information of a valid card, presses the 'Confirm' button, and finally views the dedicated message confirming that the purchase has been successful

**Answer: B**

#### Explanation:

ATDD stands for Acceptance Test-Driven Development, which is a collaborative approach to software development and testing, in which the acceptance criteria of a user story are defined and automated as executable tests before the implementation of the software system. ATDD tests are usually written in a Given-When-Then format, which describes the preconditions, the actions, and the expected outcomes of a test scenario. ATDD tests are intended to verify that the software system meets the expectations and the needs of the users and the stakeholders, as well as to provide feedback and guidance for the developers and the testers. Based on the given information, the ATDD test that is most likely to be written first is the one that corresponds to option B, which is:

Given the logged-in user is on the Change Password page When the user enters the correct current password, enters a valid new password (different from the last 5 passwords), and presses the Change Password button Then the user receives an email confirming that the password has been successfully changed  
This ATDD test is most likely to be written first, because it covers the main functionality and the happy path of the user story, as well as the most important acceptance criterion [a]. It also verifies that the user can change the password with a valid new password that meets the criteria related to the length, the type of characters, and the history of the passwords, as specified in the acceptance criterion [c]. The other options are not likely to be written first, because they either cover less critical or less frequent scenarios, such as entering a wrong current password [d] or an invalid new password [e], or they are not related to the user story or the acceptance criteria at all, such as submitting a purchase order [d]. References: ISTQB Certified Tester Foundation Level (CTFL) v4.0 sources and documents:

? ISTQB® Certified Tester Foundation Level Syllabus v4.0, Chapter 1.3.1, Testing in Software Development Lifecycles1

? ISTQB® Glossary of Testing Terms v4.0, Acceptance Test-Driven Development, User Story, Acceptance Criterion, Given-When-Then2

#### NEW QUESTION 3

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

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

**Answer: D**

#### Explanation:

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

#### NEW QUESTION 4

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

- A. Test plans
- B. Source code

- C. Compiled code
- D. Formal models

**Answer:** A

**Explanation:**

Static analysis is the process of examining the work products of a software development or testing activity without executing them. Static analysis can be applied to various types of work products, such as requirements, design, code, test cases, etc. However, test plans are not suitable for static analysis, because they are high-level documents that describe the test objectives, scope, strategy, resources, schedule, and risks of a testing project. Test plans are not executable or formalized in a way that static analysis tools can analyze them. Therefore, option A is the correct answer.

References: ISTQB® Certified Tester Foundation Level Syllabus v4.01, Section 2.2.1, page 20; ISTQB® Glossary v4.02, page 45.

**NEW QUESTION 5**

Which of the following statements is true?

- A. Experience-based test techniques rely on the experience of testers to identify the root causes of defects found by black-box test techniques
- B. Some of the most common test basis used by white-box test techniques include user stories, use cases and business processes
- C. Experience-based test techniques are often useful to detect hidden defects that have not been targeted by black-box test techniques
- D. The primary goal of experience-based test techniques is to design test cases that can be easily automated using a GUI-based test automation tool

**Answer:** C

**Explanation:**

Experience-based test techniques are test design techniques that rely on the experience, knowledge, intuition, and creativity of the testers to identify and execute test cases that are likely to find defects in the software system. Experience-based test techniques are often useful to detect hidden defects that have not been targeted by black-box test techniques, which are test design techniques that use the external behavior and specifications of the software system as the test basis, without considering its internal structure or implementation. Experience-based test techniques can complement black-box test techniques by covering aspects that are not explicitly specified, such as usability, security, reliability, performance, etc. The other statements are false, because:

? Experience-based test techniques do not rely on the experience of testers to identify the root causes of defects found by black-box test techniques, but rather to identify the potential sources of defects based on their own insights, heuristics, or exploratory testing. The root causes of defects are usually identified by debugging or root cause analysis, which are activities that involve examining the code or the development process to find and fix the errors that led to the defects.

? Some of the most common test basis used by white-box test techniques include

the source code, the design documents, the architecture diagrams, and the control flow graphs of the software system. White-box test techniques are test design techniques that use the internal structure and implementation of the software system as the test basis, and aim to achieve a certain level of test coverage based on the code elements, such as statements, branches, paths, etc. User stories, use cases, and business processes are examples of test basis used by black-box test techniques, as they describe the functional and non-functional requirements of the software system from the perspective of the users or the stakeholders.

? The primary goal of experience-based test techniques is not to design test cases

that can be easily automated using a GUI-based test automation tool, but rather to design test cases that can reveal defects that are not easily detected by other test techniques, such as boundary value analysis, equivalence partitioning, state transition testing, etc. Test automation is the use of software tools to execute test cases and compare actual results with expected results, without human intervention. Test automation can be applied to different types of test techniques, depending on the test objectives, the test levels, the test tools, and the test resources. However, test automation is not always feasible or beneficial, especially for test cases that require human judgment, creativity, or exploration, such as

those designed by experience-based test techniques. References: ISTQB Certified Tester Foundation Level (CTFL) v4.0 sources and documents:

? ISTQB® Certified Tester Foundation Level Syllabus v4.0, Chapter 2.2.1, Black-box

Test Design Techniques

? ISTQB® Certified Tester Foundation Level Syllabus v4.0, Chapter 2.2.2, White-box Test Design Techniques

? ISTQB® Certified Tester Foundation Level Syllabus v4.0, Chapter 2.2.3, Experience-based Test Design Techniques

? ISTQB® Glossary of Testing Terms v4.0, Experience-based Test Technique, Black-box Test Technique, White-box Test Technique, Test Basis, Test Coverage, Test Automation

**NEW QUESTION 6**

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

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

**Answer:** D

**Explanation:**

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

References: ISTQB CTFL Syllabus, Section on test tools and automation.

**NEW QUESTION 7**

Which of the following statements about white-box test techniques is true?

- A. Achieving full statement coverage and full branch coverage for a software product means that such software product has been fully tested and there are no remaining bugs within the code
- B. Code-related white-box test techniques are not required to measure the actual code coverage achieved by black-box testing, as code coverage can be measured using the coverage criteria associated with black-box test techniques
- C. Branch coverage is the most thorough code-related white-box test technique, and therefore applicable standards prescribe achieving full branch coverage at the highest safety levels for safety-critical systems
- D. Code-related white-box test techniques provide an objective measure of coverage and can be used to complement black-box test techniques to increase confidence in the code

**Answer:** D

**Explanation:**

This answer is correct because code-related white-box test techniques are test design techniques that use the structure of the code to derive test cases. They provide an objective measure of coverage, such as statement coverage, branch coverage, or path coverage, which indicate how much of the code has been exercised by the test cases. Code-related white-box test techniques can be used to complement black-box test techniques, which are test design techniques that use the functional or non-functional requirements of the system or component to derive test cases. By combining both types of techniques, testers can increase their confidence in the code and find more defects. References: ISTQB Glossary of Testing Terms v4.0, ISTQB Foundation Level Syllabus v4.0, Section 2.3.2.2

**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**

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

- A. Tests wear out
- B. Absence-of-errors fallacy
- C. Working software over comprehensive documentation.
- D. Defects cluster together

**Answer:** B

**Explanation:**

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

**NEW QUESTION 10**

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 12

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

- A. Refactoring is a practice that is an integral part of TDD and is applied both to tests and to code written 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 13

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 16

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 20

Match each objective to the correct test level Objective:

- A) Verifying whether the functional and non-functional behavior of the system are as designed and specified.
- B) Verifying whether the functional and non-functional behavior of the interfaces are as designed.
- C) Verifying whether the functional and non-functional behavior of the components are as designed and specified.
- D) Establishing confidence in the quality of the system as a whole. Test Level:
  - \* 1. Component testing. 2. Integration testing. 3. System testing. 4. Acceptance testing.

A. A3, B2, C4, D1

B. A2, B3, C1, D4  
C. A3.B2. C1. D4

**Answer:** C

**Explanation:**

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

**NEW QUESTION 25**

The following 4 equivalence classes are given:

$x \leq -100$

$-100 < x < 100$

$100 \leq x < 1000$

$x \geq 1000$

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

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

**Answer:** D

**Explanation:**

? The question is about selecting the correct test values for x based on equivalence partitioning. Equivalence partitioning is a software test design technique that divides the input data of a software unit into partitions of equivalent data from which test cases can be derived. In this case, the given equivalence classes are:  
Option D provides a value from each of these partitions:

- ? For  $(x \leq -100)$ , it gives -1000.
- ? For  $(-100 < x < 100)$ , it gives -100 and 100.
- ? For  $(100 \leq x < 1000)$ , it gives 500.
- ? For  $(x \geq 1000)$ , it gives 1500.

So, option D covers all four given equivalence classes with appropriate values. References: ISTQB Certified Tester Foundation Level (CTFL) v4.0 documents available at ISTQB and ASTQB.

? 1: ISTQB Foundation Level Syllabus 2018, Version 4.0, p. 38

? 2: ISTQB Foundation Level Syllabus 2018, Version 4.0, p. 39

? : ISTQB Foundation Level Syllabus 2018, Version 4.0, p. 40

**NEW QUESTION 29**

A company wants to reward each of its salespeople with an annual bonus that represents the sum of all the bonuses accumulated for every single sale made by that salesperson. The bonus for a single sale can take on the following four values: 3%, 5%, 7% and 10% (the percentage refers to the amount of the single sale). These values are determined on the basis of the type of customer (classified as "Basic" or "Premium") to which such sale was made, and on the amount of such sale classified into the following three groups G1, G2 and G3:

- [G1]: less than 300 euros
- [G2]: between 300 and 2000 euros
- [G3]: greater than 2000 euros

Which of the following is the minimum number of test cases needed to cover the full decision table associated with this scenario?

- A. 12
- B. 6
- C. 4
- D. 3

**Answer:** B

**Explanation:**

The minimum number of test cases needed to cover the full decision table associated with this scenario is 6. This is because the decision table has 4 conditions (type of customer and amount of sale) and 4 actions (bonus percentage). The conditions have 2 possible values each (Basic or Premium, and G1, G2 or G3), so the total number of combinations is  $2 \times 2 \times 2 \times 2 = 16$ . However, not all combinations are valid, as some of them are contradictory or impossible. For example, a sale cannot be both less than 300 euros and greater than 2000 euros at the same time. Therefore, we need to eliminate the invalid combinations and keep only the valid ones. The valid combinations are:

Type of customer Amount of sale Bonus percentage Basic

G1 3%

Basic G2 5%

Basic G3 7%

Premium G1  
5%  
Premium G2  
7%  
Premium G3  
10%

These 6 combinations cover all the possible values of the conditions and actions, and they are the minimum number of test cases needed to cover the full decision table. References: ISTQB Certified Tester Foundation Level (CTFL) v4.0 sources and documents,

### NEW QUESTION 30

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 35

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 38

Which of the following statements about checklist-based testing is TRUE?

- A. Checklist-based testing is a technique for managing the review meeting that can be applied in those reviews where the use of checklists is mandatory, as is often the case in formal reviews.
- B. Checklist-based testing is a review technique that can be used in a formal review process where reviewers, during individual review, try to detect issues within the work product based on a checklist
- C. In checklist-based testing, using checklists at a high level of detail is more likely to produce test cases that are easier to reproduce than those using checklists at a low level of detail
- D. Checklists used in checklist-based testing should be reviewed periodically for updates as, over time, test cases designed using the same checklist may become less effective at finding defects.

**Answer:** D

#### Explanation:

Checklist-based testing is a technique where testers use pre-determined checklists to ensure that important aspects of a work product are evaluated. Over time, these checklists should be reviewed and updated periodically to maintain their effectiveness in detecting defects. As systems evolve, outdated checklists may miss new types of defects, thus diminishing their usefulness. Therefore, statement D is true according to the ISTQB CTFL syllabus.

### 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**

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

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

**Answer:** C

**Explanation:**

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

References:

- ? 1: ISTQB Certified Tester Foundation Level Syllabus 2018, Version 4.0, p. 82
- ? 2: ISTQB Certified Tester Foundation Level Syllabus 2018, Version 4.0, p. 83
- ? : ISTQB Certified Tester Foundation Level Syllabus 2018, Version 4.0, p. 84
- ? : ISTQB Certified Tester Foundation Level Syllabus 2018, Version 4.0, p. 85

**NEW QUESTION 47**

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 49**

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

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

**Answer:** B



**Explanation:**

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

**NEW QUESTION 51**

Which of the following statements best describes the difference between product risk and project risk in software testing?

- A. Product risk refers to the risk associated with the project's schedule, budget, and resources, while project risk refers to the risk associated with the quality and functionality of the software product.
- B. Product risk refers to the risk associated with issues such as delays in work product deliveries, inaccurate estimates, while project risk refers to the risk associated with the project's schedule, budget, and resources.
- C. Product risk and project risk are essentially the same and can be used interchangeably.
- D. Product risk refers to the risk associated with delays in elements such as work product deliveries and inaccurate estimates, while project risk refers to the risk associated with issues such as user dissatisfaction.

**Answer:** B

**Explanation:**

Product risk involves the potential issues that can affect the quality and functionality of the software product, such as defects, performance problems, and usability issues. Project risk, on the other hand, relates to the risks that can impact the project's schedule, budget, and resources, such as delays, cost overruns, and resource constraints. Understanding both types of risks is crucial for managing and mitigating potential problems in software projects. References:ISTQB CTFL Syllabus, Section 5.2.1, "Risk Management in Testing."

**NEW QUESTION 52**

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 53**

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

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

**Answer:** D

**Explanation:**

The test leader is the person who is responsible for planning, monitoring, and controlling the test activities and resources in a test project. The test leader should have the best knowledge of the test objectives, scope, risks, resources, schedule, and quality criteria. The test leader should also be aware of the test automation criteria, such as the execution frequency, the test support, the team education, the roles and responsibilities, and the devs and testers collaboration1. Based on

these factors, the test leader can decide which tests are suitable for automation and which are not, and prioritize them accordingly. The test leader can also coordinate with the test automation engineers, the developers, and the stakeholders to ensure the alignment of the test automation strategy with the test project goals and expectations. References = ISTQB Certified Tester Foundation Level (CTFL) v4.0 Syllabus, Chapter 2, Section 2.3.1, Page 152; ISTQB Glossary of Testing Terms v4.0, Page 403; ISTQB Certified Tester Foundation Level (CTFL) v4.0 Syllabus, Chapter 6, Section 6.1.1, Page 514; Top 8 Test Automation Criteria You Need To Fulfill - QAMIND1

#### NEW QUESTION 56

The whole-team approach:

- A. promotes the idea that all team members should have a thorough understanding of test techniques
- B. is a consensus-based approach that engages the whole team in estimating the user stories
- C. promotes the idea that all team members should be responsible for the quality of the product
- D. is mostly adopted in projects aimed at developing safety-critical systems, as it ensures the highest level of testing independence

**Answer:** C

#### Explanation:

This answer is correct because the whole-team approach is a way of working in agile projects where all team members share the responsibility for the quality of the product, and collaborate on delivering value to the customer. The whole-team approach involves testers, developers, business analysts, product owners, and other stakeholders in planning, designing, developing, testing, and delivering the product. The whole-team approach fosters communication, feedback, learning, and continuous improvement within the team. References: ISTQB Glossary of Testing Terms v4.0, ISTQB Foundation Level Syllabus v4.0, Section 3.1.1.1

#### NEW QUESTION 60

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

- A. Unlike dynamic testing, which can be also performed manually, static testing cannot be performed without specialized tools
- B. Static testing is usually much less cost-effective than dynamic testing
- C. Unlike dynamic testing, which focuses on detecting potential defects, static testing focuses on detecting failures which may be due to actual defects
- D. Both static testing and dynamic testing can be used to highlight issues associated with non-functional characteristics

**Answer:** D

#### Explanation:

This answer is correct because static testing and dynamic testing are both types of testing that can be used to highlight issues associated with non-functional characteristics, such as usability, performance, security, reliability, etc. Static testing is a type of testing that involves the analysis of software work products, such as requirements, design, code, or test cases, without executing them. Dynamic testing is a type of testing that involves the execution of software work products, such as code or test cases, using inputs and verifying outputs. Both static testing and dynamic testing can be applied to different test levels and test types, and can use different test techniques and tools, to evaluate the non-functional characteristics of the software product. References: ISTQB Glossary of Testing Terms v4.0, ISTQB Foundation Level Syllabus v4.0, Section 2.2.1.1, Section 2.2.1.2

#### NEW QUESTION 63

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 64

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

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

**Answer:** B

#### Explanation:

Reference: ISTQB CTFL Syllabus V4.0, Section 1.1.1

#### NEW QUESTION 66

You are testing a room upgrade system for a hotel. The system accepts three different types of room (increasing order of luxury): Platinum. Silver and Gold Luxury. ONLY a Preferred Guest Card holder is 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

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: Preferred 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 67

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 72

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 76

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