ASTQB Practice Questions

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Question 1

Question Type: MultipleChoice

Your organization has just hired a test automation architect who has previously worked on medical software with strict regulatory requirements. His test automation framework is very solid and will allow the staff to build maintainable data-driven test cases. His tool choice is the top of the line tool that has been used for many years for traditional test automation. You are concerned that this is a very expensive tool and may not have the flexibility needed in your environment, particularly since the mobile applications your company develops are intended to exist in the market for only six months before being re-worked to add new features and change the user interface. The software development life cycle is iterative and the team uses continuous integration to provide testable software faster.

Given this information, what should you recommended for the test approach?

Options:

A- Search for other tools that are more suited for the mobile environment and consider creating test automation with keyword-driven tests rather than data-driven.
B- Go with the proven framework and seek high coverage in the test automation software to ensure good reuse.
C- Bypass test automation and go with crowd-sourcing to get a high amount of testing done in a short period of time. test repeatability is not an issue with this software.
D- Use test automation for performance testing and conduct the functional testing manually since the product has a short life expectancy.

Answer:

A

Explanation:

A is correct. It is important to use tools that are well suited for mobile. Keyword-driven test automation is likely to be more maintainable than data-driven, particularly when the application changes frequently. B is incorrect because high re-usability is not a goal for this project. High levels of coverage are probably not important in the test automation because the product has a short lifespan. Also, the tools may not be well-suited to mobile products. C is not correct because bypassing test automation violates the rules of the iterative lifecycles and would miss the opportunity of automating testing after the continuous integration occurs. D is not correct because the test automation should be used for the functional testing and needs to be done early in the lifecycle to ensure good product development and continuous integration testing.

Question 2

Question Type: MultipleChoice

Which of the following is a generic tool that would be useful for a mobile application testing project?

Options:

A- A Simulator
B- An emulator
C- A defect tracking system
D- A performance testing tool

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Answer:

C

Explanation:

C is correct. This is a generic testing tool that would still be useful in a mobile application project. A and B are specific tools that would be designed for use for the specific project. D might work but most generic performance testing tools don't work well for mobile applications because of their inability to work with simulators and provide the variability in network connections.

Question 3

Question Type: MultipleChoice

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Which of the following is a type of data that a mobile performance testing tool should be able to monitor, track and generate?

Options:

A- Bursts of activity
B- Usability information
C- Navigation flow data
D- Secure data transactions

Answer:

A

Explanation:

A is correct. B and C deal with usability, not performance. While D should be verified as part of security testing, it's not normally considered part of performance testing.

Question 4

Question Type: MultipleChoice

Which of the following types of testing might consider the user's age?

Options:

A- Scenario-based testing
B- Use case testing
C- User story testing
D- Persona-based testing

Answer:

D

Explanation:

D is correct. An age class user is a realistic persona to use in testing. A is not correct because it is looking at a scenario rather than the user. B is incorrect for the same reason. C is incorrect because a user story is looking at a small bit of functionality and is concentrating on why the functionality is needed rather than the user.

Question 5

Question Type: MultipleChoice

You are testing an application that will allow users to scan the bar code from a package mailing label and then receive emails from the package shipper as the package moves through the various stages of its delivery (e.g., pickup, receipt at central processing, routing, delivery). If requested, the user can also receive a picture of the signature of the recipient of the package.

This is the second version of this application. The first version was web browser-based and was quite slow to start up. The new version is a native application with all the same functionality. It is expected that this application will have wide usage across a large set of networks with varying speeds and reliability.

Given this information, what would be the best approach for doing your testing to ensure the capabilities of the product are tested as well as the range of devices, environments and networks?

Options:

A- Use a remote device lab that is provided by a device manufacturer to ensure your application works across the whole family of devices.
B- Use crowd sourcing to get the widest distribution of device locations and types with minimal cost.
C- Use a set of simulators that can simulate the various capabilities of a wide variety of devices.
D- Use a cloud-based virtual test environment to simulate various devices and networks.

Answer:

A

Explanation:

A is correct. Because this is a native application, it needs to be tested on the devices that it is intended for. The question doesn't say how many different devices are supported, but for each supported device it makes sense to use the remote device lab that device manufacturers can supply. B is not correct because the focus needs to be on the device compatibility rather than the location distribution. C is not correct because a wide variety of devices is not needed. A good simulator for the family of devices supported might be a good alternative though. D is not correct because the testing across devices is not needed. Like C if D provides a good simulator of the right device family, it might be a realistic alternative, but that information is not supplied.

Question 6

Question Type: MultipleChoice

If the project is to release a new smart phone, what should the tester focus testing on?

Options:

A- The capabilities of the phone itself
B- As testers, we need to employ testing that will make sure that all failures are identified.
C- The personas that will use the phone
D- The relationship with the vendor or the phone
E- The capabilities of the applications that will be loaded on the phone

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Answer:

A

Question 7

Question Type: MultipleChoice

What does the word OTA mean?

Options:

A- On the air
B- Over the air
C- On the application
D- Over the application

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Answer:

B

Question 8

Question Type: MultipleChoice

When conducting security testing on a mobile application, which is the correct set of basic areas to cover?

Options:

A- Access, data protection, documentation
B- Code, functionality, documentation, security policy
C- Data creation, data storage, data transfer
D- Access, data storage, data transfer, security policy

Answer:

D

Explanation:

D is correct per the syllabus. The others are incorrect.

Question 9

Question Type: MultipleChoice

Which of the following requirements documents would be the best source to determine normal usage scenarios?

Options:

A- Requirements specification
B- Use cases
C- User stories
D- Usability Requirements

Answer:

B

Explanation:

Use cases should supply the expected usage scenarios. User stories are too brief to give the scenario view. Usability requirements generally focus on the user interface requirements rather than usage scenarios. Requirements specifications are notorious for not having much information regarding actual usage.

Question 10

Question Type: MultipleChoice

What is the best way to verify that a simulator is giving reliable results?

Options:

A- Read the requirements
B- Test the simulators
C- Compare the results to the results from a real device
D- Compare the results from the simulator to the results from an emulator

Answer:

C

Explanation:

C is the best way to verify the reliability of the simulator. A as we all know may not tell us how the simulator really works. B would require knowing how the simulator should behave, which might be information we don't have. D would not make sense as you'd be comparing information from two different developed products.

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