Software Testing

Lesson 1
Introduction
Quiz
V1.1

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Winter 2013 / 2014

1. Why is testing necessary?

a) because software is likely to have faults

b) to learn about the reliability of the software

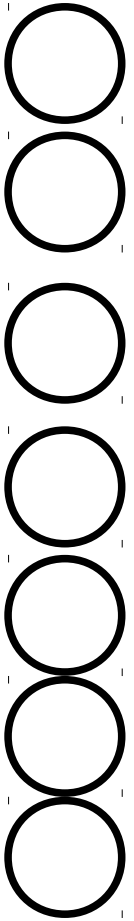
c) to fill the time between delivery of the software and the release date

d) to prove that the software has no faults

e) because testing is included in the project plan

f) because failures can be very expensive

g) to avoid being sued by customers



http://www.softwaretestinggenius.com

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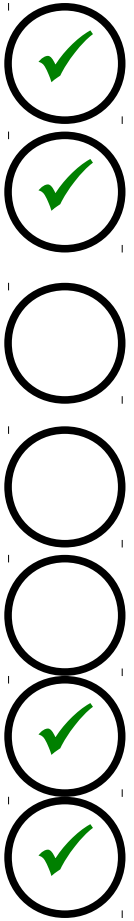

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2. How much testing is enough?

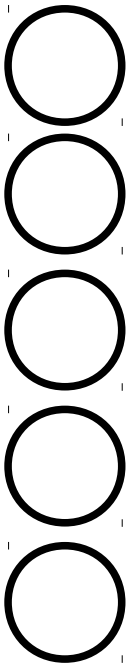
a) it's never enough

b) when you have done what you planned

c) it depends on the risks for your system

d) when your customer/user is happy

e) when you have proved that the system works correctly



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3. No Problems?

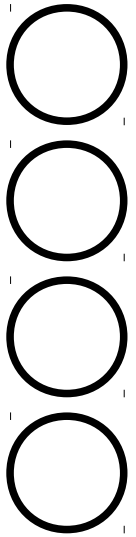
Your test finds no problems. Which of the following conclusions can safely be drawn?

a) The product contains no faults.

b) The product is not well enough tested.

c) A conclusion needs more information.

d) Test coverage was low.



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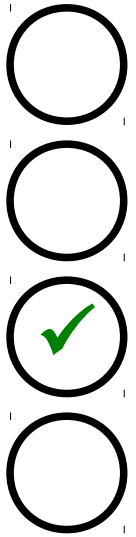

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4. What is the name of something that is incorrect in software?

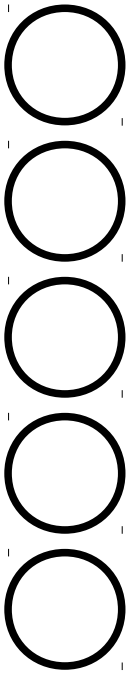
a) An error

b) A fault

c) A failure

d) A defect

e) A mistake



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5. Failure

Which of the following statements is the MOST valid goal for a test team?

a) Determine whether enough component testing was executed.

b) Cause as many failures as possible so that faults can be identified and corrected.

c) Prove that all faults are identified.

d) Prove that any remaining faults will not cause any failures.

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6. Detecting failures

Which is MOST likely a failure out of the list of problems below?

a) The product crashed when the user selected an option in a dialogue box.

b) One source code file included in the build was the wrong version.

c) The computation algorithm used the wrong input variables.

d) The developer misinterpreted the requirement for the algorithm.

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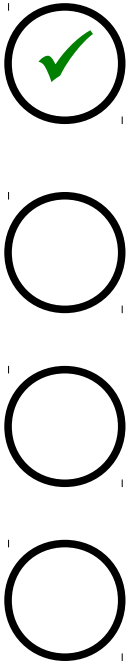

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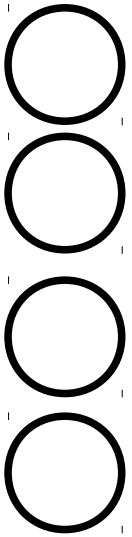
7. What is testing?

a) Testing is the same as quality assurance.

b) Testing is a part of quality assurance.

c) Testing is not a part of quality assurance.

d) Testing is the same as debugging.



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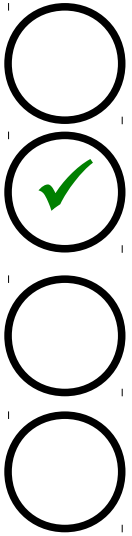

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8. What is testing?

Consider the following statements about early test design:

a) Early test design can prevent fault multiplication

b) Faults found during early test design are more expensive to fix

c) Early test design can find faults

d) Early test design can cause changes to the requirements

e) Early test design takes more effort than late test design

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9. Seven Testing Principles

Which of the following statements BEST describes one of the seven testing principles

a) Automated tests are better than manual tests for avoiding the Exhaustive Testing. ○

b) Exhaustive testing is, with sufficient effort and tool support, feasible for all software. ○

c) It is normally impossible to test all input / output combinations for a software system. ○

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10. Seven Testing Principles

Which of the following statements does **NOT** describe one of the seven testing principles

a) Regularly review and revise test cases

b) Focus testing on known risky areas of the software

c) To find defects early, start testing activities as soon as possible

d) It's only possible to start testing, after the requirements are complete.

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