

IT Quality and Software Test

Lesson 1 Introduction Quiz V1.1

Uwe Gühl

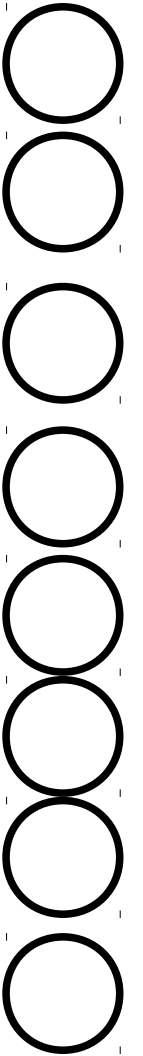


Winter 2011/ 2012



1. Why is testing necessary?

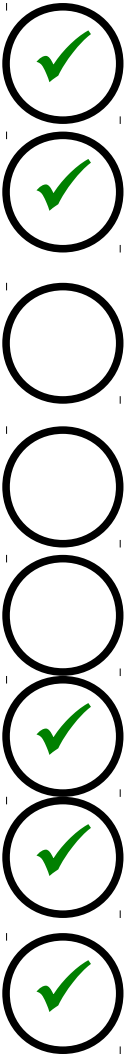
- a) because software is likely to have faults
- b) to learn about the reliability of the software
- c) to fill the time between delivery of the software and the release date
- d) to prove that the software has no faults
- e) because testing is included in the project plan
- f) because failures can be very expensive
- g) to avoid being sued by customers
- h) to stay in business





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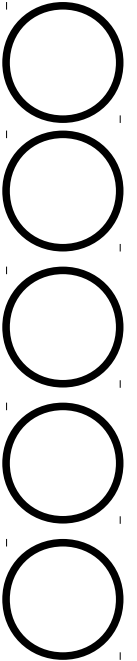
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2. How much testing is enough?

- 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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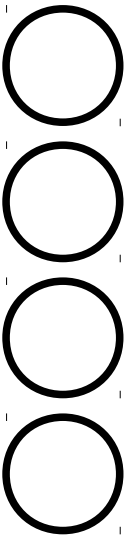




3. No Problems?

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.

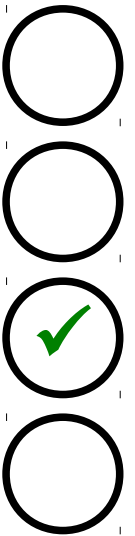




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4. What is the name of something that is incorrect in software?

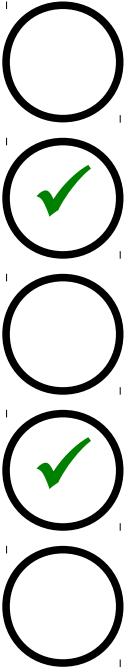
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- b) A fault
- c) A failure
- d) A defect
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☐
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5. Seven Testing Principles

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. ☐
- d) The purpose of testing is to demonstrate the absence of defects. ☐



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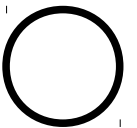
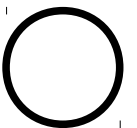
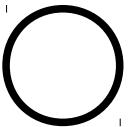
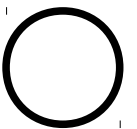
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6. Failure

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.

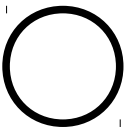
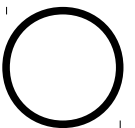
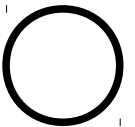




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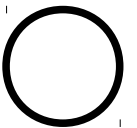
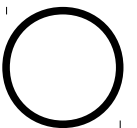
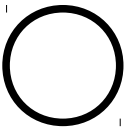
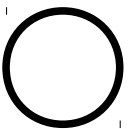




7. Detecting failures

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 dialog 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.

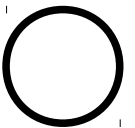
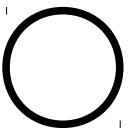
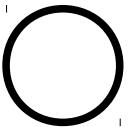




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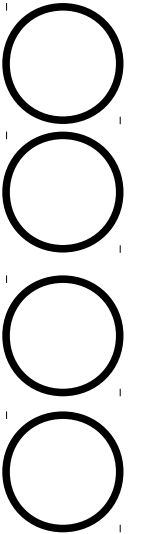
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- a) Testing is the same as quality insurance.
- b) Testing is a part of quality insurance.
- c) Testing is not a part of quality insurance.
- d) Testing is the same as debugging.

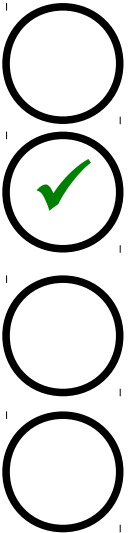


Based on <http://istqbsamplepaper.n18.in>



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9. 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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