

Software Testing

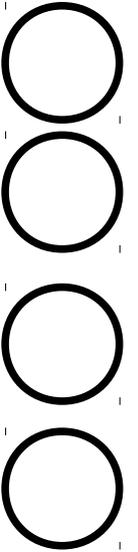
Lesson 1 – Introduction
Quiz
Uwe Gühl
Winter 2015 / 2016





1. Why is testing necessary?

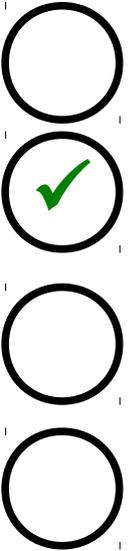
- a) because testing is included in the project plan
- b) to learn about the reliability of the software
- c) to fill the time between delivery of the software and the release date
- d) to prove that the software has no faults





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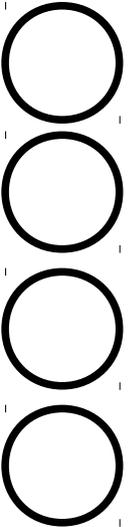
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2. How much testing is enough?



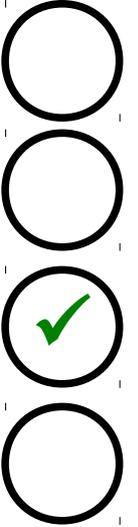
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- b) when you have done what you planned
- c) it depends on the risks for your system
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3. No Problems?

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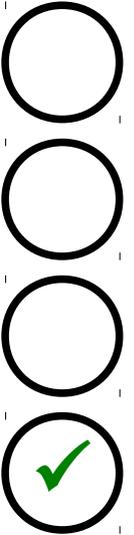
4. What is the name of something that is incorrect in software?

- a) An error
- b) A mistake
- c) A failure
- d) A fault or a defect



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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?

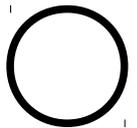
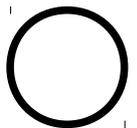
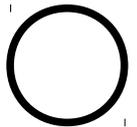
- a) The product crashed when the user selected an option in a dialogue box.
- b) One source code file included in the build was the wrong version.
- c) The computation algorithm used the wrong input variables.
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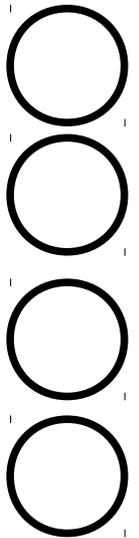
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- b) Testing is a part of quality assurance.
- c) Testing is not a part of quality assurance.
- d) Testing is the same as debugging.

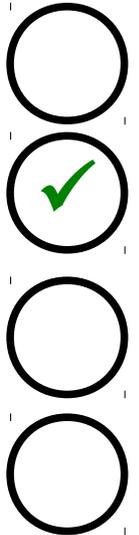


Based on <http://istqbsamplepaper.n18.in>



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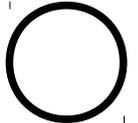
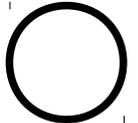
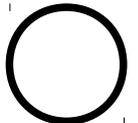




8. What is testing?

Consider the following statements about early test design. What is **NOT** true?

- a) Early test design can prevent fault multiplication
- b) Early test design can find faults
- c) Early test design can cause changes to the requirements
- d) Early test design takes more effort than late test design





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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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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