



## Welcome to Cert007 - Your Ultimate IT Certification Partner



➤ Real Exam Questions

➤ Free Updates

➤ Expert Support

➤ Instant Access

➤ Money-Back Guarantee



Visit us at <https://www.cert007.com/> for more information

**Exam** : **ISTQB-CTFL**

**Title** : **ISTQB-Foundation Level  
Exam**

**Version** : **DEMO**

1.Which ONE of the following options is NOT a test objective?

- A. Verifying whether specified requirements have been fulfilled
- B. Triggering failures and finding defects
- C. Finding errors
- D. Validating whether the test object is complete and works as expected by the stakeholders

**Answer: C**

**Explanation:**

Comprehensive and Detailed In-Depth Explanation

The primary objectives of testing, as outlined in the ISTQB CTFL v4.0 syllabus, include verifying whether specified requirements are met (A), detecting failures and defects (B), and validating that the test object functions as expected (D). However, "finding errors" (C) is not a direct objective. Errors result from human mistakes, but testing primarily identifies defects, which are flaws in the system that cause failures. Testing aims to reveal defects rather than directly identify errors in the code.

Reference: ISTQB CTFL v4.0 Syllabus, Section 1.1.1 – Test Objectives

2.Which ONE of the following options MOST ACCURATELY describes the activities of “testing” and “debugging”?

- A. Testing triggers a failure that is caused by a defect in the software, whereas debugging is concerned with finding the causes of this failure (defects), analyzing these causes, and eliminating them.
- B. Testing triggers a failure that is caused by a defect in the software, whereas debugging is concerned with finding the causes of this failure (defects), analyzing these causes, and reproducing them.
- C. Testing identifies a defect that is caused by an error in the software, whereas debugging is concerned with finding the causes of this defect, analyzing these causes, and eliminating them.
- D. Testing triggers a defect that is caused by an error in the software, whereas debugging is concerned with finding the causes of this defect, analyzing these causes, and eliminating them.

**Answer: A**

**Explanation:**

Comprehensive and Detailed In-Depth Explanation

Testing and debugging are separate but related activities. Testing executes the software to identify failures that result from defects (A). Debugging is the developer's responsibility and involves finding the cause of a failure (defect), analyzing it, and fixing the defect. The ISTQB syllabus explicitly differentiates these activities. Testing does not modify the software, whereas debugging does.

Reference: ISTQB CTFL v4.0 Syllabus, Section 1.1.2 – Testing and Debugging

3.Which ONE of the following options CORRECTLY describes one of the seven principles of the testing process?

- A. The objective of testing is to implement exhaustive testing and execute as many test cases as possible.
- B. Exhaustive testing can only be carried out using behavior-based techniques.
- C. It is impossible to test all possible combinations of inputs and preconditions of a system.
- D. Automated testing enables exhaustive testing.

**Answer: C**

**Explanation:**

Comprehensive and Detailed In-Depth Explanation

Exhaustive testing (testing all input combinations) is practically impossible except in trivial cases (C). Instead, testers focus on risk-based, prioritized, and efficient test techniques. The seven principles of testing in the ISTQB syllabus highlight that exhaustive testing is infeasible, and therefore, techniques such as equivalence partitioning, boundary value analysis, and risk-based testing are used to optimize test coverage.

Reference: ISTQB CTFL v4.0 Syllabus, Section 1.3 – Testing Principles

4. Which ONE of the following statements would you expect to be the MOST DIRECT advantage of the whole-team approach?

- A. Capitalizing on the combined skills of business representatives, testers, and developers working together to contribute to project success.
- B. Reducing the involvement of business representatives because of enhanced communication and collaboration between testers and developers.
- C. Avoiding requirements misunderstandings that may not have been detected until dynamic testing when they are more expensive to fix.
- D. Having an automated build and test process, at least once a day, that detects integration errors early and quickly.

**Answer:** A

**Explanation:**

Comprehensive and Detailed In-Depth Explanation

The whole-team approach promotes collaboration among stakeholders (business representatives, developers, and testers) to ensure better quality and project success (A). This approach allows for early identification of issues, enhances shared responsibility, and improves software quality.

Option C is a valid but indirect benefit, while options B and D do not directly describe the core advantage of the whole-team approach.

Reference: ISTQB CTFL v4.0 Syllabus, Section 1.5.2 – The Whole-Team Approach

5. Which ONE of the following options explains a benefit of independent testing the BEST?

- A. The testers can be isolated from the development team and thus avoid acquiring the same bias as the developers.
- B. Independent testers may lack information regarding the test object.
- C. Independent testers are likely to recognize different types of failures compared to developers.
- D. Developers may lose a sense of responsibility for the quality of the product they develop.

**Answer:** C

**Explanation:**

Comprehensive and Detailed In-Depth Explanation

Independent testers provide a fresh perspective and are more likely to identify failures that developers might overlook due to their familiarity with the software (C). Independent testing helps avoid cognitive biases, improves defect detection, and enhances the overall quality assurance process. While A and D touch on related concepts, they do not directly define the benefit as well as C does.

Option B highlights a potential challenge rather than a benefit.

Reference: ISTQB CTFL v4.0 Syllabus, Section 1.5.3 – The Independence of Testing