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Question 1

Question Type: MultipleChoice

You have a need to test network connectivity in a variety of environments to determine if your web site will respond fast enough and reliably enough to the requests from your mobile web-based application. You don't have the ability to create these environments within your test facilities.

What is the best option to use to conduct this testing?

Options:

- A- Find or develop a simulator that can simulate the network interaction of many devices on varied networks.
- B- Find or develop an emulator that can emulate the network interaction of many devices on varied networks.
- C- Find a cloud-based network simulator that can generate network traffic from a variety of different networks.
- D- Implement crowd-source testing to get a large number of people to use their own devices to connect via various networks.

Answer:

C

Explanation:

C is correct. Cloud-based network simulators are commonly used for this purpose. A and B are not ideally suited for the problem and D would be too unreliable to control.

Question 2

Question Type: MultipleChoice

You are responsible for performance testing for a new hybrid mobile application that will run on smartphones. The application will use the phone's GPS capability to determine the altitude of the phone. This information will be used to send information to the user indicating the change in their "safe limit" for alcohol consumption. You expect your highest usage of the system to be on New Years Eve when many people are skiing at high altitudes and will need to check their safe limit. For the first year of usage, 5,000 concurrent users are expected to use the application on that one evening.

Given this information, what is the best approach to use for conducting the performance test?

Options:

- A- Clone simulators to create 5000 users and conduct the test with those simulators
- B- Clone emulators to create 5000 users and conduct the test using the emulators

- C- Use a mix of simulators and emulators to give the most realistic results
- D- Use crowd-sourcing and real users to get accurate results from real devices

Answer:

A

Explanation:

A is correct. Simulators are the best approach for this testing because a large number are needed and specific altitude readings can be programmed into the simulator. B is not correct because there is no need to interact with the phone's hardware to do this test. The altitude information can be programmed into the simulator. C is not correct because that would just complicate the tests and simulators alone will be sufficient. D would be difficult to manage and getting 5000 concurrent users before New Years Eve might be impossible.

Question 3

Question Type: MultipleChoice

You have just been assigned to test a native mobile application for a delivery recording device used by mail and package couriers. This is a new version of a product that is already in production. The production version of the product has had issues with the hardware particularly with capturing signatures entered on the device and with associating photo images to the proper delivery addresses. This

has resulted in a problem with reconciling the package delivery information. You need to test the application on a network with 1000 of these devices sending information back to the main office. Budget is limited as is the ability to obtain 1000 devices.

What should you do?

Options:

- A- Find or develop a simulator that can simulate the network interaction of many devices
- B- Find or develop an emulator that can emulate the application running on the hardware and OS of the device
- C- Implement crowd-source testing to get a large number of people to use their own devices to test the network
- D- Obtain the real devices because any other testing will not be representative of the real behavior of the device

Answer:

B

Explanation:

Given this scenario, B is the correct answer. An emulator will allow testing to be conducted to verify the interaction between the hardware/OS and the application and that's where the main problems have been. A is not correct because a simulator will not be able to simulate the interaction between the application and the hardware and that is identified as a key issue with the current production product. C is not correct because this is not a device that most people would have access to -- it's a business device rather than a personal device. D is not correct because a good emulator should be able to provide the needed test environment. And, the question

states that budget is limited and devices are hard to get.

Question 4

Question Type: MultipleChoice

Which of the following is a reason to use simulators for testing?

Options:

- A- Simulators give more accurate performance than real devices
- B- Real devices can be difficult and expensive to procure in large quantities
- C- Simulators can interact with users to provide feedback on usability
- D- Real devices can be quickly configured to provide new testing scenarios

Answer:

B

Explanation:

B is correct. A is incorrect because real devices will always be more accurate. C is incorrect because usability requires the look and feel of the real device. D is not true on a large scale and may not even be true on a small scale. A well-designed simulator should be easier to re-configure as needed.

Question 5

Question Type: MultipleChoice

Which of the following is true about a browser-based application?

Options:

- A-** It is designed to exercise capabilities of a particular device
- B-** It runs on the device
- C-** It is portable to any device that can run the supported browser
- D-** It is generally faster than a native application

Answer:

C

Explanation:

C is correct. Since the application is running through the browser, if devices supports that browser it should work on the device. This makes the application very portable. A and B are characteristics of native applications. D is incorrect because native applications are generally faster.

Question 6

Question Type: MultipleChoice

In what way might a mobile device itself supply data to the mobile application?

Options:

A- By providing location information by using its geolocation capability

- B-** By gathering input from the user
- C-** By communicating with a backend system
- D-** By connecting to another device

Answer:

A

Explanation:

A is correct since this information is coming from the device itself. B, C, and D all get the information from a source other than the device.

Question 7

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

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 8

Question Type: MultipleChoice

If a tool is able to simulate the way in which a specific device would respond to an application, it is considered to be what type of simulator?

Options:

- A- A hybrid simulator
- B- A native device simulator
- C- A web-based application simulator
- D- A browsed-based application simulator

Answer:

B

Explanation:

B is correct. The other three are referring to application types rather than devices.

Question 9

Question Type: MultipleChoice

For a navigation application on a smart phone, which is the most importance device capability?

Options:

A- Telephony

B- Camera

C- Email

D- Geolocation

Answer:

C

Question 10

Question Type: MultipleChoice

Which of the following is a requirement for portability testing for the future of a mobile application?

Options:

- A- Knowing how the application works today with today's devices
- B- Anticipating which devices will be popular and how they will be used
- C- Predicting how personas will change
- D- Creating new devices via emulators and testing the application on those emulators

Answer:

B

Explanation:

B is correct. A is only helpful for today, not the future. C might help to understand future usage, but won't tell you which devices will be popular. D would be a lot of work and the accuracy would depend on your creativity and ability to predict the future.

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