BCS

ASTQB Exam

ASTQB Certified Mobile tester Exam

Questions & Answers
Demo

Version: 8.0

Question: 1

What types of testing are particularly important for mobile applications based on the user's expectations?

A. Suitability and Accuracy
B. Usability and Performance
C. Portability and Usability
D. Performance and Security

Answer: B

Explanation:
While all of these are important, the user has particularly high expectations for the usability and performance of a mobile application.

Question: 2

If an application resides on the mobile device and was written specifically for that device, what type of application is it?

A. Web-based
B. Hybrid
C. Native
D. Device-specific

Answer: C

Explanation:
An application that resides on the mobile device rather than on a web server and is written to work with a specific device is a native application.

Question: 3

You are testing an application for a smart phone. You have determined that you only need to test one device from the target family of devices because the behavior of all devices in that family will be the same for this application.

This is an example of what test design technique?

A. Boundary value analysis
B. Combinatorial
C. Decision tables
D. Equivalence Partitioning

Answer: D

Explanation:
This is an example of EP where all the members of the class are expected to behave in the same manner, therefore only one member of the class needs to be tested. Combinatorial technique is not the correct answer because that would be looking to reduce the set of test devices based on creating combinations to test.

Question: 4

If you are testing a mobile application that is not safety-critical, which life cycle model is most likely to be used?

A. V-model
B. Waterfall
C. Mobile
D. Iterative

Answer: D

Explanation:
Agile, a form of iterative lifecycle models, is often used for developing mobile applications as are other iterative lifecycles. Waterfall and V-model would be used for safety-critical where more documentation and control is required. The “mobile model” doesn’t yet exist but may in the future!

Question: 5

Which of the following requirements documents would be the best source to determine normal usage scenarios?

A. Requirements specification
B. Use cases
C. User stories
D. Usability Requirements

Answer: B

Explanation:
Use cases should supply the expected usage scenarios. User stories are too brief to give the scenario view. Usability requirements generally focus on the user interface requirements rather than usage

scenarios. Requirements specifications are notorious for not having much information regarding actual usage.

Question: 6

In a project that is feature-rich but time-poor, which is the most reasonable approach to risk analysis?

A. Conduct a full risk analysis, including weighted likelihood and impact ratings for each item
B. Use a lightweight approach and assign relative importance of each identified item
C. Skip the risk analysis step and proceed to test execution based on experience
D. Concentrate on the functional capabilities and disregard the physical capabilities of the device since those should be tested by the manufacturer

Answer: B

Explanation:
B is correct since this is a time challenged project. If there were adequate time, A might be the right answer, depending on the criticality of the product. C is never a good idea since even minimal risk analysis is needed to focus the testing. D is risky because the interaction of the application with the physical capabilities of the device still need to be tested.

Question: 7

If you are testing a mobile banking application, is it important to test the interaction between the software and the device?

A. No, it is not necessary to extend the functional testing to cover interaction with the device
B. Yes, using the physical device is how the user interact with the application and how the application interacts with the Internet
C. No, if the application is developed as a native application, there is no need to test the interaction because the application is portable across many different types of devices
D. Yes, each feature of the device should be tested to verify if it interacts with the application

Answer: B

Explanation:
Testing the physical device's interaction with the application is important. A is not correct because B is correct. C is not correct and a native application is developed for a specific device and is generally not portable. D is incorrect because devices have many, many features and testing all the features would be out of scope for the application under test.

Question: 8

You are testing a native application for a smart phone. The application allows the user to make grocery lists on the phone and store up to three lists at a time. A list can contain up to 50 items.
Which of the following is the minimum set of test conditions to achieve 100% coverage with the equivalence partitioning test technique?

A. List with 47 items
B. List with 0 items, List with 1 item, List with 50 items, List with 51 items, 0 lists saved, 1 list saved, 3 lists saved, 4 lists saved
C. List with 0 items, List with 25 items, List with 51 items, 3 lists saved
D. List with 0 items, List with 12 item, List with 58 items, 0 lists saved, 1 list saved, 3 lists saved, 7 lists saved

Answer: D

Explanation:
D is correct as it tests each condition with invalid too low, valid and invalid too high values. A is incorrect because it doesn't consider the list save capabilities and it doesn't test the invalid values for the list. B is incorrect because it is doing BVA which results in too many tests for minimum coverage with EP. C is incorrect because it does not sufficiently test the save feature.