ASTQB

ASTQB Certified Mobile tester

Exam A

QUESTION 1

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

Correct Answer: B
Section: (none)
Explanation

Explanation/Reference:
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 2
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

Correct Answer: D
Section: (none)
Explanation

Explanation/Reference:
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.

QUESTION 3

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 boundary value analysis 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

Correct Answer: B
Section: (none)
Explanation

Explanation/Reference:
Explanation:
B is correct because it is doing BVA on both the list quantity and the list saving capability. D is incorrect because it has achieved EP coverage, but didn't get the boundaries. A is incorrect because it doesn't consider the list save capabilities and it doesn't test the invalid values for the list. C is incorrect because it does not sufficiently test the save feature.

QUESTION 4
Which of the following types of testing might consider the user's age?

A. Scenario-based testing

B. Use case testing

C. User story testing

D. Persona-based testing

Correct Answer: D
Section: (none)
Explanation

Explanation/Reference:
Explanation:
D is correct. An age class user is a realistic persona to use in testing. A is not correct because it is looking at a scenario rather than the user. B is incorrect for the same reason. C is incorrect because a user story is looking at a small bit of functionality and is concentrating on why the functionality is needed rather than the user.

QUESTION 5
If your application can only be used within a specific country, what feature of the device might be used to supply information that the application can use to make this determination?

A. Geolocation
B. Telephony
C. Magnetometer
D. Altimeter

Correct Answer: A
Section: (none)
Explanation

Explanation/Reference:
Explanation:
A is correct. Geolocation can pinpoint the location of the device and determine if it is in the correct country for the application to work. Without geolocation, the location might have to be determined by IP address or triangulation on a cellular network. Telephony could be used, but only if the telephone is involved in the application and we don't know that from the question.

QUESTION 6
What is the primary use of teststorming?

A. Load and stress testing from multiple locations
B. Testing the device's ability to deal with weather conditions
C. Deriving test cases and test scenarios
D. creating masses of test data

Correct Answer: C
Section: (none)
Explanation

Explanation/Reference:
QUESTION 7
You have information from production that the previous version of your product has had a high rate of abandonment after the initial download. In fact, it appears people download the application and never use it. Poor performance is thought to be the main problem that is causing people to give up the application.

Which of the following aspects of the application should be specifically targeted for testing to help determine if this is really the problem?

A. User interface delays
B. Irregular performance
C. Resource usage
D. Application launch time

Correct Answer: D
Section: (none)
Explanation

Explanation/Reference:
Explanation:
D is correct since it appears that people download it and never use it, perhaps because it takes so long to complete the download and the initial launch. This may not be the real problem, but it is certainly the first area to look at during testing. A and B are incorrect because the users are not actually using the software and wouldn't see these issues. C might be a problem leading to D being a symptom.

QUESTION 8
Your company has created an application for doing crossword puzzles. The target users are in the age class of over 65 years old. There has already been considerable concentration on creating screens that are easy to navigate and intuitive. It is a primary goal that the software be easy to use. View ability has been implemented with a revolutionary magnification ability based on moving a magnifying glass across the screen. The beta testers have still had problems using the application, particularly when trying to enter the letters into the squares.

Given this information, which area should you target for more complete testing?

A. Simplicity
B. Layout
C. Intuitiveness
D. Navigation

Correct Answer: B
Section: (none)
Explanation
Explanation/Reference:
Explanation:
B is correct since the users seem to be having problems accessing either the pointer or the keyboard to enter the letters. A and C seem to not be issues at this time since it is not an issue with understanding the application. D may be an issue depending on how the user gets to the various input methods, but that is not indicated in the information here.

QUESTION 9

You are planning to conduct performance testing on a new application. You have been given a set of personas to use during this testing.

How should you apply the personas in the performance testing approach?

A. Personas should be duplicated by the automated tools to create virtual users who can create a realistic load on the system.
B. Personas should be reviewed to understand the individual tasks being performed.
C. Personas are used primarily for usability testing and should not be used as guidelines for performance testing.
D. Personas should be used to derive use cases which can be broken down into user stories and then scripted into performance test scripts.

Correct Answer: A
Section: (none)
Explanation

Explanation/Reference:
Explanation:
A is correct. Personas represent realistic users doing realistic transactions and so are well suited for use in performance testing. B is not correct because transactions are needed for performance testing rather than tasks. C is not correct because while personas are used for usability testing, they are also used for performance testing. D is not correct because user stories cover small bits of functionality, not transactions.

QUESTION 10

What is the best way to verify that a simulator is giving reliable results?

A. Read the requirements
B. Test the simulators
C. Compare the results to the results from a real device
D. Compare the results from the simulator to the results from an emulator

Correct Answer: C

Section: (none)
Explanation

Explanation/Reference:
Explanation:
C is the best way to verify the reliability of the simulator. A as we all know may not tell us how the simulator really works. B would require knowing how the simulator should behave, which might be information we don't have. D would not make sense as you'd be comparing information from two different developed products.

QUESTION 11
Which cloud capability is most beneficial for performance testing?

A. Supporting a variety of network types
B. Supporting a variety of protocols
C. Supporting a variety of device types
D. Supporting a variety of device quantities and usages

Correct Answer: D
Section: (none)
Explanation

Explanation/Reference:
Explanation:
D is correct as this is more beneficial for performance testing. Mixing any of the other three will help create a realistic load, but without D the others are not as useful.

QUESTION 12
Which of the following is a type of data that a mobile performance testing tool should be able to monitor, track and generate?

A. Bursts of activity
B. Usability information
C. Navigation flow data
D. Secure data transactions

Correct Answer: A
Section: (none)
Explanation

Explanation/Reference:
Explanation:
A is correct. B and C deal with usability, not performance. While D should be verified as part of security testing, it's not normally considered part of performance testing.

QUESTION 13

You are testing an application that will allow users to scan the bar code from a package mailing label and then receive emails from the package shipper as the package moves through the various stages of its delivery (e.g., pickup, receipt at central processing, routing, delivery). If requested, the user can also receive a picture of the signature of the recipient of the package. This is a web browser-based application. It is expected that this application will have wide usage across a large set of devices and networks with varying speeds and reliability.

Your company has several competitors who are working on similar products although your company's product has some new innovations and a very attractive user interface. As a result, once it is released, your company expects to grab that majority market share.

Given this information, what would be the best approach for doing your testing to ensure the capabilities of the product are tested as well as the range of environments and networks?

A. Use a remote device lab that is provided by a device manufacturer to ensure your application works across the whole family of devices.
B. Use crowd sourcing to get the widest distribution of device locations and types with minimal cost.
C. Use a set of simulators that can simulate the various capabilities of a wide variety of devices.
D. Use a cloud-based virtual test environment to simulate various devices and networks.

Correct Answer: D
Section: (none)
Explanation

Explanation/Reference:
Explanation:
D is correct. The cloud solution would be the best for this case as it would allow many different devices to be simulated across a number of different types of networks with varying speeds. A is not correct because this is a browser-based application so testing across an entire device family is not warranted. B is not correct because this is a product with competitors and the innovative technology should not be known in the market before the product is released. C is not correct because simulators will not give the network type and speed variance needed.

QUESTION 14

You are testing an application that will allow users to scan the bar code from a package mailing label and then receive emails from the package shipper as the package moves through the various stages of its delivery (e.g., pickup, receipt at central processing, routing, delivery). If requested, the user can also receive a picture of the signature of the recipient of the package.

This is the second version of this application. The first version was web browser-based and was quite slow to start up. The new version is a native application with all the same functionality. It is expected that this application will have wide usage across a large set of networks with varying speeds and reliability.

Given this information, what would be the best approach for doing your testing to ensure the capabilities of the product are tested as well as the range of devices, environments and networks?

A. Use a remote device lab that is provided by a device manufacturer to ensure your application works across the whole family of devices.
B. Use crowd sourcing to get the widest distribution of device locations and types with minimal cost.
C. Use a set of simulators that can simulate the various capabilities of a wide variety of devices.
D. Use a cloud-based virtual test environment to simulate various devices and networks.

Correct Answer: A
Section: (none)
Explanation

Explanation/Reference:
Explanation:
A is correct. Because this is a native application, it needs to be tested on the devices that it is intended for. The question doesn't say how many different devices are supported, but for each supported device it makes sense to use the remote device lab that device manufacturers can supply. B is not correct because the focus needs to be on the device compatibility rather than the location distribution. C is not correct because a wide variety of devices is not needed. A good simulator for the family of devices supported might be a good alternative though. D is not correct because the testing across devices is not needed. Like C if D provides a good simulator of the right device family, it might be a realistic alternative, but that information is not supplied.

QUESTION 15
In the future, what is the expectation for device capabilities?

A. They will decrease as devices get smaller
B. They will increase as demand increases
C. They will stay the same
D. They will stay about the same but expand across a greater range of devices

Correct Answer: B
Section: (none)
Explanation

Explanation/Reference:
Explanation:
B is correct. Capabilities are expected to grow and will also expand across more devices and new devices.

QUESTION 16
When building a flexible testing framework, how does the short product life cycle affect the test approach and tool decisions?

A. The framework must support long0term maintainability

B. The framework should utilize stable and reliable tools known vendors

C. The framework must provide a good ROI

D. The framework should leverage a formal risk analysis

Correct Answer: C
Section: (none)
Explanation

Explanation/Reference:
Explanation:
C is correct per the syllabus. A is probably not a goal since products come and go and long-term maintainability of the test framework may be a poor investment. B is not correct because known vendors may not produce tools that support the latest technologies. D is not correct because a lightweight risk analysis is more likely used than a formal risk analysis process.

QUESTION 17
Your organization has just hired a test automation architect who has previously worked on medical software with strict regulatory requirements. His test automation framework is very solid and will allow the staff to build maintainable data-driven test cases. His tool choice is the top of the line tool that has been used for many years for traditional test automation. You are concerned that this is a very expensive tool and may not have the flexibility needed in your environment, particularly since the mobile applications your company develops are intended to exist in the market for only six months before being re-worked to add new features and change the user interface. The software development life cycle is iterative and the team uses continuous integration to provide testable software faster.

Given this information, what should you recommended for the test approach?

A. Search for other tools that are more suited for the mobile environment and consider creating test automation with keyword-driven tests rather than data-driven.
B. Go with the proven framework and seek high coverage in the test automation software to ensure good reuse.
C. Bypass test automation and go with crowd-sourcing to get a high amount of testing done in a short period of time. test repeatability is not an issue with this software.
D. Use test automation for performance testing and conduct the functional testing manually since the product has a short life expectancy.

Correct Answer: A
Section: (none)
Explanation

Explanation/Reference:
Explanation:
A is correct. It is important to use tools that are well suited for mobile. Keyword-driven test automation is likely to be more maintainable than data-driven, particularly when the application changes frequently. B is incorrect because high re-usability is not a goal for this project. High levels of coverage are probably not important in the test automation because the product has a short lifespan. Also, the tools may not be well-suited to mobile products. C is not correct because bypassing test automation violates the rules of the iterative lifecycles and would miss the opportunity of automating testing after the continuous integration occurs.
D is not correct because the test automation should be used for the functional testing and needs to be done early in the lifecycle to ensure good product development and continuous integration testing.

QUESTION 18
As life cycle models adapt to meet the needs of the mobile application market, how will the interaction between the developers and testers change?

A. The interaction will become more formal
B. Detailed requirements documentation will replace stand up meetings
C. Developers and testers will return to more traditional, separate roles
D. Collaboration between developers and testers will increase

Correct Answer: D
Section: (none)
Explanation

Explanation/Reference:
Explanation:
D is correct. Developers and testers will work more closely together as the lifecycle shortens and the need for good testing is pushed to the left in the development cycle.

QUESTION 19
What type of testing methodologies should mobile applications testers seek?

A. Leaner and more efficient
B. Faster and more reliable
C. Secure and more usable
D. Documented and more repeatable

Correct Answer: A
Section: (none)
Explanation

Explanation/Reference:

QUESTION 20
If an application is designed to work in a browser on a PC and may not function well when accessed from a mobile device, what type of application is it?

A. Native Mobile Application
B. Traditional browser-based application
C. Mobile Web Application
D. Mobile Web Site

Correct Answer: B
Section: (none)
Explanation

Explanation/Reference:

QUESTION 21
If a smart phone application cannot scale an image down to fit on the screen, what is the functional attribute that is not delivered?

A. Suitability & Accuracy
B. Suitability
C. Accuracy
D. Security

Correct Answer: B
Section: (none)
Explanation

Explanation/Reference:

QUESTION 22
Which of the following is correct regarding security in mobile testing?

A. Security testing is best left in the hands if the security experts
B. Security testing doesn't involve any coding skills
C. The tester doesn't need any knowledge about security testing because it is not his responsibility
D. The tester should perform all the security testing required for the application

Correct Answer: A
Section: (none)
Explanation

Explanation/Reference:
QUESTION 23
How can the tester understand the functionality a mobile device?

A. By reading the published specifications of the mobile
B. By reading the use cases of the mobile
C. Tester doesn't need to deeply understand the functionality of the device used for testing
D. By reading the user stories that are written for the mobile

Correct Answer: A
Section: (none)
Explanation

Explanation/Reference:

QUESTION 24
What does the word "people are too trusting" mean?

A. Mobile applications are generally more easily attacked by hackers
B. People always trust their family and friends and leave their passwords with them
C. Mobile devices are often donated, sold or traded-in without wiping the data

D. People tend to download applications without concern

Correct Answer: D
Section: (none)
Explanation

Explanation/Reference:

QUESTION 25
You are testing a machine that scores exam papers and assigns grades. Based on the score achieved the grades are as follows:
1-49 = F, 50-59 = D-, 60-69 = D, 70-79 = C, 80-89 = B, 90-100=A
If you apply boundary value analysis, how many test cases will you need to achieve minimum test coverage?

A. 8
B. 14
C. 10
D. 12

Correct Answer: B
Section: (none)
Explanation

Explanation/Reference:

QUESTION 26
Which of the following is most typically a task the tester performs in mobile security testing?

A. Tester should give guidance information to developers on how to perform security testing in a better way
B. Tester should make sure sensitive information, such as passwords or account information is not stored unprotected on the device
C. Tester should not perform any security testing in mobile testing
D. Tester should cry to act like a hacker and penetrate through the system.

Correct Answer: B
Section: (none)
Explanation

Explanation/Reference:

QUESTION 27
A mobile device has some peripherals attached to it, if your application uses a peripheral of them to operate, what should you do regarding this peripheral?

A. The peripheral needs to be tested without the application to ensure that it works properly
B. The application must be tested with the peripheral to make sure it deals correctly with it
C. The application must be tested with and without the peripheral
D. Without caring about the peripheral, its use will be tested anyway while testing the application

Correct Answer: C

Section: (none)
Explanation

Explanation/Reference:
QUESTION 28
Tax rates on income are: 0% for up to 5000 EUR, 10% is added for each additional 5000 EUR up to 20,000 EUR, and 40% is applied for above 20,000 EUR, which test inputs in EUR would be selected for valid equivalence partitions?

A. -1000, 4000, 9000, 14000, 19000, 24000
B. 3000, 6000, 12000, 19000, 30000
C. 3000, 18000, 30000
D. 3000, 8000, 16000, 20000, 25000

Correct Answer: B
Section: (none)
Explanation

Explanation/Reference:

QUESTION 29
Which of these tasks regarding capabilities of image loading may be considered as the lowest importance to the user?

A. image loads consistently without retries
B. image retries the load of the connection is dropped

C. an image loads completely in normal situations

D. the resolution is acceptable

Correct Answer: C
Section: (none)
Explanation

Explanation/Reference:

QUESTION 30
Which of these tasks regarding capabilities of image loading may be considered as a critical one?

A. image loads consistently without retries

B. image retries the load of the connection is dropped

C. an image loads completely in normal situations

D. the resolution is acceptable

Correct Answer: C
Section: (none)
Explanation

Explanation/Reference:

QUESTION 31
In mobile application testing do manual functional testing tasks like requirements analysis, test design, test execution, and reporting provide value to the testing of the application?

A. Yes, all traditional manual testing is required in mobile testing

B. No, Mobile testing uses more efficient testing tasks

C. No, only manual test execution is used in mobile testing

D. Yes, tester should treat mobile testing project exactly like traditional projects

Correct Answer: A
Section: (none)
Explanation

Explanation/Reference:

QUESTION 32
Pairwise testing is considered as type of…?

A. Defect-based Techniques
B. Experience-based Techniques
C. Combinatorial Techniques
D. Session-based Testing

Correct Answer: C
Section: (none)
Explanation

Explanation/Reference:

QUESTION 33
Which of the following is considered as a mobile device?

A. Dumb old mobile phones
B. Smart phones
C. E-readers
D. All of the above

Correct Answer: C
Section: (none)
Explanation

Explanation/Reference:

QUESTION 34
Which of these is considered as one of the biggest challenges to testing mobile applications?

A. Defining the users' personas
B. Frequency of release cycles
C. Obtaining good simulators
D. Finding tools for performance testing

Correct Answer: B
Section: (none)
Explanation

Explanation/Reference:

QUESTION 35
Which of the following factors will affect the choice of the equipment requirements?

A. Weather
B. location
C. Connectivity
D. All of the above

Correct Answer: D
Section: (none)
Explanation

Explanation/Reference:

QUESTION 36
Which of the following is the best lifecycle to choose if you are developing a safety-critical mobile application?

A. V-model
B. Agile
C. Rational Unified Process
D. Kanban

Correct Answer: A
Section: (none)

Explanation

Explanation/Reference: