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QUESTION NO: 1

Correctness can be defined as a combination of which two quality characteristics?

- A. Suitability and accuracy
- B. Usability and performance
- C. Portability and interoperability
- D. Security and usability

ANSWER: A

Explanation:

A is correct per the syllabus. The others are quality characteristics, but are not components of correctness.

QUESTION NO: 2

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

ANSWER: C

QUESTION NO: 3

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

ANSWER: A

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 NO: 4

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

ANSWER: C

QUESTION NO: 5

Which of the following skills must the tester have in mobile testing?

- A. Requirements analysis
- B. Test Design
- C. Test implementation
- D. All of the above

ANSWER: D

QUESTION NO: 6

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

ANSWER: B

QUESTION NO: 7

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 NO: 8

In mobile testing, which type of testing should we-as testers- provide?

- A. Testing that will not slow the progress of the product to market?
- B. Testing that will help reduce the risk of catastrophic failures
- C. Both answers are correct
- D. None of the answers is correct

ANSWER: C

QUESTION NO: 9

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.

ANSWER: A

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 NO: 10

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

ANSWER: D

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.