

Latest Version: 6.0

Question: 1

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

Response:

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

Answer: C

Question: 2

When conducting security testing on a mobile application, which is the correct set of basic areas to cover?

Response:

- A. Access, data protection, documentation
- B. Access, data storage, data transfer, security policy
- C. Code, functionality, documentation, security policy
- D. Data creation, data storage, data transfer

Answer: B

Question: 3

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

Response:

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

Answer: D

Question: 4

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?

Response:

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

Answer: D

Question: 5

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

Response:

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

Answer: A

Question: 6

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

Response:

- A. By providing location information by using its geolocation capability
- B. By communicating with a backend system
- C. By connecting to another device
- D. By gathering input from the user

Answer: A

Question: 7

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

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

Answer: D

Question: 8

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?
Response:

- 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 used to derive use cases which can be broken down into user stories and then scripted into performance test scripts
- C. Personas are used primarily for usability testing and should not be used as guidelines for performance testing.
- D. Personas should be reviewed to understand the individual tasks being performed. These tasks can then be scripted and performed in sets.

Answer: A

Question: 9

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

- A. Camera
- B. Email
- C. Telephony
- D. Geolocation

Answer: D

Question: 10

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

Response:

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

Answer: D