

QUIZ 3 SOFTWARE TESTING 1

YOUR NAME: _____

IS THERE A REASON THAT I SHOULD NOT GRADE THIS TEST?

1. A software error is (select one or two of the following):
- A. Failure to do what a reasonable user expects.
 - B. An attribute or behavior of the program that unnecessarily reduces its value.
 - C. An erroneous measurement of the quality of the software.
 - D. All of the above

I expected A and B. C is incorrect.

2. Under Weinberg's definition of quality (select one or two of the following):
- A. Bug fixes that don't make the product more valuable to you don't improve the product's quality, for you.
 - B. A failure to conform to the specification is a defect.
 - C. The quality of a product is subjective, it depends on the person evaluating it.
 - D. All of the above.

I expected A and C. I accepted A alone.

3. A product can be defective even if it conforms perfectly to the specification if (select one or two of the following):
- A. The specification is wrong.
 - B. The design, as specified, is too hard to use.
 - C. The specification is incomplete.
 - D. All of the above.

I expected All of the above

4. A failure:
- A. Is an error in the code.
 - B. Is a design error in the product.
 - C. Is a cause of a defect.
 - D. Is an inappropriate behavior of the program.

I expected D

5. We do follow-up testing (select one or two of the following):
- A. To show that a minor-looking failure is just one of the possible failures, not the worst one, caused by a single underlying error.
 - B. To determine whether a failure is configuration dependent.
 - C. To find simpler replication conditions, making the bug easier for the programmer to troubleshoot.

D. All of the above.

I expected D

6. As a product gets closer to its release date:

- A. The cost of errors rises
- B. The cost of errors stays the same
- C. The cost of errors drops
- D. The cost of errors rises for a while but drops in the last week or two before release.

I expected A

7. Cost of quality is (select one or two of the following):

- A. The total cost of finding and fixing errors.
- B. The total cost of supporting the product.
- C. The total of prevention, appraisal and failure costs.
- D. All of the above.

I expected D

8. A company's internal failure costs for a product include:

- A. Its costs caused by errors discovered during development of the product.
- B. Costs of testing the product.
- C. Costs of preventing failures.
- D. The company's internal costs of handling customer complaints, as distinguished from the customer's costs.

I expected A

9. A company's external failure costs for a product include:

- A. Its costs caused by errors discovered during development of the product.
- B. Costs of testing the product.
- C. Costs of preventing failures.
- D. The company's internal costs when customers call with complaints, as distinguished from the customer's costs.

I expected D

10. A stakeholder is (Select one or two of the following):

- A. Any person who can influence the development of a product.
- B. A vampire hunter.
- C. Any person with a vested interest in the success of the product (for example, someone who is affected by the success or failure of the product).
- D. All of the above.

I expected C

11. The difference between bug severity and bug priority is:

- A. Severity reflects the customer's or tester's perception of how bad the bug is, and priority reflects the project manager's assessment of how soon the bug should be fixed.
- B. Priority reflects the customer's or tester's perception of how bad the bug is, and severity reflects the project manager's assessment of how soon the bug should be fixed.

- C. Severity and priority are alternate names for the same field in the database
- D. Severity indicates how much the bug interferes with the product's capabilities (whether features work or what they do wrong), and priority indicates how much interferes with the product's performance (speed).

I expected A

12. When you cannot reproduce a bug (choose one or two of the following):
- A. The bug is probably due to a one-time event and need not be reported.
 - B. The bug should be reported, but unless you troubleshoot further, in many companies, it won't be fixed.
 - C. The irreproduceability is a clue in itself that the failure was caused by a test condition that you normally don't pay attention to. It's worth keeping a list of conditions that you've missed in the past, so that you can vary these in your follow-up testing for a hard-to-reproduce bug.
 - D. All of the above

I expected B and C

13. A tester should comment on the likely cause of a bug that she believes is a coding error:
- A. Only if she has special knowledge about bus like this and is sure her comment is correct and will be helpful.
 - B. Whenever she believes that her comment would be helpful.
 - C. Never. Testers find bugs, programmers fix them, and we should respect the division between them.
 - D. To the programmer's boss if she believes the bug indicates carelessness or cluelessness on the part of the programmer.

I expected A

14. When you appeal a bug deferral (Select one or two of the following):
- A. The issue is not whether this is a genuine bug, but whether it is important enough (or possible) to fix now.
 - B. To improve your chance of winning the appeal, you should provide more information, as part of your appeal, such as credible information about the bug's probable impact on customers or other stakeholders.
 - C. You put your own credibility on the line, and so you should pick appeals carefully and justify them well.
 - D. All of the above

I expected D