

### QUIZ 3 SOFTWARE TESTING 1

YOUR NAME: \_\_\_\_\_

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

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1. The objective of scenario testing is
  - A. To assess the program using challenging cases that reflect real use.
  - B. To apply tests derived from UML-based models to the program.
  - C. Develop a sampling strategy to reduce the number of test cases needed to test the program.
  - D. All of the above.
  
2. The postage stamp bug example illustrated which use of scenario testing:
  - A. Learn the product .
  - B. Connect testing to documented requirements
  - C. Build a more persuasive case to fix a bug, as part of a bug advocacy effort.
  - D. Explore expert use of the program.
  
3. Designing scenario tests is like doing a requirements analysis, *except that*:
  - A. The tester isn't trying to foster an agreement among stakeholders about what requirements must be met; she is trying to bring disagreements into the open so they can be resolved.
  - B. The tester doesn't have to reach conclusions about how the product *should* work.
  - C. The tester doesn't have to respect prior design agreements.
  - D. All of the above.
  
4. How is a soap opera different from a scenario test: (Choose one or two of the following)
  - A. The soap opera is a special type of scenario test in which more careful attention is paid to creating complex, life-like stories.
  - B. The soap opera is about the consequences of defects, and how unhappy they make people, whereas scenarios are about the mechanisms for exposing the defects.
  - C. The scenario test is easier to automate, but the soap opera is more powerful.
  - D. All of the above
  
5. In a study of a life history of an object in the system:
  - A. We list the history of users who interact with the object.
  - B. We look at how the object was created and all the ways it was used or modified until it was finally destroyed or discarded.
  - C. We look at benefits and risks associated with objects of this type, across different versions of the system.
  - D. All of the above.
  
6. A disfavored user:
  - A. Is a user who can't get technical support for the product.
  - B. Is anyone the system isn't explicitly designed to support.
  - C. Is any stakeholder who has no influence on design decisions.
  - D. Is someone who the system is designed to prevent or discourage from using the system.
  
7. Scenario testers:
  - A. Should work closely with users to gain ideas for tests.
  - B. Should not work closely with users; it is more efficient to develop scenarios from state models.
  - C. Can design tests on the basis of boundary analyses without spending time in the field with users.
  - D. All of the above.

