

1. Which aspects of your code can you test?

1 / 1 point

- ☐ No aspects whether you know of them or not
- ☒ Only aspects that you know of
- ☐ All aspects that you do and do not know of
- ☐ Only aspects that you do not know of

✔ **Correct**

Correct. No matter how well developers design a product, they can only test what they know.

2. After cloning a new repository for a project on which you will work, what should be your next step?

1 / 1 point

- ☐ Shorten the code.
- ☒ Test the code.
- ☐ Modify the code.
- ☐ Export the code.

✔ **Correct**

Correct. After cloning a new repository for a project on which you will work, you should test the code before doing anything else. Otherwise, if the code doesn't work later on, you won't know if you broke the code or if the code was already broken.

3. Testing has which of the following benefits for development?

1 / 1 point

- ☐ Improves code readability
- ☐ Produces file backups
- ☒ Reduces development time
- ☐ Decreases project budget

✔ **Correct**

Correct. Testing saves development time overall.

4. At which level of the software testing process do developers combine individual units and test them as a group?

1 / 1 point

- ☐ Acceptance testing
- ☐ Unit testing
- ☒ Integration testing
- ☐ System testing

✔ **Correct**

Correct. At the integration testing level, developers combine individual units and test them as a group.

5. In the software testing process, what is the purpose of acceptance level testing?

1 / 1 point

- ☐ Validate that each unit performs as designed.
- ☐ Reveal faults in the interaction between integrated units.
- ☒ Assess system compliance with business requirements.
- ☐ Ensure that the entire system works together.

✔ **Correct**

Correct. The purpose of acceptance testing is to assess the system's compliance with business requirements and verify it is acceptable for delivery.

6. During the traditional release cycle, in which environment do developers perform unit testing?

1 / 1 point

- ☐ Staging
- ☐ Production
- ☒ Development
- ☐ Release

✔ **Correct**

Correct. The development environment is the environment in which developers perform unit testing.

7. Behavior driven development (BDD) has which of the following advantages?

1 / 1 point

- ☐ BDD ensures that each individual component works correctly.
- ☐ BDD works well with the waterfall approach to development.
- ☒ BDD uses a syntax that stakeholders can understand.
- ☐ BDD keeps developers focused on the code's purpose.

✔ **Correct**

Correct. BDD describes behaviors in a single syntax, a syntax that domain experts, testers, developers, and customers can easily understand. This improves communication across the team.

8. Test driven development (TDD) focuses on how the system works as observed from which perspective?

1 point

- ☐ The bottom
- ☐ The inside
- ☐ The top
- ☒ The outside

✘ **Incorrect**

Incorrect. Refer to the TDD and BDD video.

9. Why do developers need both test driven development (TDD) and behavior driven development (BDD)?

1 / 1 point

- ☒ TDD and BDD complement each other in the development process.
- ☐ Developers use both TDD and BDD to communicate with clients.
- ☐ TDD and BDD together ensure that you are building the software right.
- ☐ Developers use both TDD and BDD to perform acceptance testing.

✔ **Correct**

Correct. TDD and BDD come at the development process from opposite perspectives, but developers need both because they complement each other.

10. What purpose do test cases serve?

1 / 1 point

- ☐ Ensure code will never fail
- ☒ Identify bugs in the code
- ☐ Improve code readability
- ☐ Strengthen code cohesion

✔ **Correct**

Correct. Test cases help developers identify and fix parts of their code that can break.