HCM.UAF GST TEST 19 058 > ₱ 🗹 Tests & Quizzes

## **Tests & Quizzes**

## STF\_Unit2\_Fundamentals of Testing Quiz

Show Feedback | Table of Contents Time Remaining: 0:14:42 Hide/Show Time Remaining Part 2 of 3 - Part 2 Question 8 of 20 A fault is 5.0 Points A. A human action that produces an incorrect result B. Departure from specified behavior. C. Deviation of the software from its expected delivery or service D. Found in the software; the result of an error. **Reset Selection** Question 9 of 20 The later in the development life cycle a fault is discovered, the more expensive it is to fix. Why? 5.0 Points A. The fault has been built into more documentation, code, tests, etc B. The documentation is poor, so it takes longer to find out what the software is doing C. Wages are rising D. None of the above **Reset Selection** Question 10 of 20 Which of the following statements are true? 5.0 Points ( ) A. Faults in designs are the most expensive to fix B. Fault's in program specifications are the most expensive to fix

C. Faults in code are the most expensive to fix

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	uirements are the most expensive to fix	300 G QG/2230
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Question 11 of 20		
Which of the following cha	aracterizes the cost of faults?	5.0 Points
A. Faults are cheapest to find in the early development phases but the most expensive to fix then		
B. They are easie	est to find during system testing but the most expensive	to fix then
• 0		
C. They are cheapest to	find in the early development phases and the most expe	ensive to fix in the latest test
phases		
• 0		
D. Although faults are m	ost expensive to find during early development phases,	they are cheapest to fix then
-	J	,
Reset Selection		
Question 12 of 20		
A error is		5.0 Points
A. A human action	on that produces an incorrect result	
B. Found in the s	software; the result of an error	
C. Deviation of the	ne software from its expected delivery or service	
D. Departure fror	m specified behavior	
Reset Selection		
Question 13 of 20		
The cost of fixing a fault:		5.0 Points
• A. Decreases as	we move the product towards live use	
B. Is not importar	nt	
C. Is more expen	nsive if found in requirements than functional design	
• O D. Increases as v	we move the product towards live use	

## **Reset Selection**

Question 14 of 20

When what is visible to end-users is a deviation from the specific or expected behavior, this is called:

5.0 Points

2/3

A. An error	
B. A failure	
C. A defect	
• O D. A fault	
Reset Selection	
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