**MCQs on Principle of Testing**

**1. E-Commerce software testing follows different approach than gaming software testing. Which testing principle implies this?**

a) Pareto principle

b) Testing is Context dependent(Ans)

c) Testing shows presence of defects

d) Absence of errors-fallacy

**2. When a cost to remove defect is not high?**

a) During requirement analysis(Ans)

b) During designing

c) During coding

d) During testing

**3. Cost of the defect does not increase over the period of time. True or false.**

a) True

b) False(Ans)

**4. Which of the following statement is true?**

a) Exhaustive testing is impossible but practicable

b) Exhaustive testing is possible but impracticable

c) Exhaustive testing is impossible and impracticable(Ans)

d) Exhaustive testing is possible and practicable

**5. Software tester focuses more on complex part of the software. Which of the following testing principle implies this?**

a) Testing shows presence of defects

b) Pesticide paradox

c) Testing is context dependent

d) Defect Clustering(Ans)

**6. What is pesticide paradox?**

a) If the same tests are repeated over and over again , eventually the same set of test cases will no longer find any new bugs(Ans)

b) A small number of modules contain most of the defects

c) Testing can show that defects are present , but can not prove that there are no defects

d) Finding and fixing defects does not help if the system built is unusable and does not fulfill the users need and expectations.

**7. In software development life cycle , who is the best person to catch a defect?**

a) Software Tester(Ans)

b) Customers

c) Designer

d) Business Analyst

e) Developer

**8. If rigorous testing is done on software and no defects are detected , can we say the the software is 100% bug free?**

a) Yes

b) No(Ans)

c) Depends on tester's skills

d) Insufficient data

**9. Finding and fixing error does not guarantee that user will accept the system. True or False.**

a) True(Ans)

b) False

**10. Early defects are**

a) Costly to find and difficult to fix

b) Cheap to find and difficult to fix

c) Costly to find and easy to fix

d) Cheap to find and easy to fix(Ans)

**11. The customer is very cautious about quality of a product. He needs all combination of inputs and preconditions to be tested. Among using which of the testing principle tester should tell the customer that such kind of testing is not feasible?**

a) Absence of error fallacy

b) Defect clustering

c) Pesticide paradox

d) Exhaustive testing(Ans)

**12. When testing principles are useful?**

a) During testing

b) During execution

c) During review

d) Throughout life-cycle(Ans)

**13.The defect cluster change over time. Which of the following testing principle implies this?**

a) Testing shows presence of defects

b) Pesticide paradox

c) Testing is context dependent(Ans)

d) Defect Clustering