THE REVIEW TEST
Course: Test Case Design Methods – BlackBox
(Decision Table, State Transition, Pair-Wise, Causes-Effects Diagram and Use Case)
Time: 10 minutes

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1. Decision table is used to

   a. capture certain kinds of system requirements and to document internal system design

   b. record complex business rules that a system must implement

   c. serve as a guide to creating test casesAcceptance test

   d. **All of above**

2. Given the business rules as below

   Taxable product: Yes, No

   Retail customer: Yes, No

   Taxable customer: Yes, No

   Customer address: Unknown (U), Domestic (D), Overseas (O)

   Maximum number of rules is

   a. 16

   b. 18

   c. 20

   d. **24**

3. Decision table is used when

   a. The system must implement complex business rules

   b. The rules can be represented as a combination of conditions

    c.   The conditions have discrete actions associated with them

    d.   <mark>All of above</mark>

4. How many steps are there to come up a cause-effect diagram

    a.   1

    b.   2

    c.   3

    d.   <mark>4</mark>

5. Make the steps below to a correct order

    ☐2 Develop a cause-effect graph

    ☐3 Transform cause-effect graph into a decision table

    ☐1 For a module, identify the input conditions (causes) and actions (effect).

    ☐4 Convert decision table rules to test cases

    ⇒ 1-2-3-4

6. How many techniques are used to identify all pairs for creating test cases

    a.   1

    b.   <mark>2</mark>

    c.   3

    d.   4

7. State in State Transition is represented by a

    a.   <mark>Circle</mark>

    b.   Square

    c.   Rectangle

    d.   Triangle

8. Transition in State Transition is represented by a

    a. Line

    b. Arrow

    c. Circle

    d. Rectangle

9. Action in State Transition is represented by

    a. /

    b. \

    c. |

    d. ?

10. State Transition table

    a. Lists all possible state-transition combinations, not just the valid ones

    b. Using a state-transition table can help detect defects in implementation that enable invalid paths from one state to another

    c. Tables become very large very quickly as the number of states and events increases

    d. All of above

11. A use case is

    a. A scenario that describes the use of a system by an actor to accomplish a specific goal

    b. A scenario that analyzes the use of a system by an actor to accomplish a specific goal

    c. A scenario that captures the use of a system by an actor to accomplish a specific goal

    d. A scenario that specifies the use of a system by an actor to accomplish a specific goal

12. A scenario is

    a. a sequence of steps that describe the interactions between the actor and the system

    b. a subset of steps that describe the interactions between the actor and the system

    c. a sequence of flows that describe the interactions between the actor and the system

d. a sequence of business rules that describe the interactions between the actor and the system