

## CTFL V4.0 Practice Question Answers – Chapter-5: Test Planning

1. C

2. B

Explanation: Planning poker sessions should continue for the user story until the entire team is satisfied with the estimated effort

3. C

4. D

Explanation: d) is correct, according to the syllabus 5.1.7. Testing Quadrants. Quadrant Q1 (technology facing, support the team). Quadrant Q2 (business facing, support the team). Quadrant Q3 (business facing, critique the product). Quadrant Q4 (technology facing, critique the product).

5. D

6. C

7. B

Explanation: A higher number indicates a higher priority, with 5 being the highest and 1 being the lowest. 1(TC 001) - 2(TC 002/TC 007) - 3(TC 002/TC 007) - 4(TC 004) - 5(TC 005) - 6(TC 003, TC 006, TC 008) - 7(TC 003, TC 006, TC 008) - 8(TC 003, TC 006, TC 008)

8. D

9. D

10. A

11. D

Explanation: according to the syllabus 5.1.7. Testing Quadrants. Quadrant Q1 contains component and component integration tests; Quadrant Q2 contains functional tests, examples, user story tests, user experience prototypes, API testing, and simulations; Quadrant Q3 contains exploratory testing, usability testing, user acceptance testing; Quadrant Q4 This quadrant contains smoke tests and non-functional tests (except usability tests)

12. A

13. C

14. A

Explanation: The metrics-based approach: estimating the testing effort based on metrics of former similar projects or based on typical values

15. D

16. C

17. B