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Question: 1

Which of the following is a general principle of performance testing?

- A. Tests must be executable within the project timeframe.
- B. Test results must be comparable to tester expectations.
- C. Test results must vary when the tests are run repeatedly on an unchanged system.
- D. Tests must align with the ideal outcome of stakeholders.

Answer: A

Explanation:

Performance testing is time-sensitive and must be designed to fit within the constraints of the project timeline. If performance tests take too long to execute, they may not be feasible within a given sprint or development cycle. The results should be reproducible, meaning the same test on an unchanged system should yield the same results (making option C incorrect). While stakeholder expectations are important, performance tests should be objective and based on defined benchmarks rather than subjective expectations (making option D incorrect).

Reference: ISTQB CT-PT Syllabus, Section 2.1: Principles of Performance Testing.

Question: 2

Which of the following is considered a characteristic of stress testing?

- A. Considers the system's ability to recover from a sudden increase of loads within the system's limits.
- B. It focuses on the system's ability to handle transactions over a specific timeframe.
- C. It determines the maximum number of transactions a system can handle.
- D. It evaluates the system's ability to handle loads beyond its design limits.

Answer: D

Explanation:

Stress testing is designed to evaluate how a system behaves under extreme conditions, often exceeding its design limitations. The goal is to identify bottlenecks, memory leaks, and failures that occur beyond normal operating conditions.

Option A is incorrect because it refers to resilience testing, which focuses on recovery rather than stress beyond limits.

Option B is incorrect as it describes load testing, which measures performance under expected loads.

Option C is incorrect since determining the maximum transactions is a feature of capacity testing, not stress testing.

Reference: ISTQB CT-PT Syllabus, Section 2.2.5: Stress Testing.

Question: 3

Which type of performance test measures the system's ability to handle increasing levels of load?

- A. Load testing
- B. Elevation testing
- C. Spike testing
- D. Endurance testing

Answer: A

Explanation:

Load testing assesses a system's ability to handle gradually increasing levels of load and ensures that it meets performance expectations under normal and peak conditions.

Option B (Elevation testing) is incorrect because this term does not exist in ISTQB performance testing terminology.

Option C (Spike testing) focuses on sudden increases in load rather than gradual scaling.

Option D (Endurance testing) examines how a system performs over an extended period, rather than gradual load increases.

Reference: ISTQB CT-PT Syllabus, Section 2.2.1: Load Testing.

Question: 4

Which of the following is a static performance test?

- A. Usability test of the user interface
- B. Evaluation of the test execution skills of the testers
- C. Review of the network architecture
- D. Formal signature approval by the end users

Answer: C

Explanation:

A static performance test is a non-execution-based review that analyzes system architecture, network configurations, and other elements that affect system performance before execution.

Option A (Usability test) is not a static performance test but rather a functional or UX evaluation.

Option B (Evaluation of testers' skills) is unrelated to performance testing.

Option D (Formal signature approval) is an administrative task and not a static test.

Reference: ISTQB CT-PT Syllabus, Section 2.3: Static Performance Testing.

Question: 5

What challenge must be considered when using crowds to emulate load generation?

- A. The load generation will be difficult to reproduce.
- B. The load generation method is less sensitive to changes in the III.
- C. This type of load generation is more suitable for mainframe applications.
- D. This technique is more precise than other methods of load generation.

Answer: A

Explanation:

Crowd-based load generation involves using distributed users (e.g., cloud-based testers or real users). The main challenge is that the load generation can be difficult to reproduce consistently due to variations in network conditions, device types, and user behavior.

Option B is incorrect because load generation methods should adapt to system changes.

Option C is incorrect since mainframe applications typically do not rely on crowd-based testing.

Option D is incorrect because crowd-sourced load testing is generally less precise than scripted load testing.

Reference: ISTQB CT-PT Syllabus, Section 3.1.2: Load Generation Approaches.



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