

Exploratory Testing

Software Testing: INF3121 / INF4121



Question 1

Which of the following are **good questions** to ask **oneself**, in order to build **quality** in a software system?

- I. Is the customer the same as the user?
 - II. How much can my customers can afford to pay for my product?
 - III. Can I reduce the user roles even more, to reach a minimum number of user profiles?
-
- a. I, II
 - b. I, III
 - c. II, III
 - d. I, II, III

Question 2

Which of the following **factors** have most **influence in determining which testing process** to apply?

- a. The tools used to report and fix bugs.
- b. Product interfaces, project size.
- c. The team's attitude in communicating software faults and failures.
- d. Regular bug triage meetings.

Question 3

Which of the following statement can, according to **Cem Kaner**, be used to **define** the term “**Quality**” of **software**?

- a. The quality of software is to make a software bug free.
- b. Quality software means that writing code to assert that other code returns some “correct” results.
- c. Quality is value to some person(s).
- d. Quality is an investigation of code, system, people and the relationship between them.



Question 4

Which of the following will be **verified by testers**, during the **exploratory testing sessions**?

- I. Program features
 - II. Program data
 - III. Program interoperability
 - IV. Project management
 - V. Step-by-step test scenarios
-
- a. V
 - b. I, II, III
 - c. III, IV
 - d. I, II, III, IV, V



Question 5

Does software testing depend on **the size** of the software being tested?

YES / NO

Question 6

Does software testing depend on the **type of product** being **developed**?

(ex: experimental vs. life-critical vs. regulated software)

YES / NO

Question 7

_____ refers to experience-based techniques for problem solving, learning, and discovery that give a solution which is not guaranteed to be optimal.

Question 8

Pair the following triggers for **heuristics** and their possible **underlying issues**:

Frustration	An intolerable delay
Surprise	A poorly conceived user scenario
Impatience	An uninteresting test
Boredom	An inconstancy in the program's behavior

Exercise

Video on what means exploratory testing:

https://www.youtube.com/watch?v=I-ItEKt_N_s