

Certified Tester Foundation Level
Gambling Industry Tester Specialist
Sample Exam A

Version 2019

International Software Testing Qualifications Board



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Exam Working Group 2019

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The ISTQB® Examination Working Group is responsible for this document.

Revision History

Version	Date	Remarks
1.0	September 28, 2018	Initial Revision
2019	April, 2019	Final Version

Question #1 (1 Point)

Which one of the following best describes Audio testing?

- A. Testing to determine that the game music and sound effects interacts with the system platform functions as expected.
- B. Testing to determine that the game music and sound effects play without stuttering or missing elements in the game and enhance the game play.
- C. Testing to determine that the game music and sound effects function when many players simultaneously interact with the casino game.
- D. Testing to determine that the game music and sound effects meet jurisdictional requirement.

Question #2 (1 Point)

Which one of the following is specific skill for gambling industry testing, not required for other testing areas?

- A. Testing compliance to industry standards
- B. Math testing, including random number generators
- C. Testing the interoperability between external systems
- D. Applying techniques to test coverage of code structure

Question #3 (1 Point)

Which of the following correctly describes gambling?

- A. The wagering of money on an event where the outcome is unknown where the intent is to win additional money or material goods.
- B. The wagering of money on an event where the outcome is known where the intent is to win additional money or material goods.
- C. An event where the outcome is unknown where the intent is to win money or material goods.
- D. The wagering of money on an event where the outcome is unknown with the intent on winning back the original wager.

Question #4 (1 Point)

Which of the following best explains the role of an independent test lab?

- A. When working with an independent test lab, the regulatory commission send their finalized jurisdictional product for testing so that the games can be played in casinos or online
- B. When working with an independent test lab, gaming manufacturers send their finalized jurisdictional product for testing, so that the games can be played in casinos or online
- C. When working with an independent test lab, gaming manufacturers are looking for assistance in finalizing the game design
- D. When working with an independent test lab, the gaming manufacturers have the independent test lab perform functional testing to ensure that the game is true to the specifications

Question #5 (1 Point)

Which of the following best explains the role of the regulatory commission?

- A. The regulatory commission is responsible for testing a game to ensure that it meets all jurisdictional requirements.
- B. The regulatory commission is responsible for revoking a game from casinos if a minor field issue occurs.
- C. The regulatory commission is responsible for testing a game to ensure that it meets all game spec requirements.
- D. The regulatory commission is responsible for revoking a game from casinos if a major field issue occurs.

Question #6 (1 Point)

Which one of the following is NOT true of Casino Games?

- A. Games like simulating racing base their number selection from a computerized Random Number Generator.
- B. All of the casino game types are typically tested.
- C. The main difference of VLTs and slot machines is which organization operates them.
- D. EGMs testing includes the operating system and the platform they are based on.

Question #7 (1 Point)

Which of the following statements are true about online and mobile gambling?

- a) Games that can be played via wireless in-venue and interactive-TV channels.
 - b) Progressives are legal across jurisdictions when played online using your computer.
 - c) In-venue mobile gambling means that a player can fund an EGM with their mobile devices.
 - d) An online player can fund his account using a digital wallet.
 - e) Online gambling sites can block the access of individuals who are using proxies trying to circumvent the location-based restrictions.
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- A. a, b and d
 - B. b, c and d
 - C. a, d and e
 - D. b, c and e

Question #8 (1 Point)

Which of the following statements about Random Number Generators (RNG) is NOT true?

- A. The Random Number Generator can be a computational or a physical device.
- B. For machine-based gambling, hardware generators are generally preferred over pseudo-random algorithms.
- C. For online gambling, pseudo-random algorithms are generally preferred over hardware generators.
- D. The Random Number Generator is certified by either an independent test lab (ITL) or by the jurisdiction's regulatory board.

Question #9 (1 Point)

Which of the following test conditions would NOT belong to a geolocation testing suite?

- A. Verify that the responsible gambling options/restrictions match the expected regulation for a particular region or country.
- B. Verify that the appropriate loyalty rewards are awarded to players of a particular region or country.
- C. Verify that the correct Random Number Generator (RNG) is assigned to a player based on a particular region or country.
- D. Verify that the player can access only the game offering of his/her region or country.

Question #10 (1 Point)

Which of the following statements are NOT true about the importance of obtaining a First Pass on a gambling product?

- A. The development cost increases, causing a negative impact on the project.
- B. The manufacture's reputation amongst the product's users decreases, negatively impacting the company's revenue
- C. The launch date is delayed, causing a negative impact on the project and company's revenue.
- D. The certification cost increases, causing a negative impact on the project.

Question #11 (1 Point)

Which of the following is NOT true of progressive jackpot?

- A. Local area linked progressive is a type of progressive jackpot.
- B. A small percentage of each wager placed by a player on the game contributes to the jackpot award amount.
- C. For each jackpot controller a jackpot server exists.
- D. The progressive jackpot win is associated with the highest winning combination.

Question #12 (1 Point)

In which of the following Gambling Product Development Lifecycle phases is the test team involved?

- A. Game Concept and Design Phase
- B. Code Complete Phase
- C. Acceptance Test Phase
- D. Release Build Phase

Question #13 (1 Point)

Which of the following best explains compliance testing?

- A. The equipment manufacturer performs testing to determine the RNG and that the payout percentages is within the range regulated in that jurisdiction
- B. The equipment manufacturer tests against the jurisdictional specifications and independent specialist standards
- C. The gambling manufacturer submits what they consider to be a finalized product to an independent test lab who tests the product versus a set of jurisdictional standards
- D. The gambling manufacturer submits what they consider to be a finalized product to an independent test lab who tests the product versus the game design documents and other functional requirements

Question #14 (1 Point)

Which of the below statements is true if an already deployed game presents a major defect?

- A. Game developers fix the defect and publish the new version to casino floors and the online platforms.
- B. Machine manufacturers test and certify the game follows jurisdictional rules.
- C. Independent test labs force its removal from casino floors and online platforms.
- D. Gambling regulatory commissions approve the new version of the game.

Question #15 (1 Point)

Which of the following best explains VLTs and their ecosystem?

- A. The VLTs are the devices on which the players choose to play one game of the many available games. Slot machines communicate to a Site and/or Bank Controller and one or more central servers through a communication interface board
- B. The VLTs ecosystem is comprised of a slot machine or EGM, a Slot Machine Interface Board (SMIB), a Data Collection Unit or Bank Controller, and Central servers such as progressive servers or slot accounting servers
- C. The VLTs ecosystem is comprised of a slot machine or EGM, slot machine interface boards (SMIB), network switches, a bingo server, other central servers such as the casino accounting system and reporting servers
- D. In the VLTs Ecosystem, the slot machine does not obtain its outcomes from a Random Number Generator local to the machine, instead the pull of the one-armed bandit or the press of the button mechanically decides what outcome you get

Question #16 (1 Point)

Which of the following best explains Slots and their ecosystem?

- A. The Slots are the devices on which the players choose to play one game of the many available games. Slot machines communicate to a Site and/or Bank Controller and one or more central servers through a communication interface board
- B. The SLOT ecosystem is comprised of a slot machine or EGM, a Slot Machine Interface Board (SMIB), a Data Collection Unit or Bank Controller, and Central servers such as progressive servers or slot accounting servers
- C. The SLOT ecosystem is comprised of a slot machine or EGM, slot machine interface boards (SMIB), network switches, a bingo server, other central servers such as the casino accounting system and reporting servers
- D. In the SLOT Ecosystem, the slot machine does not obtain its outcomes from a Random Number Generator local to the machine, instead the pull of the one-armed bandit or the press of the button mechanically decides what outcome you get

Question #17 (1 Point)

Which one of the following would be an effective use of Exploratory testing during Game functional testing

- A. Using a Checklist to see if the game is legal in supported regions
- B. Testing the Game on a variety of network speeds
- C. Checking if Bonus games perform correctly
- D. Checking the game is “fun to play” rather than Functionally correct

Question #18 (1 Point)

Which one of the following areas of testing would not be specifically targeted when performing a functional test of casino games?

- A. Pay tables are specific to the stake
- B. Ability to recall Game History
- C. Game performance does not degrade at peak times
- D. Help pages are available showing how the game is expected to behave

Question #19 (1 Point)

Which of the following areas of testing is specific to casino game compliance testing?

- A. Memory leaks and allocation by games
- B. Adherence to jurisdictional specifications
- C. Adherence of graphic sequence to game design
- D. Game functioning with specified configuration parameters

Question #20 (1 Point)

Which of the following options does not relate to Math testing within the Gambling Industry?

- A. Checking the game plays at the designated percentage
- B. Checking the game reports all revenue transactions
- C. Checking random numbers are truly random
- D. Checking the game plays as per the designated stakes

Question #21 (1 Point)

Which of the following would NOT be part of Platform Functional Testing?

- A. Determining the player meets the age requirements
- B. Efficient payment of large amounts of coins after a big win
- C. Casino system integration to business intelligence systems
- D. Checking that the game returns the specified percentage

Question #22 (1 Point)

A customer complains to an operator that a Stand-Alone Progressive Pot that should increase until won is seemingly being reset on a daily basis without delivering a win. Which of the following Platform Areas is the most likely cause of this failure?

- A. Accounting meters
- B. Tilt conditions
- C. Power-up and Power-down functionality
- D. Setup and configuration

Question #23 (1 Point)

What is the principal, final objective of Platform Compliance Testing

- A. Platform abstraction meets jurisdictional specifications
- B. Platforms are available in jurisdictional countries
- C. The game is legal in the jurisdictional countries
- D. The platform supports an Open Architecture

Question #24 (1 Point)

Which one of the following tests would be included in a platform compliance test?

- A. Operator mode - validating the casino operator's role against the game's functional specifications
- B. Testing security meters and accounting meter using the test team's checklist and plans
- C. Testing graphic sequences and game messages against the system design documents
- D. Testing power up and power down against jurisdictional requirements

Question #25 (1 Point)

Which one of the following tests would be included in a casino system functional test?

- A. Testing the tower light located on top of the egm
- B. Testing the casino system reports all revenue to the government and stakeholders
- C. Testing the game functions as stated in the game spec
- D. Testing all peripherals integrate as per the game spec

Question #26 (1 Point)

Which of the following best identifies what is meant by casino system compliance testing?

- A. It uses compliance test plans and checklists to determine that each major area of the system and integrated system meets jurisdictional requirements
- B. It uses compliance test plans and checklists to determine that each major area of the system and integrated system meets the game design specification
- C. It uses compliance test plans and checklists to determine that each major area of the system and integrated system meets the technical requirements
- D. It uses compliance test plans and checklists to determine that each major area of the system and integrated system meets the mathematical design specification

Question #27 (1 Point)

Which of the following identifies an area that is covered by casino system compliance testing?

- A. Ensuring diagnostic logs meet the jurisdictional specifications
- B. Ensuring transactions are recorded and accessible as per the jurisdictional specifications
- C. Ensuring peripherals integrate as per the game specifications
- D. Ensuring the rules of play meet the jurisdictional specifications

Question #28 (1 Point)

Your organisation is developing a new casino game called Hot Pink and you have been tasked with performing protocol functional test. Which one of the following tests would you perform?

- A. Ensure the slot machine meter reporting and event logging are operating correctly.
- B. Ensure the transactions are recorded and accessible
- C. Ensure the casino game reports revenue to the government and stakeholders correctly
- D. Ensure the player history, what the player put in the machine and their results are accurate

Question #29 (1 Point)

Which of the following best identifies what areas are covered by casino protocol functional testing?

- A. During casino protocol functional testing the tester ensures the jurisdictional specifications are met for the communication link with EGM and Host
- B. During casino protocol functional testing the tester ensures the jurisdictional and games specifications are met for the communication link with EGM and Host
- C. During casino protocol functional testing the tester ensures the game specifications are met for the communication link with EGM and Host
- D. During casino protocol functional testing the tester ensures the security specifications and game specifications are met for the communication link with EGM and Host

Question #30 (1 Point)

Which of the following best explains the concepts of protocol compliance testing?

- A. It tests the communication protocol for the non-networked EGMs against jurisdictional specifications.
- B. It tests gambling protocols which are used only with online gambling.
- C. It tests compliance of hardware on the EGMs against jurisdictional specifications.
- D. It tests gambling protocols which connect slot machines to the host systems for software download, remote configuration, and remote software verification against jurisdictional specifications

Question #31 (1 Point)

Which of the following best identifies what areas are covered by protocol compliance testing?

- A. Testing that critical information related to revenue, integrity, and security is preserved in the event of a communication loss, in accordance with jurisdictional specifications.
- B. Testing host reporting of accounting meters and communication loss for online systems in accordance with the network design specification.
- C. Testing that erroneous data or signals will not adversely affect the operation of an EGM in accordance with the communication protocol design specification
- D. Testing that the casino system reports revenue to the government and stakeholders correctly in accordance with jurisdictional specifications

Question #32 (1 Point)

A slot machine has been rigorously tested by the machine's manufacturer. The following defects were raised during testing but the defect management tool lacks information on the types of testing each defect resulted from, information that would support defect cluster and root cause analysis. Which one of the following defect reports should be marked as resulting from hardware testing?

- A. After a forced entry to the machines cashbox; the machine failed to identify and record the event
- B. During the loss of communication between the EGM and the external servers, the player continued to place wagers, the player transactions displayed on the EGM's game history but they were not transmitted to the servers when the communication resumed.
- C. When the EGM is placed in Operator Mode the operator can set game limits above 10,000.
- D. When the player places a max bet, the player wins an incorrect amount

Question #33 (1 Point)

Your organisation is responsible for hardware compliance testing on a new EGM for New York. Which one of the following tests would you perform?

- A. Validate the Bank Note Acceptor will accept US funds and slot vouchers.
- B. Validate that the player identification device only accepts player identification cards configured for New York.
- C. Validate player bet limits are within RNG limits (Max Limit \$500) for New York.
- D. Validate the mechanical reel spins at the speed as per the game specification.

Question #34 (1 Point)

Which of the following best explains the concepts of hardware integration testing?

- A. Hardware integration testing attempts to identify failures in the interface between hardware components, usually for a single casino platform
- B. Hardware integration testing is the testing of the integration between the EGM, the operating systems, runtime libraries, and the servers
- C. Hardware integration testing is the testing of the platform, protocol and the casino system integration components
- D. Hardware integration testing is limited to the testing of the EGM and how the SMIB cards integrate with it

Question #35 (1 Point)

Which of the following is an example of a hardware integration defect?

- A. EGM volume will not go louder or quieter when being adjusted on the machine.
- B. Player wagers do not show up in the end of day reports.
- C. EGM will not go into operator mode.
- D. Coin acceptors do not accept the different jurisdictional currency

Question #36 (1 Point)

Which of the following best explains the concepts of remote gambling system testing?

- A. It tests gambling products on the Internet such as Sports Betting and Social Gambling.
- B. It tests the tools that manage the casino, including monitoring of credit issuance and redemption to player
- C. It tests the areas of gambling offered via mobile, wireless in-venue.
- D. It tests gambling products which allows on premise casinos to add mobile technology and content to their existing offerings

Question #37 (1 Point)

Which one of the following does NOT describe system and network security testing in the gambling world?

- A. Testing that determines the network performs its critical functions have been implemented.
- B. Testing that determines the regulatory network security specifications are met.
- C. Testing that determines the network and its services are secured from unauthorized modification
- D. Testing that determines the online system security features such as geolocation and age verification have been implemented

Question #38 (1 Point)

Which of the following is NOT a common jackpot controller defect?

- A. Bonus value not be subtracted from the current value
- B. Player places a minimum bet and wins max bonus jackpot
- C. Player enters bonus mode, wins the jackpot and plays their remaining bonus spins.
- D. Jackpot revenue report not showing the correct values

Question #39 (1 Point)

What makes online gambling different than in-venue gambling?

- A. Online gambling includes unique game types, such as Sports Betting.
- B. Games are accessed through online websites.
- C. Games need to meet high user expectations.
- D. It must comply with rigorous legislation, including geolocation

Question #40 (1 Point)

Which of the following test types does not relate to online gambling?

- A. Portability testing to ensure that a game can play on multiple types of mobile devices
- B. G2S protocol testing using a checklist defined by the Gambling Standards Association
- C. Functional testing to ensure that the gameplay corresponds to the rules of the game
- D. Compliance testing to ensure that the game meets its jurisdictional specifications