



Specification Based Testing – Part 2

Exploratory Testing

Objective



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Understand role
of exploratory
testing

Analogy to Early Explorers



- | Learn as much as possible prior to the exploration
- | Develop a systematic strategy for exploring

- | Keep track of where you have been
- | Be observant of possible side effects
- | Document findings carefully

Exploratory Testing



- | Unlike scripted testing, testers explore the product and write test cases on the fly

- | Tests are driven from both requirements and previous test results (continuous learning)

- | There is potential to detect errors missed by scripted and automated tests

Exploratory Testing (Session Based Testing)



| **Pair of testers work together for 90 minute session**

| **Testing is focused on a charter / tour (what to test)**

- Analogous to going on a tour in a city
- Provides structure to exploring the system (application tour, feature tour, menu tour) while focusing on different types of errors you are looking for

| **Session Report is generated**

- What was tested
- Results
- Bugs

Sample Tours



| Requirements tour:

- Find all the information in the software that tells the user what the product or certain feature does. Does it explain it adequately? Do results reflect the claims made?

| Complexity tour:

- Look for most complex features and data, in other words, all places where most inextricable bugs could lurk

| Continuous use tour:

- Leave the system on for a prolonged period of time with multiple screens and files open. Observe what happens as disk and memory usage increase

| Documentation tour:

- Tour the help section of your product and follow some instructions to see if they produce the results desired

Sample Tours



| Feature tour:

- Try as many of the controls and features available on the application as possible

| Inter-operability tour:

- Check if the system interacts as it should with third-party apps and whether data is shared and updated as it should

| Scenario tour:

- Create a scenario (user story) that mimics the real-life interaction of a user with the system and play it out

| Variability tour:

- Look for all the elements that can be changed or customized in the system and test different combinations of settings

Summary

