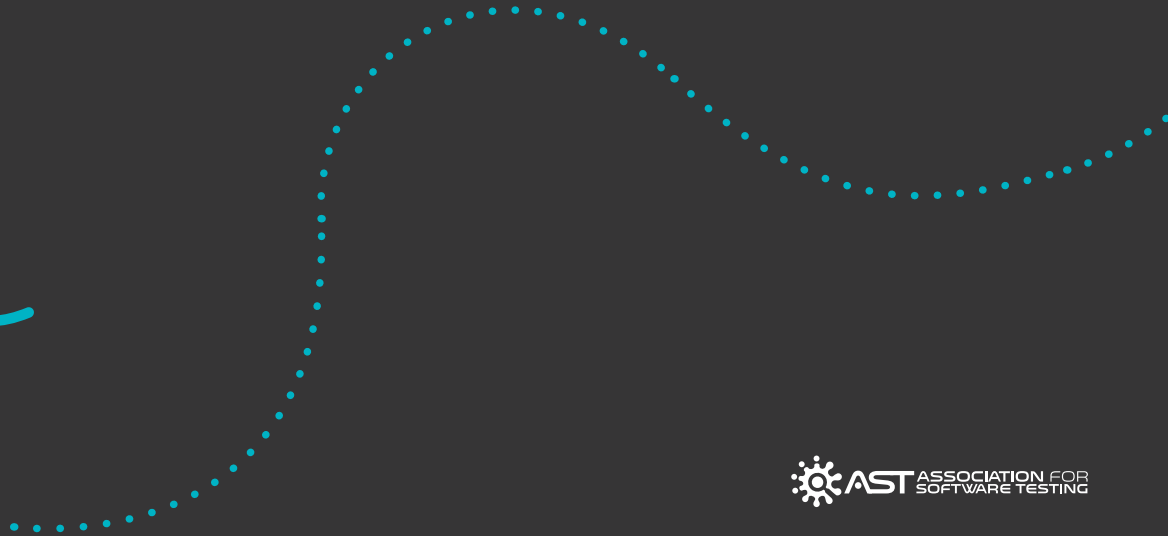
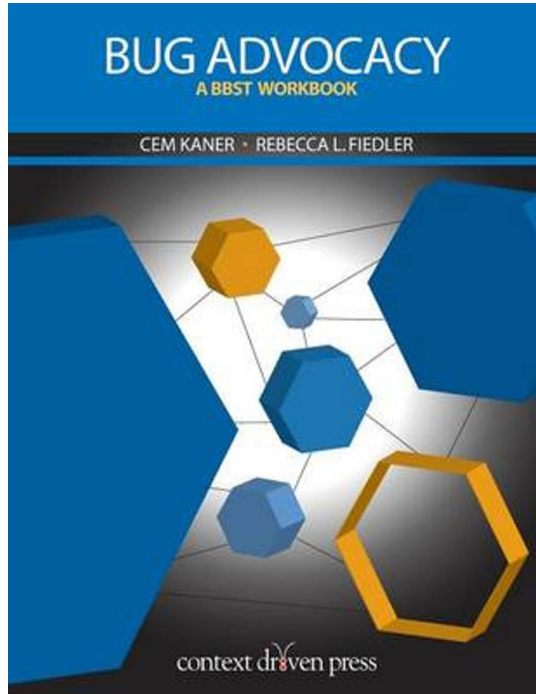


AST-BLACK BOX SOFTWARE TESTING

# BUG ADVOCACY





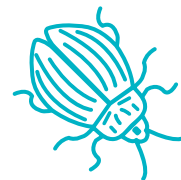
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LESSON 1

# BASIC CONCEPTS



# FIVE KEY CHALLENGES

## **1. How should we:**

Balance time spent:

- improving our understanding and communication of our findings versus
- finding new bugs?

## **2. Deal with conflicts of interest among stakeholders?**

## **3. Present problems to people under stress?**

## **4. Preserve our credibility?**

## **5. Preserve our integrity?**

# SUMMARY OF A BUG WORKFLOW - 1

## How workgroups handle bug reports.

Details of bug workflows differ a lot from company to company but the basics are like this:

**1. A tester finds a bug, investigates it, and reports it.**



"NON-TESTERS  
REPORT BUGS  
TOO"

# SUMMARY OF A BUG WORKFLOW - 2

## How workgroups handle bug reports.

Details of bug workflows differ a lot from company to company but the basics are like this:

- 1. Someone reports a bug**
- 2. Someone replicates the bug, to confirm that**
  - it is a real problem
  - the steps in the report accurately describe how to reproduce it.



"CONFIRMATION IS  
ESSENTIAL FOR  
BUGS REPORTED  
BY NON-TESTERS,  
BECAUSE THOSE  
REPORTS ARE OFTEN  
INCOMPLETE"

# SUMMARY OF A BUG WORKFLOW - 3

## How workgroups handle bug reports.

Details of bug workflows differ a lot from company to company but the basics are like this:

- 1. Someone reports a bug**
- 2. Someone verifies the bug**
- 3. A programmer looks into it and**
  - fixes it
  - decides that a fix will take so long it needs management approval
  - recommends that it be deferred (fix it later), or
  - determines (argues) it is not a bug.

"THE PROCESS OF  
DECIDING WHICH  
BUGS TO FIX AND  
WHICH TO LEAVE IN THE  
PRODUCT IS CALLED  
BUG TRIAGE"





# SUMMARY OF A BUG WORKFLOW - 4

## How workgroups handle bug reports.

1. Report the bug
2. Verify the bug
3. Programmer evaluates the bug and fixes it, or
4. Programmer decides not to fix it and sends it to the project manager who may:
  - prioritize the unfixed bugs or
  - reassign them from one programmer to another or
  - decide not to fix them or
  - reject the bug ("It's a feature!") or
  - ask for more information.

"THE PROJECT MANAGER  
HAS THE AUTHORITY TO  
DECIDE WHAT ORDER THE  
PROJECT'S TASKS ARE  
DONE AND WHICH TASKS  
ARE DROPPED IF THE  
PROJECT RUNS OUT  
OF TIME"



# SUMMARY OF A BUG WORKFLOW - 5

## How workgroups handle bug reports.

1. Report the bug
2. Verify the bug, evaluate and (3) fix or (4) don't fix
5. If testers and programmers disagree whether a bug should be fixed:
  - The project team (representatives of the key stakeholder groups) reviews bugs that seem expensive or that are deferred.
  - This is often called the triage team or the Change Control Board (CCB)
  - The CCB makes "final" decisions to defer or reject unfixed bugs.

"FEW (OR NO) COMPANIES  
FIX EVERY BUG THEY  
FIND. WHAT SEPARATES  
GREAT COMPANIES FROM  
IRRESPONSIBLE ONES IS  
THE LEVEL OF CARE AND  
INSIGHT IN THEIR TRIAGE  
PROCESS"



# SUMMARY OF A BUG WORKFLOW - 6

## How workgroups handle bug reports.

### 1. Report, (2) Confirm, (3) Fix...

(Skip steps 4 and 5 on dealing with rejected bugs)

### 6. The programmers mark the bug fixed in the bug tracking system

### 7. The test group retests the fixed bugs:

- Did the programmer actually fix the bug?
  - Just this particular bug or similar bugs in other parts of the code?
  - Just the reported symptoms or the full underlying problem?
- Did the fix cause other side effects?



"WHENEVER YOU  
CHECK A BUG FIX,  
VARY YOUR TESTS TO  
EXPLORE THE SCOPE OF  
THE FIX"

# SUMMARY OF A BUG WORKFLOW - 7

## How workgroups handle bug reports.

Details of bug workflows differ a lot from company to company but the basics are like this:

1. Report, (2) Confirm,...
4. Don't fix – now what?
5. The bug is headed to the triage team (step 5) — what should you do to help that team make a good decision?
8. Retest bugs marked as deferred, irreproducible or rejected and
  - agree to close them, or
  - appeal the no-fix decision: add new information to the bug report and ask the project manager and the triage team to fix the bug.



"DECIDING WHICH  
BUG DEFERRALS  
/ REJECTIONS TO  
APPEAL IS A CRITICAL  
TASK THAT IMPACTS  
THE CREDIBILITY OF  
THE TEST GROUP"

# BUG REPORTS ARE A TESTER'S PRIMARY WORK



A BUG REPORT  
IS A TOOL YOU  
USE TO SELL THE  
PROGRAMMER ON THE  
IDEA OF SPENDING  
HER TIME AND  
ENERGY TO FIX A BUG

# BUG ADVOCACY?

Bug reports are what people outside of the testing group will most notice and most remember of your work.

The quality of your communication drives the success of your reports.

It is very important to find a link between the problem you see and the objectives and concerns of the stakeholders who will base decisions on your reports.

"THE BEST TESTER ISN'T  
THE ONE WHO FINDS THE  
MOST BUGS OR EMBARRASSES  
THE MOST PROGRAMMERS.  
THE BEST TESTER IS THE  
ONE WHO GETS THE MOST  
BUGS FIXED" - TCS 2.0



# SO, WHAT'S A BUG?



# COMMON ANSWERS (SOFTWARE ERROR)

- Doesn't match specifications or written requirements
- Doesn't match documentation
- Coding error (doesn't do what the programmer intended).
- Doesn't meet design objectives
- Doesn't meet company standards
- Doesn't meet industry standards
- Would embarrass the company
- Makes the product less salable
- Interferes with development, testability or revision of the product.
- Interacts badly with other programs or components
- Generates incorrect results
- Generates confusing results
- Wastes the time of a user
- Any failure (misbehavior)
- Underlying error that causes a failure
- Anything that, if reported, would lead to a code change
- Failure to meet reasonable expectations of a user. (Myers)
- Failure to meet reasonable expectations of a stakeholder
- A bug is something that bugs somebody (Bach).



"ANYTHING  
THAT  
CAUSES AN  
UNNECESSARY OR  
UNREASONABLE  
REDUCTION OF  
THE QUALITY OF  
A SOFTWARE  
PRODUCT"



# CONSIDER AN EXAMPLE

Here's a defective program

**Input A**

**Input B**

**Print A/B**

The user enters 5 (for A) and 0 (for B) and the program says:

**ARGH! ?DIVby0! I have a headache!**

and then halts.

WHAT IS THE

- BUG?
- FAILURE?
- FAULT?
- ERROR?
- CRITICAL
- CONDITION?
- DEFECT?



# WHAT'S THE "STANDARD" ANSWER?

IEEE Standard 610.12-1990 defines **ERROR** as:

1. "The difference between a computed, observed, or measured value or condition and the true, specified, or theoretically correct value or condition. For example, a difference of 30 meters between a computed result and the correct result.
2. An incorrect step, process, or data definition. For example, an incorrect instruction in a computer program.
3. An incorrect result. For example, a computed result of 12 when the correct result is 10.
4. A human action that produces an incorrect result. For example, an incorrect action on the part of a programmer or operator."

Note: While all four definitions are commonly used, one distinction assigns definition 1 to the word 'error,' definition 2 to the word 'fault,' definition 3 to the word 'failure,' and definition 4 to the word 'mistake.'

# WHAT'S THE "STANDARD" ANSWER?

IEEE Standard 610.12-1990 defines **FAULT** as:

1. "An incorrect step, process, or data definition in a computer program. Note: This definition is used primarily by the fault tolerance discipline. In common usage, the terms 'error' and 'bug' are used to express this meaning."
2. "I've also seen 'fault' used to refer to the behavioral failure."

IEEE Standard 610.12-1990 defines **FAILURE** as:

3. "The inability of a system or component to perform its required functions within specified performance requirements."

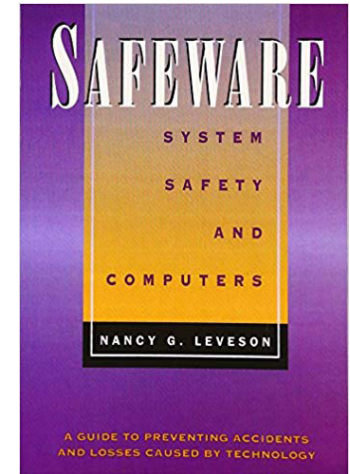
Note: The fault tolerance discipline distinguishes between a human action (a mistake), its manifestation (a hardware or software fault), the result of the fault (a failure), and the amount by which the result is incorrect (the error).

# THE USAGE IN THIS COURSE

- An **error** (or **fault**) is something wrong with the product, such as a design flaw, an incorrect internal data value, or a coding error.
- The **failure** is the program's actual incorrect or missing behavior.

# THE USAGE IN THIS COURSE

- An **error**
- Won't yield a **failure**
- without the **conditions** that trigger it.
  - Example, if the program yields  $2+2=5$  only the 10th time you use it, you won't see the error before or after the 10th use.
- In a test that yields a failure, a **critical condition** is a data value or step that is essential for revealing the problem)



*Nancy Leveson (Safeware) draws useful distinctions between errors, hazards, conditions, and failures.*

# THE DEFINITIONS IN THIS COURSE

- A **symptom** is a behavior that suggests an underlying problem. For example, the program responds a little more slowly than usual or a small part of the screen briefly flickers.
- Minor symptoms sometimes get worse (steadily deteriorating performance). Minor symptoms can be important clues for troubleshooting hard-to-reproduce bugs.
- Sudden and catastrophic bridge collapses and building failures usually are preceded by many innocuous “cosmetic” cracks. You can’t know how bad a bug is just from a symptom.

# THE DEFINITIONS IN THIS COURSE

- The word **defect** might refer to the failure or to the underlying error. However, because this term has significant legal implications, it should be used rarely, with great care, and preferably, in accordance with company standards that were reviewed by counsel.




MANY LAWSUITS  
REST ON THE  
QUESTION, "CAN WE  
PROVE THIS PRODUCT  
WAS DEFECTIVE?"

# THE DEFINITIONS IN THIS COURSE

## Software Error (or Bug)

Anything that causes an unnecessary or unreasonable reduction of the quality of a software product

NOT EVERY  
LIMITATION  
ON QUALITY  
IS A BUG.







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EXAMPLES OF ACTUAL  
VEHICLES IN STOCK:



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- HOME PAGE
- VEHICLES
- PROCUREMENT
- COMPANY INFO
- WANTED



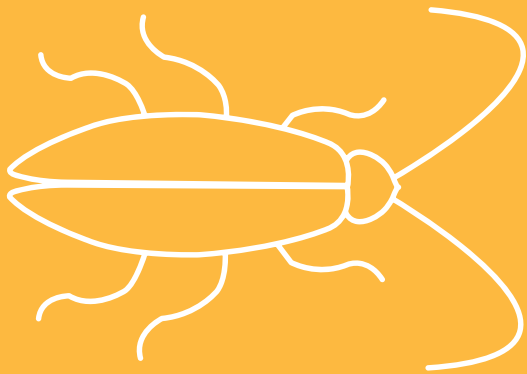
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info@tanksforsale.co.uk

NOT EVERY  
LIMITATION  
ON QUALITY  
IS A BUG.



# WHAT'S QUALITY?



# WHAT IS QUALITY? LEADING DEFINITIONS

- Conformance with requirements (Philip Crosby)  
ACTUAL REQUIREMENTS, WHICH MAY OR MAY NOT BE  
WHAT'S WRITTEN DOWN.
- The totality of features and characteristics of a product that bear on its ability to satisfy a given need (American Society for Quality)
- The total composite product and service characteristics of marketing, engineering, manufacturing and maintenance through which the product and service in use will meet expectations of the customer (Armand V. Feigenbaum, Total Quality Control, Fortieth Anniversary Edition)

"NOTE THE ABSENCE  
OF "CONFORMS TO  
SPECIFICATIONS."



- ISHIKAWA  
WHAT IS TOTAL QUALITY CONTROL?:  
THE JAPANESE WAY

# WHAT IS QUALITY?

Joseph Juran (“quality is fitness for use”) distinguished between Customer Satisfiers and Dissatisfiers as key dimensions of quality:

## **Customer Satisfiers**

- the right features
- adequate instruction

## **Dissatisfiers**

- unreliable
- hard to use
- too slow
- incompatible with the customer’s equipment

WHICH IS THE MORE  
IMPORTANT FOR  
QUALITY?



1. HAPPY CUSTOMERS?
2. LOW RATE OF PROBLEMS?
3. ADHERENCE TO A QUALITY MANAGEMENT PROCESS?

# QUALITY IS MULTIDIMENSIONAL

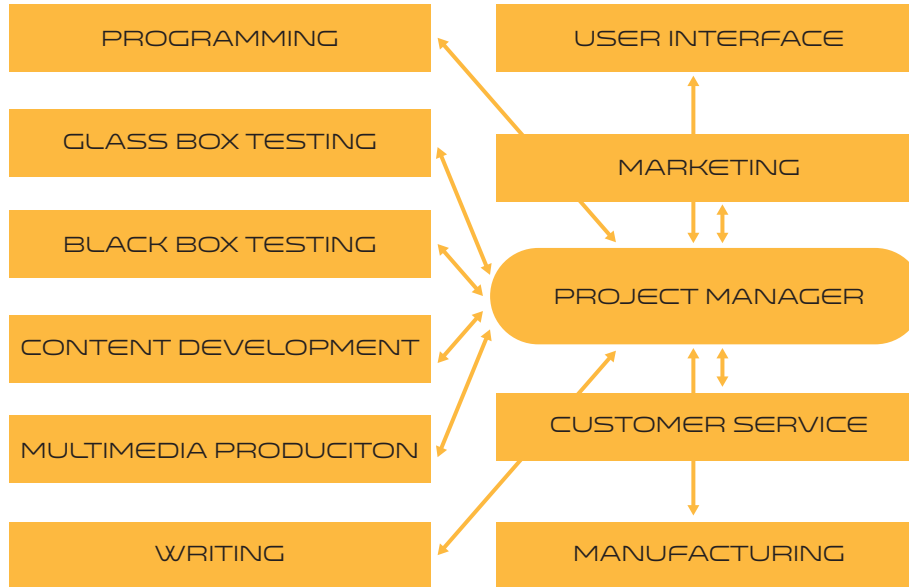
All of these attributes tie to value:

- reliability
- usability
- maintainability
- testability
- salability
- functionality / capability
- speed of operation
- scalability
- localizability
- documentability
- trainability
- technical-supportability



QUALITY IS  
JOB 1,2,3,4,5,6,7,8...

# QUALITY ACCORDING TO WHO?



WHEN YOU SIT IN A PROJECT TEAM MEETING, DISCUSSING A BUG, A NEW FEATURE, OR SOME OTHER ISSUE IN THE PROJECT, YOU MUST UNDERSTAND THAT EACH PERSON IN THE ROOM HAS A DIFFERENT VISION OF WHAT A "QUALITY" PRODUCT WOULD BE. FIXING BUGS IS JUST ONE ISSUE.

# DIFFERENT PEOPLE, DIFFERENT QUALITY

**Localization Manager:** A good product is easy to modify for another country, language and culture. Few experienced localization managers would consider acceptable a product that must be recompiled or relinked to be localized.

**Tech Writers:** A good product is easy to explain. Anything confusing, unnecessarily inconsistent, or hard to describe has poor quality.

**Marketing:** Good products drive people to buy them and encourage their friends to buy them. Adding desirable new features improves quality.

**Customer Service:** Good products are supportable: designed to help people solve their own problems or to get help quickly.

**Programmers:** Good code is maintainable, easy to understand, fast and compact.

**Testers:** ??? What do you think ???

"IF TWO PEOPLE DIFFER  
IN HOW THEY PERCEIVE  
WHAT IS VALUABLE OR  
EXPENSIVE, THEY DIFFER  
IN WHAT DRIVES THEIR  
PERCEPTION OF QUALITY  
FROM HIGH TO LOW."



# SO, WHAT IS QUALITY?

I like Gerald Weinberg's definition:

QUALITY IS VALUE TO SOME PERSON

But consider the implications:

- Anything that reduces the value reduces the quality.
- Quality is subjective. What's valuable for you is maybe not so valuable for me.
- A bug report can describe a problem that is perceived as serious by one person and trivial by the other—and both can be right.
- The essence of a good description of the severity of the problem is the mapping to reduction of stakeholder value.

"QUALITY IS VALUE TO  
SOME PERSON"





# THE DEFINITIONS IN THIS COURSE

## SOFTWARE ERROR (OR BUG)

An attribute of a software product

- that reduces its value to a favored stakeholder
- or increases its value to a disfavored stakeholder
- without a sufficiently large countervailing benefit.

(Is this equivalent to “Anything that causes an unnecessary or unreasonable reduction of the quality of a software product”?)

"A BUG IS ANYTHING ABOUT  
THE PRODUCT THAT  
THREATENS ITS VALUE."

JAMES BACH  
MICHAEL BOLTON



# SUMMING UP PART 1

A bug report is an assertion that a product could be better than it is.

The idea of “better” is subjective—what’s better for one stakeholder might be worse for another.

One reason for the variation is the multidimensionality of every product. A feature, or a more general attribute of a product, might be more important to one person than to another. Bugs that weaken the feature (or attribute) are those more costly to the first person than the other.

A bug report is **justified** if it exposes a problem that does in fact reduce value for a stakeholder with influence.



"IN THE NEXT  
SECTIONS, WE  
ASK HOW TO MAKE  
A JUSTIFIED BUG  
REPORT EFFECTIVE  
AND CREDIBLE?"

LESSON 2

# EFFECTIVE ADVOCACY:

MAKING PEOPLE WANT  
TO FIX THE BUG



# REVIEWING PART 1

Part 1 was about SCOPE: **What should we report?**

- A bug is anything that threatens value to a favored stakeholder.
- A bug report is an assertion that a product could be better than it is.
- The idea of “better” is subjective - what’s better for one stakeholder might be worse for another.
- A bug report is **justified** if it exposes a problem that does in fact reduce value for a stakeholder with influence.



"MANY SERIOUS BUGS  
GO UNFIXED BECAUSE  
THE DECISION-MAKERS  
DON'T UNDERSTAND  
THE BUG REPORT THEY  
ARE READING OR THE BUG'S  
IMPLICATIONS."

# IT'S NOT ONLY ABOUT REPORTING THE BUG

- Client experienced a wave of serious product recalls (defective firmware)
  - Why were these serious bugs not found in testing?
    - **They WERE found in testing AND reported**
  - Why didn't the programmers fix them?
    - **They didn't understand what they were reading**
  - What was wrong with the bug reports?
    - **The problem is that the testers focused on creating reproducible failures, rather than on the quality of their communication.**
- Looking over 5 years of bug reports, I could predict fixes better by clarity/style/attitude of report than from severity

## BUT THERE ARE TRADEOFFS

1. The more time you spend on each bug, the fewer bugs you have time to find and report
2. If you spend lots of troubleshooting time getting more information for the programmers, how much time does this save them?
  - If an hour of your investigative time saves the programmer 10 minutes, is this a cost-effective allocation of resources?

AT SOME COMPANIES, TESTERS  
REPORT BUGS AS QUICKLY AS  
THEY CAN, PROVIDING EXTRA  
TROUBLESHOOTING ONLY  
WHEN THE PROGRAMMERS  
DISMISS THE BUG OR CAN'T  
FIND IT.



# BUG ADVOCACY = SELLING BUGS.

Time is in short supply.

People are overcommitted.

**If you want someone to fix your bug, you have to make them want to do it.**

- **Your** bug? (Someone else made the bug, but once you find it, it's yours too.)

The art of motivating someone to do something that you want them to do is called sales.



"YOUR TASK IS TO  
COMMUNICATE  
EFFECTIVELY WITH  
HUMAN DECISION-  
MAKERS. PURELY  
TECHNICAL COST/BENEFIT  
TRADEOFFS MISS THE BIGGER  
PICTURE.

# BUG ADVOCACY

It's not just about reporting bugs.

- It's about presenting a bug in its strongest (honestly described) light.
- It's about presenting a bug in a way that connects with the concerns of stakeholders with influence—and if one particular stakeholder will be most affected, by making sure she gets the message clearly.
- It's about communicating so well that your report enables good decision-making.

THE BEST TESTER ISN'T THE  
ONE WHO FINDS THE MOST  
BUGS OR EMBARRASSES THE  
MOST PROGRAMMERS.



THE BEST TESTER IS THE  
ONE WHO GETS THE MOST  
THE RIGHT BUGS FIXED.

- TCS 3.0



# HOW TO SELL BUGS

Sales revolves around two fundamental objectives:

- **Motivate the buyer**
  - Make her WANT to fix the bug.
- **Overcome objections**
  - Get past her reasons and excuses for not fixing the bug.



TODAY WE FOCUS ON  
WRITING A MOTIVATING  
REPORT.

LATER, WE CONSIDER THE  
OBJECTIONS

# MOTIVATING THE BUG FIXER

Some programmers want to fix a bug if:

- It looks really bad.
- It will affect lots of people.
- Getting to it is trivially easy.
- It is a breach of contract.
- A bug like it has embarrassed the company, or a competitor.
- It looks like an interesting puzzle and piques the programmer's curiosity.
- Management (that is, someone with influence) has said that they really want it fixed.
- You said you want this particular bug fixed, and the programmer likes you, trusts your judgment, is susceptible to flattery from you, or owes you a favor.

# RESEARCHING THE FAILURE CONDITIONS

When you run a test and find a failure, you're looking at a **symptom**, not at the underlying error.

You may or may not have found the best example of a failure that can be caused by the underlying fault.

Therefore you should do some follow- up work to try to prove that a coding error:

- is more serious than it first appears.
- is more general than it first appears.

# REFRESHER ON TERMINOLOGY

- **Error:** the mistake in the code
- **Failure:** the misbehavior of the program
- **Critical conditions:** the data values, environmental conditions, and program steps that are essential for eliciting the failure
- **Symptom:** a minor misbehavior that warns of an error that can cause a much more serious failure

# MORE SERIOUS THAN IT FIRST APPEARS

## Look for follow-up errors

When a program fails because of a coding error:

- the program is in a state that the programmer did not intend and probably did not expect.
- There might also be data with “impossible” or unexpected values.

The program is now in a vulnerable state.

- Even more vulnerable because error- handling code is often buggy

Keep testing. The real impact of the underlying fault might be much worse, such as system crash or corrupted data.



AT THE START OF  
FOLLOW-UP TESTING,  
CONSIDER WHETHER YOU  
NEED TO CONSERVE YOUR  
STATE (AND HOW TO DO IT)

# FOLLOW-UP TESTING FOR SEVERITY

I do four types of follow-up testing:

**1. Vary my behavior**

- change what I do as I test

**2. Vary the options and settings of the program**

- change settings of the application under test,

**3. Vary data that I load into the program**

- different startup files or other data not directly involved in the test

**4. Vary the software and hardware environment.**

- e.g. operating system, peripherals, external software that interacts with this application

## FOLLOW-UP 1: VARY YOUR BEHAVIOR

- Example: A program unexpectedly but slightly scrolls the display when you add two numbers:
  - The task is entering numbers and adding
  - The failure is the scrolling.

### **Try simple repetition**

- Bring it to the failure case again (and again). If the program fails when you do X, then do X many times. Is there a cumulative impact?

### **Look at timing**

- Enter the numbers more quickly or change speed of your activity in some other way.

# FOLLOW-UP 1: VARY YOUR BEHAVIOR

**Try things related to the task that failed.**

- Try tests that:
  - affect adding or
  - that affect the numbers.
  - maybe try negative numbers, for example.
- Try the program's multiply feature (it probably uses much of the same code as the add feature).



# FOLLOW-UP 1: VARY YOUR BEHAVIOR

## Try combinations

- If the failure is, “Do X, see the scroll”
  - Do Y then do X
  - Do X, then Z, then X
  - (If the scrolling gets worse or better in one of these tests, follow that up, you’re getting useful information for debugging.)

Combinations might involve features (Y, Z) that are:

- Related to the feature under test (adding and display)
- Or to the failure (scrolling)

## FOLLOW-UP 1: VARY YOUR BEHAVIOR

### **Try things related to the failure (scrolling)**

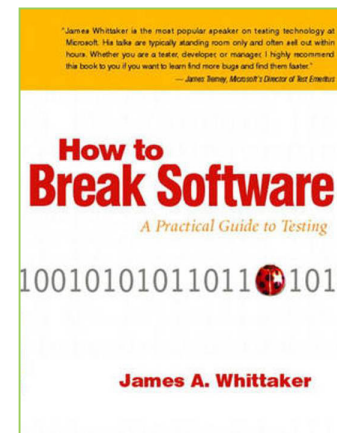
- Do huge numbers or sums change the amount of scrolling?
- Try scrolling first, then adding. Try repainting the screen (scrolling is a screen-thing), then adding. Try resizing the display of the numbers, then adding.

# FOLLOW-UP 1: VARY YOUR BEHAVIOR

## And try the usual exploratory attacks (quicktests)

Continuing the example of unexpected scrolling after adding:

- Can we add more than two numbers? What's the maximum?
- Try the biggest numbers we can add
- Try some interference tests. Stop or pause the program or swap it just as the program is failing.
- Or try it while the program is doing a background save.  
Does that cause data loss corruption along with this failure?



## FOLLOW-UP 2: VARY OPTIONS & SETTINGS

Change the state **of the program under test-does** that change the failure?

In this case, keep the steps that demonstrate the failure the same.  
Change the program, not what you do with the program.

For example,

- Change the values of persistent variables (any program options that seem potentially relevant)
- Change how the program uses memory (if that's a **program** setting)

## FOLLOW-UP 3: VARY DATA FILES

Change data that I load into the program

- different startup files
- or other data not directly involved in the test

(If I'm varying the data directly used by the program, that's probably part of Follow-Up 1: Changing what I do)

## FOLLOW-UP 4: VARY THE CONFIGURATION

You might trigger a more serious failure if you replicate with less memory, a different printer, more device interrupts, etc.

- If it might involve timing, use a really slow (or fast) computer or peripheral.
- In our scrolling example, consider different settings on a wheel mouse that does semi-automated scrolling
- If there is a video problem, try other resolutions on the video card. Try displaying MUCH more (less) complex images. If a recent OS update changed video handling, try the old OS version.

## FOLLOW-UP 4: VARY THE CONFIGURATION

Note that we are not:

- checking standard configurations
- trying to understand how broad the range of circumstances is that produces the bug.

What we're asking is whether there is a particular configuration that will demonstrate this bug more spectacularly.

# RESEARCHING THE FAILURE CONDITIONS

When you run a test and find a failure, you're looking at a **symptom**, not at the underlying error.

You may or may not have found the best example of a failure that can be caused by the underlying fault.

Therefore you should do some follow-up work to try to prove that a defect:

- is more serious than it first appears.
- **is more general than it first appears.**



IS IT "MORE GENERAL"  
MEANS, "WILL MORE  
PEOPLE SEE IT, MORE  
OFTEN, OR UNDER  
A WIDER RANGE OF  
CIRCUMSTANCES, THAN  
THE FIRST FAILURE WE  
SAW SUGGESTS?"



# RESEARCHING THE FAILURE CONDITIONS

Dealing with extreme-value tests:

- We test at extreme values because these are the most likely places to show a defect.
- Once we find the defect, we don't have to stick with extreme value tests
- We can look for the same failure under more general conditions



IS IT "MORE GENERAL"  
MEANS, "WILL MORE  
PEOPLE SEE IT, MORE  
OFTEN, OR UNDER  
A WIDER RANGE OF  
CIRCUMSTANCES, THAN  
THE FIRST FAILURE WE  
SAW SUGGESTS?"

# SHOWING A BUG IS MORE GENERAL

## Uncorner your corner cases

- Corner case—a perceived-to-be ridiculously extreme test

To uncorner an extreme value test, try mainstream values.

- These are values (e.g. mid-range) that the program should handle easily.
- If you replicate the bug, write it up with the mainstream settings. This will be a very credible bug report.



A TRUE "CORNER CASE"  
IS A TEST THAT USES  
EXTREME VALUES FROM AT  
LEAST TWO VARIABLES AT  
THE SAME TIME. (THIS MAY BE A  
PERFECTLY PLAUSIBLE TEST.)

# CORNER CASES

If mainstream values don't yield failure, troubleshoot around the extremes.

- Is the bug tied to this one extreme case?
- Is there a small range of cases?
- In your report, identify the narrow range that yields failures.
- A narrow-range bug might be deferred. That might be the right decision. Other bugs might be more critical.

THE BEST TESTER ISN'T THE  
ONE WHO FINDS THE MOST  
BUGS OR EMBARRASSES THE  
MOST PROGRAMMERS.



THE BEST TESTER IS THE  
ONE WHO GETS THE MOST  
THE RIGHT BUGS FIXED.

- TCS 3.0

# IF YOU DO HAVE TO DEFEND A CORNER CASE

- Sometimes, it's too hard to retest a corner case
  - Example, customer-reported failure on a configuration you don't have in the lab (common with mainframes)
- Sometimes, you can only trigger the failure with an extreme case, but you think there is a more general problem, you just don't know how to prove it
- Ask the programmer who recommends deferral:
  - Do you know the CAUSE of this?
  - Do you know the deferral is safe?
- The fact is, they have better diagnostics. Sometimes, the project team has to rely on them, not you.

# RESEARCHING THE FAILURE CONDITIONS

When you run a test and find a failure, you're looking at a **symptom**, not at the underlying error.

You may or may not have found the best example of a failure that can be caused by the underlying fault.

Therefore you should do some follow- up work to try to prove that a defect:

- is more serious than it first appears.
- **is more general than it first appears.**

ANOTHER MORE KIND  
OF GENERALITY:

HOW MANY SYSTEMS  
DOES THIS RUN ON?



# LOOK FOR CONFIGURATION DEPENDENCE

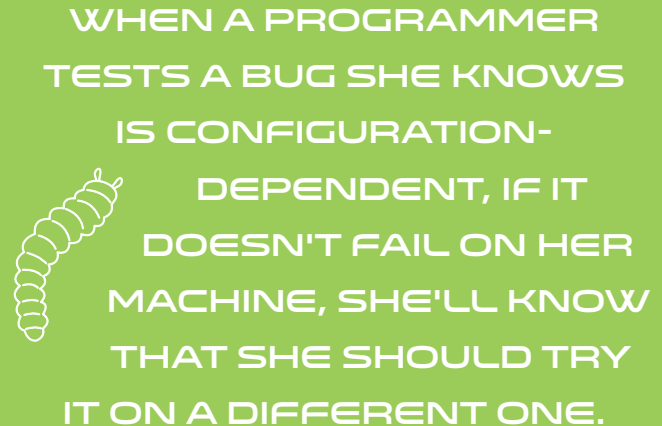
**Question:** How many programmers does it take to change a light bulb?

**Answer:** What's the problem? The bulb at my desk works fine!

Bugs that don't fail on the programmer's machine are much less credible (to that programmer).

If a bug is configuration dependent, set the programmer's expectations.

- Say that it only happens on some systems
- Describe the relevant configuration variables that you know about.



WHEN A PROGRAMMER  
TESTS A BUG SHE KNOWS  
IS CONFIGURATION-  
DEPENDENT, IF IT  
DOESN'T FAIL ON HER  
MACHINE, SHE'LL KNOW  
THAT SHE SHOULD TRY  
IT ON A DIFFERENT ONE.

# CONFIGURATION DEPENDENCE

Does this failure happen on

- all systems that can **run this program?**
- all systems that run this program on **this operating system?**
- all systems that run this program on **this operating system with this much memory, that kind of display, this version of the video driver, a firewire drive connected, that firewall, and this virus checker running?**

A failure that shows up on most systems will be seen as more important than one that will show up on only very few.

MANY ERRORS, SUCH AS  
DESIGN ERRORS, ARE  
OBVIOUSLY CONFIGURATION-  
INDEPENDENT AND  
SO THERE IS NO POINT  
RUNNING CONFIGURATION  
TESTS ON THEM.



# TESTING FOR CONFIGURATION DEPENDENCE

It's common to test on 2 machines, Machines 1 and 2.

- Machine 1 is your powerhouse: latest processor, updated operating system, fancy printer, video card, USB devices, huge hard disk, lots of RAM, fast broadband, etc.
- Machine 2 is the turtle. Slower processor, different keyboard, keyboard driver, video, barely enough RAM, slow, small hard drive, dial-up or slow broadband.
- Many people do most testing on the turtle using the powerhouse for replication and test design.
- When you find a defect on Machine 2, replicate on Machine 1 (preserving state on Machine 2).
  - If you get the same failure, write it up.
  - If you don't get the same failure, you have a configuration-dependent bug. Now do troubleshooting.



# BUG REPORTING, WITH 2 MACHINES

When you test with two machines, you can check our report while you write it.

- Write the steps, one by one, on the bug report form at Machine 1.
- As you write them, try them on Machine 2.
- The final report has been tested. If you follow your steps literally, then someone else following your steps will probably get the results (see the bug) you are trying to describe.

It is good general practice to replicate every coding error on a second system.

# RESEARCHING THE FAILURE CONDITIONS

When you run a test and find a failure, you're looking at a **symptom**, not at the underlying error.

You may or may not have found the best example of a failure that can be caused by the underlying fault.

Therefore you should do some follow- up work to try to prove that a defect:

- is more serious than it first appears.
- **is more general than it first appears.**

ONE MORE KIND OF  
GENERALITY:

HOW NEW IS IT?



## FOLLOW-UP: BUG NEW TO THIS VERSION?

Has this bug been in the program through several releases?

- Check its user-complaint history
- If no one complained, it probably won't be fixed

Is this bug new?

- Especially important in maintenance updates. Bugs won't be fixed unless they were (a) scheduled to be fixed because they are critical or (b) side effects of the code changes.
- An old bug should be treated as new if it behaves differently or shows up under new conditions.

# ADDING INFORMATION BEYOND TEST RESULTS

- Comparisons with competitors
- Predicted criticisms from the press
- Usability weaknesses
- Lost value because it's too hard to achieve a benefit that programmers don't think is so important
- Predicted support costs
- Other implications for sales, support, legal, etc.

## Who is your credible source?

- The person **your team believes** is the expert is the ideal person to quote (or have speak)
- Provide data, from credible sources



NO ONE EXPECTS  
THE TESTER TO  
BE AN EXPERT IN  
MARKETING OR  
HUMAN FACTORS—EVEN  
IF YOU ARE AN EXPERT—  
AND SO ANYTHING YOU  
SAY MIGHT BE DISMISSED  
AS UNINFORMED OPINION.

## SUMMING UP: PART 2

High impact reporting requires follow-up testing to present the bug in its strongest light:

- Look for the most serious failure
- Check the range of conditions under which it can be replicated
- Especially for maintenance updates, check whether this bug is a new side- effect of recent code changes.

To further motivate people to fix bugs:

- Look for market data (impact in the field?).  
**Use credible sources.**
- Manage your relationships with other stakeholders with care.



COMING UP:  
OVERCOMING  
OBJECTIONS

PART 3  
IRREPRODUCIBLE  
BUGS

PART 4  
WEAKNESSES IN  
CONTENT, CLARITY  
AND CREDIBILITY

LESSON 3

# WRITING CLEAR BUG REPORTS



# THE BUG TRACKING SYSTEM

Testers report bugs into a bug tracking system.

- The system (implicit culture or explicit policies, procedures, mission) determine such things as:
  - what types of problems they submit
  - what details go into the reports
  - who has access to the data, for what purpose
  - what summary reports and statistics are available

# MISSION OF BUG TRACKING SYSTEMS

Having a clear mission is important

Without one, the system will be called on to do

- Too many things (making bug reporting inefficient)
- Annoying things
- Contradictory things



# MISSION OF BUG TRACKING SYSTEMS

Given a primary mission, all other uses of the system are secondary and must be changed or modified if they interfere with the primary mission.

Examples of issues to consider:

- Auditing
- Tracing to other documents
- Personal performance metrics (reward or punishment)
- Progress reporting
- Schedule reality checking
- Scheduling (when can we ship?)
- Archival bug pattern analysis

ANYTHING THAT DOES NOT  
DIRECTLY FLOW FROM THE  
MISSION IS A SIDE ISSUE.  
ANYTHING THAT MAKES  
ACHIEVING THE MISSION HARDER  
IS COUNTERPRODUCTIVE.



# MISSION OF BUG TRACKING SYSTEMS

The mission that I prefer is this:

A wavy dotted line in teal color, starting from the left and ending on the right with a small bug illustration. The bug is also in teal, has a segmented body, and small antennae and legs.

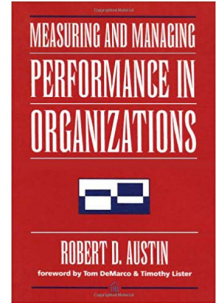
**A bug tracking process exists  
for the purpose of getting the  
right bugs fixed**

# MISSION OF BUG TRACKING SYSTEMS

Given a primary mission, all other uses of the system are secondary and must be changed or modified if they interfere with the primary mission.

Examples of issues to consider:

- Auditing
- Tracing to other documents
- **Personal performance metrics (reward or punishment)**
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- Schedule reality checking
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ANYTHING THAT DOES NOT DIRECTLY  
FLOW FROM THE MISSION IS A SIDE  
ISSUE. ANYTHING THAT MAKES  
ACHIEVING THE MISSION HARDER IS  
COUNTERPRODUCTIVE.



# GETTING THE RIGHT BUGS FIXED

- Capture all of the right reports
- Capture all the relevant details
- Encourage clarity and collegiality, cooperation and rational evaluation, in writing and responding to bugs
- Support dialog (technical discussion, evaluative discussion)
- Allow multiple viewpoints, multiple evaluations
- Accessible to every stakeholder influence
- Nothing gets swept under the carpet
- Nothing gets accidentally lost

FROM HERE, I ASSUME THE  
MISSION IS GETTING THE  
RIGHT BUGS FIXED.



# TO REPORT A BUG WELL: ISOLATE

- You have a list of the steps you took to show the error. You're now trying to shorten the list.
- What are the critical conditions?
- Write a report that includes the minimum set of steps needed to replicate the failure
  - Include all the steps needed
- Keep it simple: only one failure per report
- If a sample test file is essential to reproducing a problem, reference it and attach the test file

ISOLATE  
MAXIMIZE  
GENERALIZE  
EXTERNALIZE  
AND SAY IT CLEARLY AND  
DISPASSIONATELY



## ISOLATE THE FAILURE: ELIMINATE UNNECESSARY STEPS (1)

- Try taking out individual steps or small groups of steps and see whether you still replicate the failure.
- Sometimes it's not immediately obvious what can be dropped from a long sequence of steps in a bug.

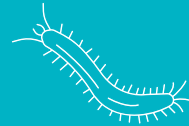
THE BEST REPORT IS  
THE ONE THAT REACHES THE  
FAILURE IN THE SHORTEST,  
SIMPLEST SET OF STEPS.



## ISOLATE THE FAILURE: ELIMINATE UNNECESSARY STEPS (2)

- Look carefully for any hint of an error as you take each step. Examples:
  - Error messages (you got a message 10 minutes ago. The program didn't fully recover from the error--the problem you see now is caused by that poor recovery.)
  - Display oddities, such as a flash, repainted screen, cursor that jumps back and forth, multiple cursors, misaligned text, slightly distorted graphics, doubled characters, omitted characters, or display droppings (pixels that are still colored even though the graphic that contained them was erased or moved).

LOOK FOR SYMPTOMS THAT  
PROVIDE EARLY WARNING OF  
THE MORE DRAMATIC FAILURE  
TO FOLLOW. THE STEPS THAT  
TRIGGER THE SYMPTOMS ARE  
USUALLY CRITICAL



## ISOLATE THE FAILURE: ELIMINATE UNNECESSARY STEPS (3)

- Look carefully for any hint of an error as you take each step:
  - Delays or unexpectedly fast responses
  - Noticeable change in memory used
  - Sometimes the first indicator the system is working differently is that it sounds a little different than normal
  - An in-use light or other indicator that a device is in use goes unexpectedly on or off
  - Debug messages—turn on your system's debug monitor (if it has one) - see if/when a message is sent to it



## ISOLATE THE FAILURE: ELIMINATE UNNECESSARY STEPS (4)

Once you find what looks like a critical step, try to eliminate almost everything else from the bug report.

- Go directly from that step to the one(s) that appear to be the final trigger(s) for the failure. If this approach doesn't work, try taking out individual steps or small groups of steps more arbitrarily and see whether you still replicate the failure.

# ISOLATE THE FAILURE: "TWO FAILURES"? TWO REPORTS.

Reports with two problems:

- Description is longer and harder to follow, and therefore
  - less likely to be addressed and
  - more likely to be misunderstood
- Summary line is often vague (says “fails” instead of describing the failure)
- Half the report gets fixed and it gets closed

When you report related problems on separate reports, it is a courtesy to cross-reference them.

IF HALF THE BUG COULD BE  
FIXED AND THE OTHER HALF NOT,  
REPORT TWO BUGS



# TO REPORT A BUG WELL: MAXIMIZE

- Follow-up testing to see if you can demonstrate a worse failure than the initial symptom:
  - Vary your actions
  - Vary the program's settings
  - Vary the stored data you give the program
  - Vary the environment

ISOLATE  
MAXIMIZE  
GENERALIZE  
EXTERNALIZE  
AND SAY IT CLEARLY AND  
DISPASSIONATELY



# TO REPORT A BUG WELL: GENERALIZE

- Uncorner your corner cases (show it fails (or doesn't) under less extreme conditions)
- Show it fails (or doesn't) on a broad range of systems

ISOLATE  
MAXIMIZE  
GENERALIZE  
EXTERNALIZE  
AND SAY IT CLEARLY AND  
DISPASSIONATELY



# TO REPORT A BUG WELL: EXTERNALIZE

- Switch focus from the program to the stakeholders
  - What are the consequences of this failure?
  - Is comparative data available?
    - Historical support data for similar bugs?
    - Other historical cost data?
    - Competitors' problems?
  - Have people written about problems like these in this or other products?
  - What benefits does this failure interfere with?
  - Who would care about this failure and why?
    - Get them to help you understand what this costs them.

ISOLATE  
MAXIMIZE  
GENERALIZE  
EXTERNALIZE  
AND SAY IT CLEARLY AND  
DISPASSIONATELY



# TO REPORT A BUG WELL: CLEAR AND DISPASSIONATE

- Make the report easy to understand
- Keep your tone neutral and nonantagonistic
- Angry, blaming reports discredit the reporter

ISOLATE  
MAXIMIZE  
GENERALIZE  
EXTERNALIZE  
AND SAY IT CLEARLY AND  
DISPASSIONATELY



# TYPICAL FIELDS IN A PROBLEM REPORT

**Problem report number:** must be unique

**Date reported:** date of initial report

**Reported by:** original reporter's name. Some forms add an editor's name.

**Program (or component) name:** the visible item under test

**Release number:** like Release 2.0

**Version (build) identifier:** like version C or version 20000802a

**Configuration(s):** h/w and s/w configs under which the bug was found and replicated

# TYPICAL FIELDS IN A PROBLEM REPORT

**Problem summary (problem title):** One-line summary of the problem

**Report type:** e.g. coding error, design issue, documentation mismatch, suggestion, query

**Can you reproduce the bug:** yes / no / sometimes / unknown

**Severity:** assigned by tester. Some variation on small / medium / large

**Priority:** assigned by programmer/project manager



# PROBLEM SUMMARY

One-line description of the problem, sometimes called the report title.

- Stakeholders will use it in when reviewing the list of bugs that haven't been fixed.
- Many stakeholders spend additional time only on bugs with “interesting” summaries.

THE SUMMARY IS THE MOST  
IMPORTANT PART OF THE  
REPORT.



# PROBLEM SUMMARY

The ideal summary gives the reader enough information to help her decide whether to ask for more information. It should follow a **failure-when** structure:

- brief description that is specific enough that the reader can visualize the failure.
- brief indication of the limits or dependencies of the bug (how narrow or broad are the circumstances involved in this bug)?
- Some other indication of the severity (not a rating but helping the reader envision the consequences of the bug.)

USE A FAILURE – WHEN  
STRUCTURE



# TYPICAL FIELDS IN A PROBLEM REPORT

**Problem summary (problem title):** One-line summary of the problem

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**Priority:** assigned by programmer/project manager

# REPORT TYPE- 1

These are common distinctions:

- **Coding Error:** The program doesn't do what the programmer expects it to do.
- **Design Issue:** It does what the programmer intended, but a reasonable customer might not like it.
- **Requirements Issue:** The program is well designed and implemented, but won't meet some stakeholder's needs.
- **Documentation / Code Mismatch:** Report this to the programmer (via a bug report) and to the writer (usually via a memo or a comment on the manuscript).
- **Specification / Code Mismatch:** Maybe the spec is right; maybe the code is right; sometimes they're both wrong

THIS TYPE OF  
CATEGORIZATION  
AVOIDS  
MISUNDERSTANDINGS.  
IF YOU'RE REPORTING  
DESIGN ISSUES (FOR  
EXAMPLE), YOU DON'T  
WANT THEM MISREAD  
AS (ERRONEOUS)  
REPORTS OF CODING  
ERRORS.



## REPORT TYPE- 2

- **Enhancement Request:** A requirements issue--the program doesn't meet a need-- but the person who labels it an enhancement request is saying that the stakeholders who set the budget should expect to pay extra if they want this.
- **Scope issue:** This project is governed by a contract with another organization or a negotiated agreement with management that lays out the tasks of the project. This enhancement request is "out of scope"—it requires an amendment to that contract.
- **Compatibility Issue:** The misbehavior of the program is blamed on interaction with other software that this development team probably doesn't control.

THESE ARE SOMETIMES  
RECATEGORYIZATIONS,  
ASSIGNED DURING  
TRIAGE, AS WAYS OF  
EXPLAINING WHY A  
BUG WON'T BE FIXED  
OR A SCHEDULE/COST  
TARGET WON'T BE MET.

SOMETIMES, THEY  
SEEM MORE LIKE  
EXCUSES THAN  
CATEGORYIZATIONS.



# TYPICAL FIELDS IN A PROBLEM REPORT

**Problem summary (problem title):** One-line summary of the problem

**Report type:** e.g. coding error, design issue, documentation mismatch, suggestion, query

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**Severity:** assigned by tester. Some variation on small / medium / large

**Priority:** assigned by programmer/project manager

# SEVERITY VS PRIORITY

- Severity is the reporter's assessment of the badness of the bug.
- Some companies use two or three severity fields:
  - the tester's estimate
  - the project manager's estimate
  - the estimate of impact on the user (or other stakeholder impact) from a person who will most bear that cost (e.g. tech support impact)
- Priority is the project manager's decision about when the bug has to be fixed. Many factors, not just severity, drive this timing.

THERE IS MORE INFORMATION,  
AND MUCH MORE GOODWILL, IF  
YOU LET DISAGREEING STAFF  
EACH SAY THEIR PIECE WITHOUT  
HAVING TO OVERWRITE THE  
STATEMENT / RATING OF THE  
OTHER.



# TYPICAL FIELDS IN A PROBLEM REPORT

**Key words:** use these for searching later, anyone can add to key words at any time

**Problem description and how to reproduce it: step by step repro description**

**Suggested fix:** leave it blank unless you have something useful to say

**Customer impact:** often left blank. When used, typically filled in by tech support or someone else predicting actual customer reaction (such as support cost or sales impact)



# THE PROBLEM & HOW TO REPRODUCE IT -1

- First, describe the problem. What's the bug? Don't rely on the summary to do this -- some reports will print this field without the summary.
- Next, go through the steps that you use to recreate this bug.
  - Start from a known place (e.g. boot the program) and
  - Then describe each step until you hit the bug.
  - Take it one step at a time.
  - Number the steps.

THE FIRST LIST OF STEPS SHOULD  
DESCRIBE THE SHORTEST STEP-  
BY-STEP PATH TO THE FAILURE.



# THE PROBLEM & HOW TO REPRODUCE IT -2

- Go through the steps that you use to recreate this bug.
  1. Do this
  2. Do this
  3. Do this → ? see that
  4. Do this, etc.
- You are giving people directions to a bug. Especially in long reports, people need landmarks. Tell them what they should see, every few steps or whenever anything interesting happens.

# THE PROBLEM & HOW TO REPRODUCE IT -3

- Describe the erroneous behavior.
- If necessary, explain what should have happened.
  - Why do you think this is this a bug?
  - Describe what result you expected instead of the result you got.

# THE PROBLEM & HOW TO REPRODUCE IT -4

- List the environmental variables (configuration, etc.) that are not covered elsewhere in the bug tracking form.
- If you expect the reader to have any trouble reproducing the bug (special circumstances are required), be clear about them.

# THE PROBLEM & HOW TO REPRODUCE IT -5

Suppose the failure looks different under slightly different circumstances. Examples:

- The failure won't show up or is much less serious if you do step X between step Y and step Z
- The timing changes if you do two additional sub-tasks before hitting the final reproduction step
- The printer prints different garbage (instead of the garbage you describe) if you make the file a few bytes longer

Add a section that says “**additional conditions**” and describe, one by one, in this section the additional variations and the effect on the observed failure.

# TYPICAL FIELDS IN A PROBLEM REPORT

**Key words:** use these for searching later, anyone can add to key words at any time

**Problem description and how to reproduce it:** step by step repro description

**Suggested fix:** leave it blank unless you have something useful to say

**Customer impact:** often left blank. When used, typically filled in by tech support or someone else predicting actual customer reaction (such as support cost or sales impact)

# TYPICAL FIELDS IN A PROBLEM REPORT

**Assigned to:** typically used by project manager to identify who has responsibility for researching/fixing the problem

**Status:** tester fills this in: open / closed / dumpster.

**Resolution:** fixed, deferred, etc.

**Resolution version:** build identifier

**Resolved by:** programmer, project manager, tester (if withdrawn by tester), etc.

**Resolution tested by:** someone checks the bug and agrees it was fixed, or the non-fix resolution is defensible. Usually this is the original reporter, or a tester if originator was a non-tester

# RESOLUTION -1

The project manager owns this field. Common resolutions include:

**Pending:** the bug is still being worked on.

**Fixed:** the programmer says it's fixed. Now you should check it.

**Cannot reproduce:** The programmer can't make the failure happen. You must add details, re-set the resolution to Pending, and notify the programmer.

**Deferred:** It's a bug, but we'll fix it later.



## RESOLUTION -2

**As Designed:** The program works as it should

**Need Info:** The programmer needs more info from you. She has probably asked a question in the comments

**Duplicate:** This is a repeat of another bug report (XREF it on this report)  
I prefer to keep duplicates open until the duplicated bug closes.

Others consolidate duplicates and close all but the consolidator

**Withdrawn:** The tester who reported this bug is withdrawing the report.

**INWTSTA:** I never want to see this again.

# TYPICAL FIELDS IN A PROBLEM REPORT

**Change history:** datestamped list of all changes to the record, including name and fields changed.

**Comments: free-form, arbitrarily long field, typically accepts comments from anyone** on the project until the bug is resolved. Questions and answers about reproducibility, and closing comments (why a deferral is OK, or how it was fixed for example) go here.

- Write carefully. Just like e-mail, it's easy to read a joke or a remark as a flame. Never flame.

# SOME FIELDS I AVOID



# UNRELIABLE DATA

I have a rule:

**If I can't manage the accuracy of a type of data, I don't want to record it.**

It's OK to create fields for other groups to fill out, if they want to fill them out.

- It's not OK for testers to create a field for other people to fill out, if those people:
  - won't fill them out, or
  - won't fill them out without nagging.
- Setting ourselves up to be nagging pests affects our general goodwill and credibility in the development group.

GARBAGE IN GARBAGE OUT



# PROJECT PHASE

Some groups record the development phase in which the bug was made and the phase when it was fixed.

- This assumes that development proceeds in phases (waterfall). It makes much less sense in a spiral or iterative model, when the staff can make a “requirements” error or “design” error after they’ve written most of the code.
- Even in a genuinely phased project, it is often difficult (especially for the test group) to determine when the mistake was made.

GARBAGE IN GARBAGE OUT



# ROOT CAUSE, FAILURE MODULE, COST

The tester won't know where the error is. Is it bad data, a coding error, wrong algorithm choice, protocol mismatch with an external program?

The debugging programmers figure this out, but will they add the information to the bug report?

- Some testers attempt to reconstruct this info from source control records. This risks significant / frequent error.
- If the programmers won't gladly enter this data, don't collect it.

Similarly for cost of fixing the bug, do even the programmers know this? Will they voluntarily write it down?

GARBAGE IN GARBAGE OUT



# COST MITIGATED

How much future loss was mitigated by finding and fixing this bug?

- Sometimes, we can estimate this.
  - Some tech support managers can predict, for some bugs, that a given bug is going to cost \$100,000 in tech support costs.
  - I've never met a manager who could do this accurately for most bugs
- What should be reported if the support (or other) staff don't know or don't say what the cost will be?

GARBAGE IN GARBAGE OUT



# EMPLOYEE PERFORMANCE

- Who made the error? A report that names the bad person who made the bug is going to be taken personally by every programmer whose name is ever put on a bug report.
- How long did it take to fix the bug?
- How many bugs per week does this person report? or fix?

Let the project manager track his own staff performance in his own (private) notebook. If you start counting these things, the people you are tracking will change their behavior in ways that improve their counts—but not necessarily ways that benefit the company.

IF THE MISSION OF THE SYSTEM IS  
GETTING THE RIGHT BUGS FIXED,  
USING THE SYSTEM FOR HUMAN  
PERFORMANCE REPORTS IS A  
DIRECT CONFLICT.





## SUMMING UP

1. Quality is subjective
2. Bugs are threats to the value of the product to a stakeholder. I normally report anything that any stakeholder with influence might want fixed. However, if my testing mission is tightly focused, I operate within the mission. For example, if I am doing pre-alpha testing with the programmers, helping them do a very early review of their code, I might work with them only on certain types of coding errors because that might be the only service that will help them write better code at that time.
3. A bug report will have a lot more effect if it ties the problem being reported to the loss of value to the stakeholder with influence.
4. In general, bug reporting is a persuasive activity. We are exercising influence, not just writing down value-neutral technical details.

## SUMMING UP

5. We can simplify the persuasive task by saying that we are trying to
  - motivate people to fix our bugs and
  - overcome their objections to fixing those bugs.We have many methods for improving reports in both ways.
6. A failure is a misbehavior caused by an underlying error. An error can cause many different failures. We should look for the worst failure and focus reporting on that.
7. The entire bug-handling process involves a series of decisions that are heavily influenced by the decision-makers' preconceived notions—their heuristics and biases—about whose reports are worthwhile and what problems are likely to be important. The credibility of the tester has a big impact on these decisions.

# REVIEW

**Scope of our work:** Report anything that threatens the value of the product to any stakeholder with influence.

**Challenge:** Write effective reports - report that facilitate well - informed decision-making

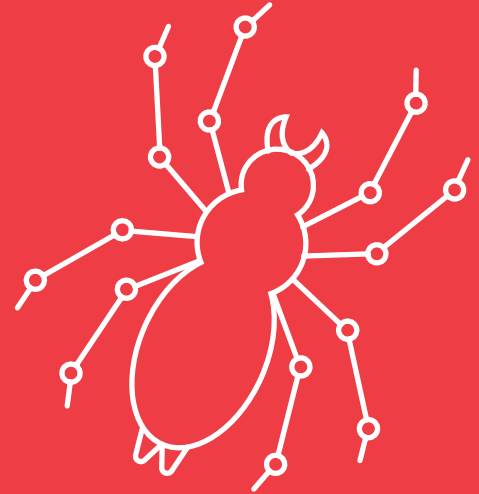
**Strategy:** Treat bug reports as sales proposals

- Motivate people to fix bugs (last class)
  - Technical investigation of the bug
  - Contextual evaluation of the bug

LESSON 4

# ANTICIPATING AND DEALING WITH OBJECTIONS:

IRREPRODUCIBLE BUGS



# OVERCOMING OBJECTIONS

Programmers resist spending time on a bug if:

- The programmer can't replicate the failure.
- The programmer doesn't understand the report.
- It will take too much work to figure out what the reporter is complaining about and what steps he actually took.
- It seems unrealistic (e.g. "corner case" or requires a complex sequence of improbable steps)
- It's (allegedly) not a bug, it's a feature.
- It will take a lot of work to fix the defect or will introduce too much risk into the code.
- It is perceived as unimportant: No perceived customer impact, minor failure, unused feature.
- Management doesn't care about bugs like this.
- The programmer doesn't like / trust you (or the customer who is complaining about the bug).

# NON-REPRODUCIBLE FAILURES

Always report non-reproducible failures.

- Identify the problem as non-reproducible
- Describe the failure as precisely as you can
- If you see an error message, copy its words / numbers down exactly
- If the screen changes, note the details of the screen change.
- If you are recording output to other devices or systems, include all messages (and which things stayed silent)
- Describe the ways you tried to reproduce the failure

These can help the programmer identify specific points in the code that the failure did or did not pass through.

**ALWAYS REPORT  
NON-REPRODUCIBLE  
FAILURES, BUT REPORT  
THEM CAREFULLY.**



# CAN YOU REPRODUCE THE PROBLEM?

Always provide this information even if it's not on the form.

- Never call a bug reproducible unless you've replicated it.
- In some cases, the appropriate status is "not attempted."
- If you can't recreate the bug, say so. Describe your attempts to recreate it.
- If the bug appears sporadically and you don't yet know why, say "Sometimes" and explain.
- You may not be able to try to replicate some bugs. Example: customer- reported bugs where the setup is too hard to recreate.

**IF THE TESTER SAYS A BUG IS  
REPRODUCIBLE  
AND THE PROGRAMMER SAYS  
IT'S NOT, THE TESTER MUST  
RECREATE IT IN THE PRESENCE  
OF THE PROGRAMMER**



# NON-REPRODUCIBLE FAILURES

When you find a bug, preserve the machine's state. Try to replicate on a different machine.

When you realize you can't reproduce a bug:

- Write down everything you can remember.
- Do it now, before you forget even more.
- As you write, ask yourself whether you're sure that you did this step (or saw this thing) exactly as you are describing it. If not, say so. Draw these distinctions right away. The longer you wait, the more you'll forget.
- Maybe the failure was a delayed reaction to something you did before starting this test or series of tests. Before you forget, note the tasks you did before running this test.
- Check the bug tracking system. Are there similar failures? Maybe you can find a pattern.
- Talk to the programmer and/or read the code.



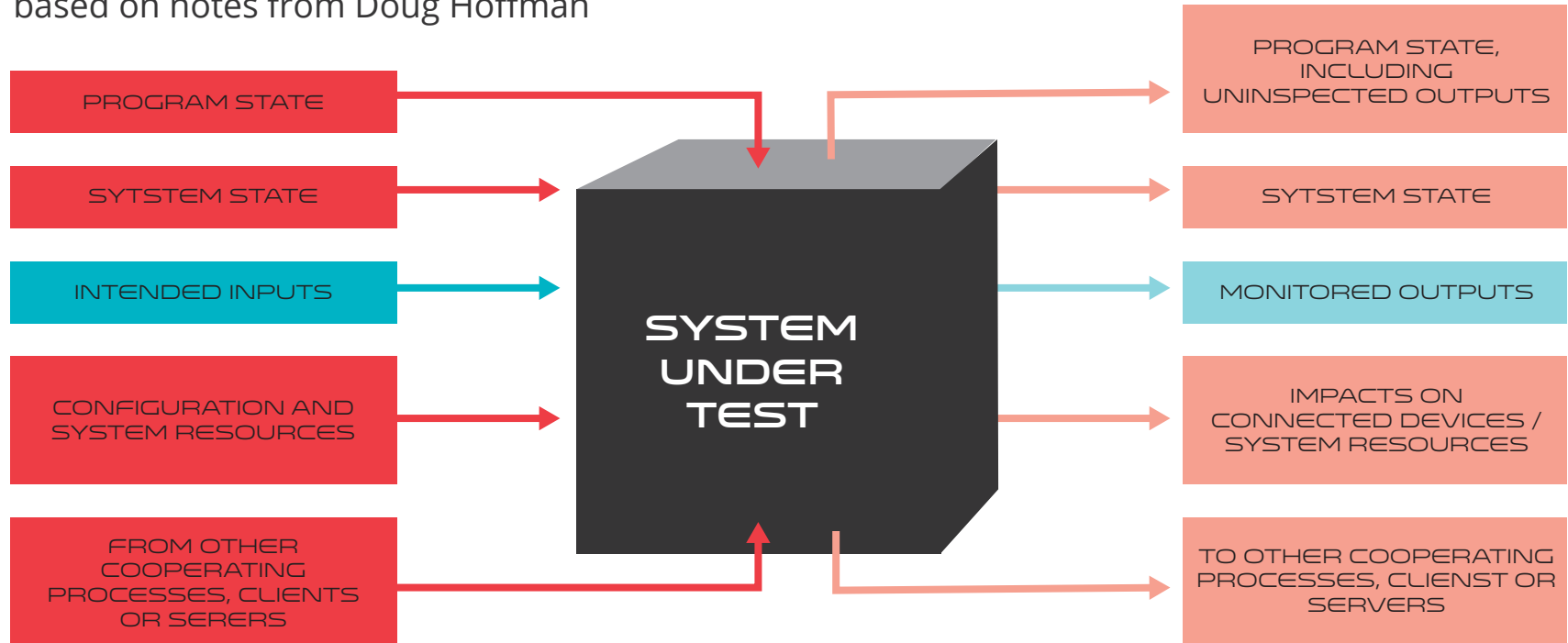
# WOULDN'T TEST SCRIPTS SOLVE THIS?

Test script:

- Detailed test description:
  - Everything you do, step by step
  - “Every” response from the program
  - Every data item
  - Any other relevant setup (e.g. test environment)
- BUT, they tend to be:
  - Enormously expensive
  - Ineffective for finding bugs
- And they only mitigate risk of irreproducibility caused by you forgetting what you actually did

# MANY PRECONDITIONS & POSTCONDITIONS

based on notes from Doug Hoffman



# NON-REPRODUCIBLE FAILURES

The fact that a bug is not reproducible is information.

- The program is telling you that you have a hole in your logic.
- You are not considering the relevance of (and not checking values of)
  - some of the input conditions (including environmental preconditions), or
  - some of the output conditions
- Therefore, you miss the critical condition(s) needed to reproduce this failure.
- Therefore, you need to consider

# USE TOOLS TO CAPTURE MORE INFORMATION

Especially if the program (or platform) under test often fails in hard to reproduce ways, use tools. e.g.:  
Capture everything on your screen, in a series of slides that show the sequence of the test:

- Wink ([www.debugmode.com/wink](http://www.debugmode.com/wink))
- Camtasia ([www.techsmith.com](http://www.techsmith.com))
- UserVue ([www.techsmith.com](http://www.techsmith.com))
- Spector ([www.spectorsoft.com/](http://www.spectorsoft.com/))
- BB TestAssistant ([www.bbsoftware.co.uk](http://www.bbsoftware.co.uk))

Capture state information over time with tools like FileMon, RegMon, Process Monitor, etc. ([technet.microsoft.com/en-us/sysinternals/bb795535.aspx](http://technet.microsoft.com/en-us/sysinternals/bb795535.aspx))

Test with the programmer's debugger loaded.

In web-based testing, use a proxy . Record all traffic.

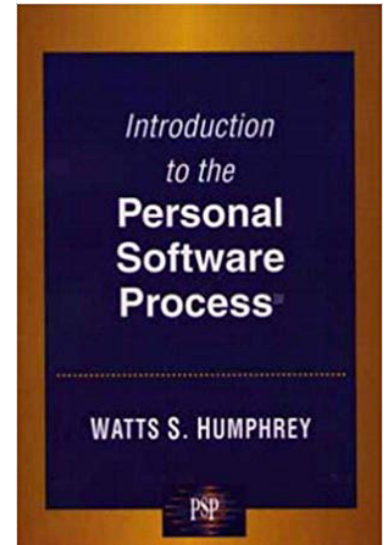
Lots of sites that link to tools. Here's an example\

- [www.logigear.com/resources/directory\\_-](http://www.logigear.com/resources/directory_-_other_resources/tools_utilities.asp)
- [\\_other\\_resources/tools\\_utilities.asp](http://www.logigear.com/resources/directory_-_other_resources/tools_utilities.asp)

# NON-REPRODUCIBLE FAILURES

Watts Humphrey recommends programmers keep a private record of their errors, reviewing them to look for patterns. Programmers have characteristic errors, errors they tend to make over and over. On recognizing one, the programmer can avoid repeating it. Ultimately, the PSP practitioner's bug rate drops a lot.

A non-reproducible bug is a tester's error. Do testers have characteristic blind spots for failure-related conditions? Sometimes, programmers find the cause of non-repro bugs; when they do, they can help you identify the critical condition that you missed. Watts Humphrey suggested to me the idea of testers tracking this information to discover their blind spots. To improve over time, keep track of the bugs you're missing and what conditions you are not



# NON-REPRODUCIBLE ERRORS

The following pages list some conditions commonly ignored or missed by testers.

This is based on personal experience and brainstorming sessions several years ago. It's a bit dated.

Your personal list will be different, but maybe this is a good start. Over time, you can customize this list based on your experiences.

When you run into a irreproducible defect look at this list and ask whether any of these conditions could be the critical one. If it could, vary your tests on that basis and you might reproduce the failure.

# EXAMPLES OF CONDITIONS OFTEN MISSED

There are plenty of other conditions that are relevant in your environment.

Start with the ones in this list but add others as you learn of them.

How do you learn? Sometimes, someone will fix a bug that you reported as non- reproducible.

Call the programmer, ask him how to reproduce it, what are the critical steps that you have to take?

You need to know this anyway, so that you can confirm that a bug fix actually worked.

# EXAMPLES OF CONDITIONS OFTEN MISSED

Some problems have delayed effects:

- a memory leak might not show up until after you cut and paste 20 times.
- stack corruption might not turn into a stack overflow until you do the same task many times.
- a wild pointer might not have an easily observable effect until hours after it was mis-set.

If you suspect that you have time- delayed failures, use tools such as videotape, capture programs, debuggers, debug-loggers, or memory meters to record a long series of events over time.

WITH A TIME-DELAYED BUG, YOU  
WON'T BE ABLE TO RECREATE  
THE FAILURE UNTIL YOU THINK  
BACKWARDS IN TIME AND REPEAT  
THE TESTS YOU DID *BEFORE*  
THE TESTS THAT *APPARENTLY*  
CAUSED THE PROBLEM.





# EXAMPLES OF CONDITIONS OFTEN MISSED

- The bug depends on the value of a hidden input variable. (Bob Stahl teaches this well.) In any test, there are the variables we think are relevant and there is everything else. If the data you think are relevant don't help you reproduce the bug, ask what other variables were set, and what their values were.
- Some conditions are hidden; others are invisible. You cannot manipulate them and so it is harder to recognize that they're present. You might have to talk with the programmer about what state variables or flags get set in the course of using a particular feature.
- Some conditions are catalysts. They make failures more likely to be seen. Example: low memory for a leak; slow machine for a race. Some catalysts are more subtle, such as use of one feature that has a subtle interaction with another.

# EXAMPLES OF CONDITIONS OFTEN MISSED

- Some bugs are predicated on corrupted data. They don't appear unless there are impossible configuration settings in the config files or impossible values in the database. What could you have done earlier today to corrupt this data?
- Programs have various degrees of data coupling. When two modules use the same variable, oddness can happen in the second module after the variable is changed by the first. (Books on structured design, such as Yourdon/Constantine often analyze different types of coupling in programs and discuss strengths and vulnerabilities that these can create.) In some programs, interrupts share data with main routines in ways that cause bugs that will only show up after a specific interrupt.
- The bug depends on you doing related tasks in a specific order.

# EXAMPLES OF CONDITIONS OFTEN MISSED

- The bug might appear only at a specific time of day or day of the month or year. Look for week-end, month-end, quarter-end and year-end bugs, for example.
- Special cases appear in the code because of time or space optimizations or because the underlying algorithm for a function depends on the specific values fed to the function (talk to your programmer).
- The bug is caused by an error in error-handling. You have to generate a previous error message or bug to set up the program for this one.
- The program may depend on one version of a DLL. A different program loads a different version of the same DLL into memory. Depending on which program is run first, the bug appears or doesn't.

# EXAMPLES OF CONDITIONS OFTEN MISSED

- The bug is caused by a race condition or other time-dependent event, such as:
  - An interrupt was received at an unexpected time.
  - The program received a message from another device or system at an inappropriate time (e.g. after a time-out.)
  - Data was received or changed at an unexpected time.
- Time-outs trigger a special class of multiprocessing error handling failures. These used to be mainly of interest to real- time applications, but they come up in client/server work and are very pesky:
  - Process A sends a message to Process B and expects a response. B fails to respond. What should A do? What if B responds later?

# EXAMPLES OF CONDITIONS OFTEN MISSED

- Another inter-process error-handling failure -- Process A sends a message to B and expects a response. B sends a response to a different message, or a new message of its own.  
What does A do?
- The program might be showing an initial state bug, such as:
  - The bug occurs only the first time you run the program (so it happens once on every machine). To recreate the bug, you might have to reinstall the program. If the program doesn't uninstall cleanly, you might have to install on a fresh machine (or restore a copy of your system taken before you installed this software) before you can see the problem.
  - The bug appears once after you load the program but won't appear again until you exit and reload the program.

# EXAMPLES OF CONDITIONS OFTEN MISSED

- You're being careful in your attempt to reproduce the bug, and you're typing too slowly to recreate it.
- The problem depends on a file that you think you've thrown away, but it's actually still in the Trash (where the system can still find it).
- A program was incompletely deleted, or one of the current program's files was accidentally deleted when that other program was deleted. (Now that you've reloaded the program, the problem is gone.)
- The program was installed by being copied from a network drive, and the drive settings were inappropriate or some files were missing. (This is an invalid installation, but it happens on many customer sites.)

# EXAMPLES OF CONDITIONS OFTEN MISSED

- The bug depends on co-resident software, such as a virus checker or some other process, running in the background. Some programs run in the background to intercept foreground programs' failures. These may sometimes trigger failures (make errors appear more quickly).
- You forgot some of the details of the test you ran, including the critical one(s) or you ran an automated test that lets you see that a crash occurred but doesn't tell you what happened.
- The bug depends on a crash or exit of an associated process.
- The program might appear only under a peak load, and be hard to reproduce because you can't bring the heavily loaded machine under debug control (perhaps it's a customer's system).

# EXAMPLES OF CONDITIONS OFTEN MISSED

- The bug occurred because a device that it was attempting to write to or read from was busy or unavailable.
- It might be caused by keyboard keybounce or by other hardware noise.
- On a multi-tasking or multi-user system, look for spikes in background activity.
- The bug is specific to your machine's hardware and system software configuration. (This common problem is hard to track down later, after you've changed something on your machine. That's why good reporting practice involves replicating the bug on a second configuration.)



# EXAMPLES OF CONDITIONS OFTEN MISSED

- Code written for a cooperative multitasking system can be thoroughly confused, sometimes, when running on a preemptive multitasking system.
  - (In the cooperative case, the foreground task surrenders control when it is ready. In the preemptive case, the operating system allocates time slices to processes. Control switches automatically when the foreground task has used up its time. The application is suspended until its next time slice. This switch occurs at an arbitrary point in the application's code, and that can cause failures.)
- There are several other ideas (focused on web testing) at
  - [http://www.logigear.com/resources/articles\\_lg/testing\\_web-based\\_applications.asp](http://www.logigear.com/resources/articles_lg/testing_web-based_applications.asp)

# EXAMPLES OF CONDITIONS OFTEN MISSED

- The apparent bug is a side-effect of a hardware failure.
  - For example, a flaky power supply creates irreproducible failures.
  - Another example: one prototype system had a high rate of irreproducible firmware failures. Eventually, these were traced to a problem in the building's air conditioning. The test lab wasn't being cooled, no fan was blowing on the unit under test, and prototype boards in the machine ran very hot. The machine was failing at high temperatures.
- Finally, the old standby:
  - Elves tinkered with your machine when you weren't looking. (For example, at one company, my manager would demonstrate the software to people, **using my machine**, while I was at lunch. If you have to deal with elves, set up a capture program on your system so you'll be able to find out what they did when you come back.)

# CLOSE NON-REPRODUCIBLE BUGS?

Problem:

- Non-reproducible bugs burn lots of programmer troubleshooting time.
- Serious problems that are hard to reproduce can be discovered, reported, and closed multiple times without anyone recognizing the pattern. Therefore, it's useful to keep non-repro bugs open and review them for patterns.
- Until they're closed, they show up in open-bug statistics.
- In companies that manage by bug numbers, there is high pressure to close irreproducible bugs quickly.

# THROWING BUGS INTO THE DUMPSTER

The Dumpster:

- A resolution code that puts the bug into an ignored storage place.
  - The bug shows up as resolved (or is just never counted) in the bug statistics, but it is not closed. It is in a holding pattern.
- Assign a non-reproducible bug to the dumpster if you (programmers and testers)
  - have spent lots of time on it but
  - you don't think that more work on the bug will be fruitful until more failures provide more information.

## NEXT WE DO DUMPSTER-DIVING

- Every week or two, (testers and/or programmers) scan the dumpster bugs for similar failures. Sometimes, you'll find several similar reports. If you (or the programmer) think there are enough variations in the reports to provide useful hints on how to reproduce the bug, spend time on the collection. If you (or the programmer) can reproduce the bugs, reopen them and fix or defer them.
- Near the end of the project, do a final review of bugs in the dumpster. These will either close as non-reproducible or be put through one last scrutiny.
- (This is an unusual practical suggestion, but it has worked for clients of mine.)

# IN REVIEW

1. Many reasons for not fixing bugs
2. Non-repro is one of the most common, and most easily defended
3. Few failures are inherently non-reproducible
4. Usually, the critical condition for reproducing the bug is an unusual one, not imagined by the tester
5. Tools help capture information to support troubleshooting
6. Tracking critical conditions for non-repro bugs can improve awareness
7. Multiple reports provide patterns that can help troubleshooting. Keeping multiple reports of non-repro bugs open can help

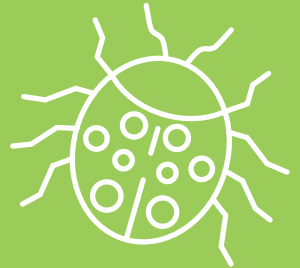
**NEXT: DEALING WITH OTHER  
COMMON REASONS THAT PEOPLE  
DON'T FIX BUGS**



LESSON 5

# ANTICIPATING AND DEALING WITH OBJECTIONS:

THE CONTENT, CLARITY AND  
CREDIBILITY OF THE REPORT



# OVERCOMING OBJECTIONS

Programmers resist spending time on a bug if:

- The programmer can't replicate the defect.
- **The programmer doesn't understand the report.**
- **It will take too much work to figure out what the reporter is complaining about and what steps he actually took.**
  - **We address these in Part 6: Writing clear bug reports**
- It seems unrealistic (e.g. "corner case" or requires a complex sequence of improbable steps)
- Perceived as unimportant: No perceived customer impact, minor failure, unused feature.
- It's (allegedly) not a bug, it's a feature.
- It will take a lot of work to fix the defect or will introduce too much risk into the code.
- Management doesn't care about bugs like this.
- The programmer doesn't like / trust you (or the customer who is complaining about the bug).



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# THE UNREALISTIC FAILURE

We saw this in Part 2, (**corner cases**).

1. use extreme tests to expose bugs
2. then modify the tests to expose bugs under less extreme conditions (or demonstrate that the bugs really are restricted to the extremes)

If the problem DOES only occur in extreme cases:

- How many people might actually run into this extreme? (Get data)
- How serious is the failure? If you can't do the follow-ups:
- Ask for causal analysis before dismissal

## NO CUSTOMER IMPACT: OLD BUG

- The bug has been in the product for several versions, no one (allegedly) cares about it
  - Work with the technical support or help desk manager to check whether no one cares.
  - Outbound support studies are particularly interesting.

# NO CUSTOMER IMPACT: GENERALLY

- If your report of some other type of defect or design issue is dismissed as having “no customer impact,” ask yourself:

HEY, HOW DO THEY KNOW THE CUSTOMER IMPACT?

Then check with people who might actually have data or experience:

- Technical marketing
- Human factors
- Network admins
- In-house power users
- Technical support
- Documentation
- Training
- Maybe sales

THE STAKEHOLDERS WHO ARE  
MOST AFFECTED BY A BUG  
SHOULD EXPLAIN THE BUG'S  
COSTS.



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BUG? WHAT BUG?  
DO YOU SEE A BUG?



# IT'S (ALLEGEDLY) NOT A BUG. IT'S A FEATURE

An argument  
over whether something is a bug is really an argument  
about the oracle you should use  
to evaluate your test results.

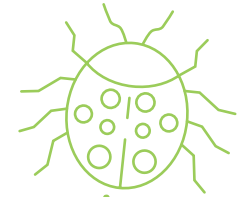
# USE ORACLES TO RESOLVE ARGUMENTS

An oracle is the principle or mechanism by which you recognize a problem.

**“..it works”**

really means

**“..it appeared to meet some requirement to some degree.”**





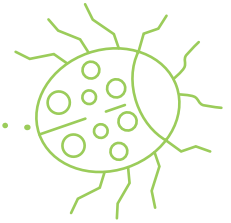
# USE ORACLES TO RESOLVE ARGUMENTS

An oracle is the principle or mechanism by which you recognize a problem.

**“..it doesn't works”**

often means

**“..it violates my expectations.”**



# THE SPECIFICATION ORACLE

Suppose the program says “It’s not a bug because the program meets the specification.”

“Meets the specification” is a heuristic oracle:

- The program might work as specified but offer low value to the stakeholder
- The program NOT work as specified because it
  - works better than the specification
  - handles a situation not anticipated in the specification
  - takes into account stakeholder needs that were missed in the specification.

A PROGRAM THAT EXACTLY  
MEETS A SPECIFICATION  
IS CORRECT IF AND ONLY IF  
THE SPECIFICATION IS COMPLETE  
AND CORRECT



# REMEMBER THOSE ORACLE HEURISTICS

**Consistent within product:** Function behavior consistent with behavior of comparable functions or functional patterns within the product.

**Consistent with comparable products:** Function behavior consistent with that of similar functions in comparable products.

**Consistent with history:** Present behavior consistent with past behavior.

**Consistent with our image:** Behavior consistent with an image the organization wants to project.

**Consistent with claims:** Behavior consistent with documentation or ads.

**Consistent with specifications or regulations:** Behavior consistent with claims that must be met.

**Consistent with user's expectations:** Behavior consistent with what we think users want.  
Consistent with Purpose: Behavior consistent with product or function's apparent purpose.

THESE ARE ESPECIALLY USEFUL  
FOR EXPLAINING A BUG AND ITS  
SIGNIFICANCE.



# IT'S NOT A BUG, IT'S A FEATURE (?)

To argue that the program is misbehaving.

- cite one or more of the oracle heuristics
- show that the heuristic(s) would predict that the program would behave differently
- explain how the program would behave if it conformed to these heuristics
- if possible, tie the difference to potential impact on a stakeholder

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- It's (allegedly) not a bug, it's a feature.
- It will take a lot of work to fix the defect or will introduce too much risk into the code.
- **Management doesn't care about bugs like this.**
- The programmer doesn't like / trust you (or the customer who is complaining about the bug).

# YOU SHOULDN'T REPORT THESE BUGS?

- Report a design issue, it gets rejected. Report essentially the same issue—at what point are you just wasting time?
- Contract-based development, customer rejected some obvious improvements to the product. Should you report them, given that the customer will not pay for them?
- Late in the project, high fear of side-effects. Straightforwardly minor coding errors (spelling mistakes in help text) won't be fixed. Should you report them?
- Alternatives:
  - MIP (mention in passing)
  - Alternate database

DENIAL OF SERVICE ATTACK  
ON A PROJECT:  
REPORT LOTS OF DEFERRABLE  
BUGS LATE IN DEVELOPMENT



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THESE ARE  
PROFOUNDLY  
INFLUENCED BY HOW  
STAKEHOLDERS  
PERCEIVE YOU. MORE  
ON THAT IN PART 5.



# SUMMING UP

Programmers and project managers reject bugs for a lot of reasons.

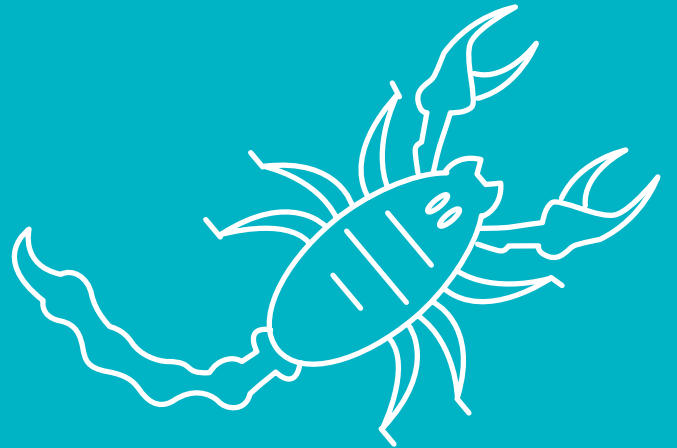
Some of these sound unreasonable on their face, however:

- Sometimes, they are not unreasonable
- You can have a big impact on whether one of these types of rejections happens, or is accepted by the triage team,
  - by the wording of your reports, and
  - the research you provide beyond the specific reproduce-the-bug details.



LESSON 6

# CREDIBILITY AND INFLUENCE



# INFLUENCE AND CREDIBILITY

Some people are more successful at getting the bugs they report fixed than others. Why?

- One factor is the technical quality of the report (follow-up testing, impact analysis, clarity of writing, etc.)
- A different factor is the extent to which the reporter is credible or influential with the people who are evaluating the report.

**How do you build (or lose) that influence?**

# YOUR CHOICES AND YOUR CREDIBILITY

What happens to your reputation if you:

- Report every bug, no matter how minor, to make sure no bug is ever missed?
- Report only the serious problems (the “good bugs”)?
- Fully analyze each bug?
- Only lightly analyze bugs?
- Insist that every bug get fixed?

Your decisions reflect on your judgment and will cumulatively affect your credibility.

The comprehensibility of your reports and the extent and skill of your analysis will also have a substantial impact on your credibility.

Testing Computer Software, pages 90-97, 115-118

# MANAGING A SERIES OF DECISIONS - 1

Bug handling involves a series of many decisions by different people, such as:

Tester:

- Should I report this bug?
- Should I report these similar bugs as one bug or many?
- Should I report this awkwardness in the user interface?
- Should I stop reporting bugs that look minor?
- How much time should I spend on analysis and styling of this report?

# MANAGING A SERIES OF DECISIONS - 2

Programmer:

- Should I fix this bug or defer it?

Project Manager:

- Should I defer this bug?
- If the programmer wants to defer this bug, should I approve that?
- Do I know what the underlying problem is? Does the programmer? Do we know if there are other risks? Do I know how long this will take to fix? Do I know what decision to make? Do I trust the programmer's intuition or judgment?

# MANAGING A SERIES OF DECISIONS - 3

Tester:

- Should I appeal the deferral of this bug?
- How much time should I spend analyzing this bug further?

ONE CRITICAL LESSON:  
IF YOU'RE GOING TO FIGHT, WIN



# MANAGING A SERIES OF DECISIONS - 4

Test Group Manager (or Test Lead):

- Should I make an issue about this bug?
  - If the project team won't fix it, should I raise it with more senior management?
  - Is my staff being treated with appropriate respect in this process?
  - Was this deferred because my staff is writing weak bug reports?
- Should I encourage my tester to
  - investigate the bug further?
  - argue the bug further?
  - or to quit worrying about this one?
  - or should I just keep out of the discussion this time?

# MANAGING A SERIES OF DECISIONS - 5

Customer Service, Marketing, Documentation:

- Should I ask the project manager to reopen this bug?
- (The tester appealed the deferral) Should I support the tester this time?
- Should I spend time trying to figure this thing out?
- Will this require extra work on the manual / support notes / advertising / help?

Director, Vice President, other senior staff:

- Should I override the project manager's deferral of this bug?



# MODELING DECISION-MAKING

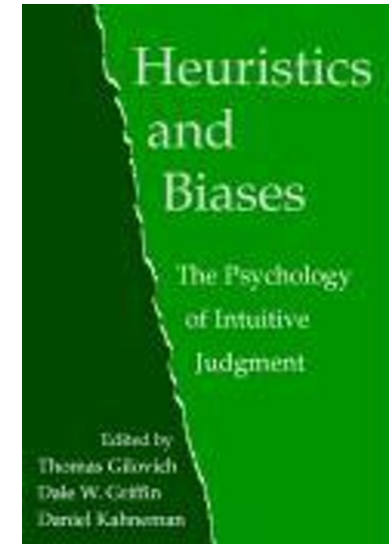
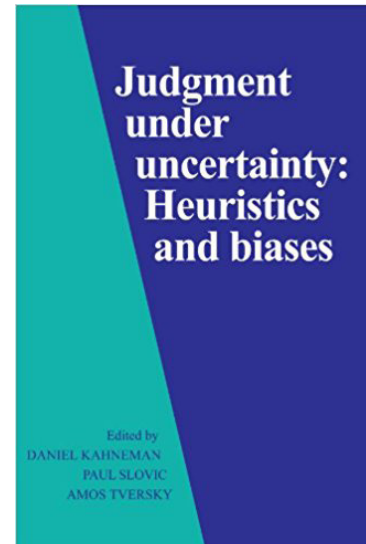
Bug reporting / fixing involves a series of decisions:

- made under time pressure
- with incomplete information
- and incomplete knowledge of consequences.

Some decisions will be wrong.

Decision-making under uncertainty is influenced by:

- the available information
- the decision-maker's heuristics
- the decision-maker's biases



# DECISIONS ARE SUBJECT TO BIAS

Much of this is unconscious.

The bias testers are most familiar with in testing is preferred result: Glen Myers (Art of Software Testing): testers who want to find bugs are more likely to notice program misbehavior than people who want to verify that the program works correctly.

Under the name Experimenter Effects, this phenomenon has been widely studied and confirmed across the fields of science.

If you WANT an experiment to come out one way instead of another, you are more likely to get that result. That is, you are likely to bias how you design the experiment, how you run the experiment, how you deal with your mistakes, how you analyze the data, how you read the graphs—to yield what you are looking for.

FOR MUCH MORE  
ON THIS, SEARCH  
THE PHRASE  
"EXPERIMENTER  
EFFECTS" OR  
FOR WRITINGS  
BY ROBERT  
ROSENTHAL



# DECISIONS ARE SUBJECT TO BIAS

Prime biasing variables are:

- **Motivation (preferred result)**
- **Perceived probability:**
  - If you think that an event is unlikely, you will be substantially less likely (below the actual probability) to report it.
- **Expected consequence of a decision:**
  - What happens if you make a False Alarm? Is this worse than a Miss or less serious?
- **Perceived importance of the task:**
  - A person who perceives a decision as very important may be much more likely to rely on careful observation and less likely to respond randomly or primarily on their biases...

SINCE THE 1950'S,  
APPLICATION OF SIGNAL  
DETECTION THEORY TO  
HUMAN PERCEPTION  
HAS HAD A PROFOUND  
INFLUENCE ON THE  
NATURE AND QUALITY OF  
MODELS  
OF SUBJECTIVE  
EXPERIENCE.



# SIGNAL DETECTION & RECOGNITION

## Hit

The signal (the event you are looking for) is present and you detect (recognize) it. **In the testing case, you are looking for a bug, a software failure.**

## Miss

The signal (the program fails) is present, but you don't recognize it

## False Alarm

The signal is not present (the program works OK), but you report the signal (write a bug report)

## Correct Rejection

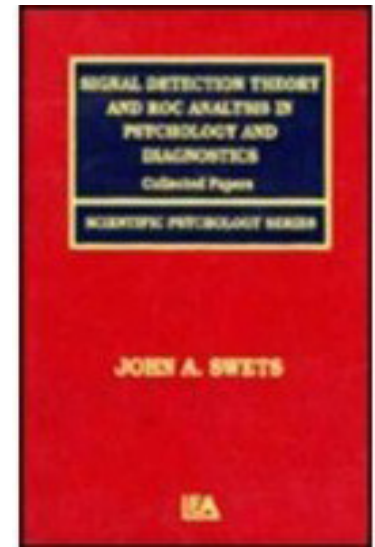
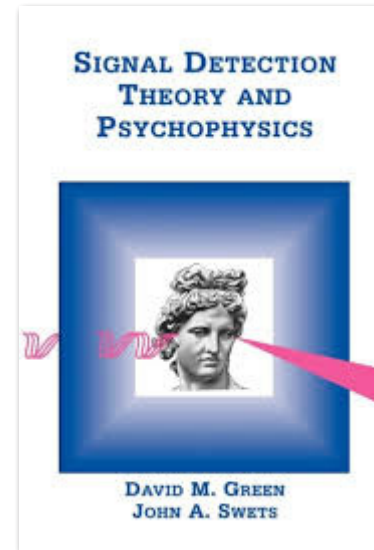
The signal is not present and you don't report it as present

		Response	
		Feature	Bug
Actual Event	Bug	Hit	Miss
	Feature	False Alarm	Correct Rejection

# MAKING DECISIONS UNDER UNCERTAINTY

We make decisions with incomplete information and **therefore** we make mistakes.

- How can we reduce the number of false alarms without increasing the number of misses?
- How can we increase the number of hits without increasing the number of false alarms?
- Pushing people to make fewer of one type of reporting error will **inevitably** result in an increase in another type of reporting error.
- Training, specs, etc. help, but the basic problem remains.



# DECISIONS HAVE CONSEQUENCES

Test groups establish policies and procedures for handling bugs, as do the groups who receive and evaluate the bug reports.

Those policies affect how the bugs are treated, both directly (that's what policies DO) and indirectly (by creating biases)

Bug reporting policymakers must consider the effects on the overall decision-making system, not just on the tester and first-level bug reader.

# TO IMPROVE THE QUALITY OF REPORTS

- Give people the time needed to do good work and show that you expect good work
- Give feedback to reporters that explains why their reports were rejected:
  - weak communication quality
  - weak analysis
  - weak underlying problem
  - exaggerated or incredible assessment of consequences.
- Explain the costs of spurious reports:
  - processing time
  - opportunity cost

IF YOU WANT *BETTER* REPORTS,  
USE COLLEGIAL FEEDBACK TO  
TRAIN THE REPORTER.



# BIASING PEOPLE WHO REPORT BUGS

**Increase** probability that people report bugs:

- Encourage testers to report all anomalies.
- Praise well-written reports.
- Create contests to recognize best bug reports.
- Publish feedback about the impact of bug fixes (estimated savings in support costs).
- Give feedback to non-testers who report bugs about the results of their reports.
- Adopt a formal system for challenging bug deferrals.
- Give positive feedback (“keep up the good work”) when a genuine bug is reported, but deferred.



# BIASING PEOPLE WHO REPORT BUGS

**Increase** probability that people report bugs:

- Manage the friction that comes from bugs hitting the system at hard-to-handle times. Weigh schedule urgency consequences against an appraisal of quality costs.
  - Early in the schedule, report all types of bugs
  - late in the schedule,
    - be more selective about challenging the design, identifying desirable additional benefits, or reporting low-visibility minor problems.
    - allow for informal reporting processes so that serious bugs can get noticed quickly (MIP-mention in passing).
    - set up a separate database for design / minor issues (which will be evaluated for the start of the next release).

# BIASING PEOPLE WHO REPORT BUGS

## **Reduce** valid bugs:

- convince them their work is pointless or will be ignored,
- make them feel unappreciated,
- make them feel as though they aren't team players or they have a bad attitude
- treat every report as a personal attack,
- emphasize the urgent need for this product in the field
- create incentives for not reporting bugs, or
- create incentives for other people to pressure them not to report bugs.

# BIAS-RISKY CONDUCT

- **Don't use bug statistics for employee bonus or discipline.**
- **Don't use bug stats to embarrass people.**
- Be very cautious about filtering reports of “bugs” you consider minor (or features). Refusing to allow someone else's reports into the bug database discourages them.
- Rarely change an in-house bug reporter s language without their free permission. Show respect for their words. Add your comments as additional notes.
- Monitor language in the reports that is critical of the programmer or the tester.
- Don't uncritically accept someone's dismissal of a tester's report as very unlikely in the field.

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# BIASING PEOPLE WHO EVALUATE BUG REPORTS

These reduce the probability that the bug will be taken seriously and fixed.

- **Language critical of the programmer**
- **Inflated estimate of the bug's severity**
- **Pestering & refusing to ever take "No" for an answer**
- **Incomprehensibility, excessive detail, or apparent narrowness of the report**
- Tight schedule (no time to fix anything)
- Weak reputation of the reporter
- Management encouragement to ignore / defer bugs
- Contempt for the end user or customer

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# BIASING PEOPLE WHO EVALUATE BUG REPORTS

These increase the probability that a bug will be taken seriously and fixed.

- It conflicts with reliability or regulatory requirements in this market, or violates the contract
- Persuasive real-world impact
- Reported by customer/beta (who says it's important) rather than internally
- Strong reputation of the reporter
- Weak reputation of the programmer who created or deferred the bug
- Poor quality/performance compared to competitive product(s)
- News of litigation in the press.



# CLARIFY EXPECTATIONS

An important test management task is to facilitate understanding and agreement about the policies and procedures for bug reporting / tracking.

- Track open issues / tasks or just bugs?
- Track documentation issues or just code?
- Track minor issues late in the schedule or not?
- Track issues outside of the published spec and requirements or not?
- How to deal with similarity?

**MAKING THE RULES  
EXPLICIT HELPS PREVENT  
MISUNDERSTANDINGS ABOUT  
WHAT'S PERSONAL AND  
WHAT'S NOT.**



# SUMMING UP

Some people are more successful at getting bugs fixed. Keeping in mind the subjective factors in assessing bug reports, they:

- Write good reports (clear writing, good troubleshooting)
- Report significant problems
- Never exaggerate the severity of their bug
- Provide good reasons / data for arguing that a bug should be fixed, or admit that they are speaking from intuition
- Treat the programmers and other stakeholders with courtesy and respect (even—especially—ones who don't deserve it.)

IF THEY RESPECT YOU AND  
LIKE YOU, THEY'LL TREAT YOUR  
BUG REPORTS WITH MORE  
RESPECT.



# BLACK BOX SOFTWARE TESTING

## BUG ADVOCACY

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INSTITUTE OF TECHNOLOGY

AND

JAMES BACH PRINCIPAL, SATISFICE INC.



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