

Agile Testing

Embrace Uncertainty

Naresh Jain

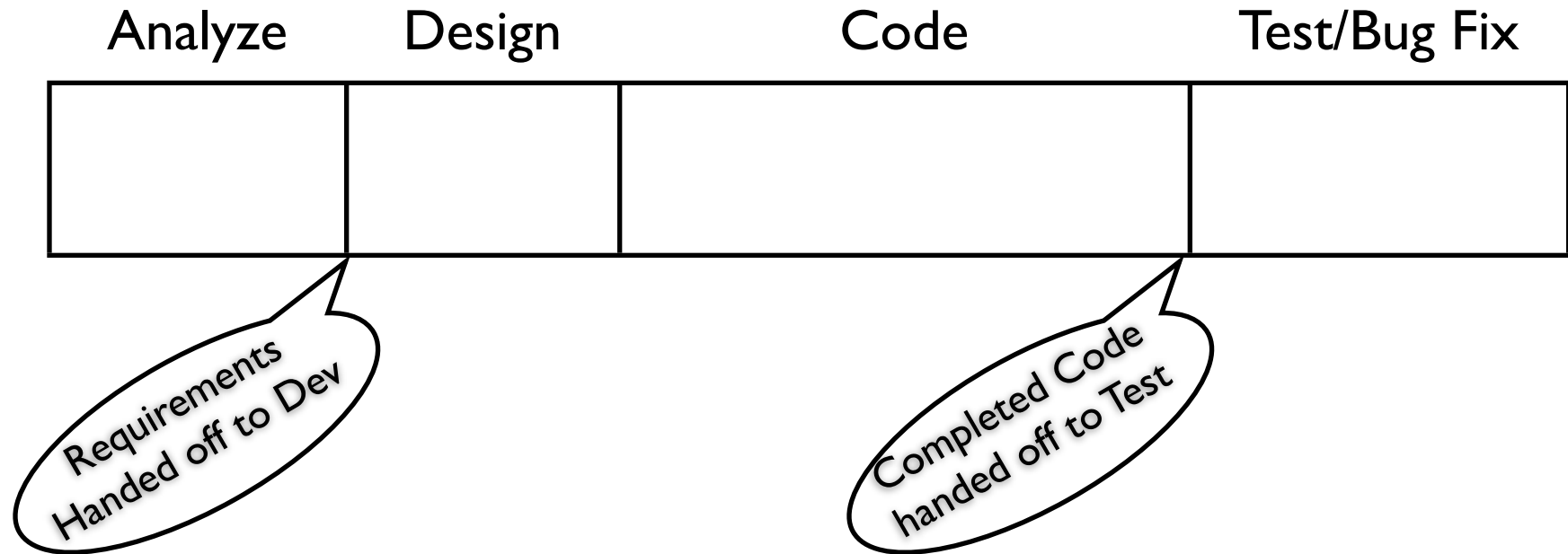
naresh@agilefaqs.com

Objective

- ☑ Introduce Agile Testing Concepts
 - ☑ Some background about Agile
 - ☑ Compare with Traditional Testing practices
 - ☑ Highlight the fundamental shift in Thought Process
- ☑ Discuss some tools and techniques used
- ☑ Some pointers to help you try some of these techniques

Traditional Software Development

With great optimism and the best of intentions, The Project Plan is announced

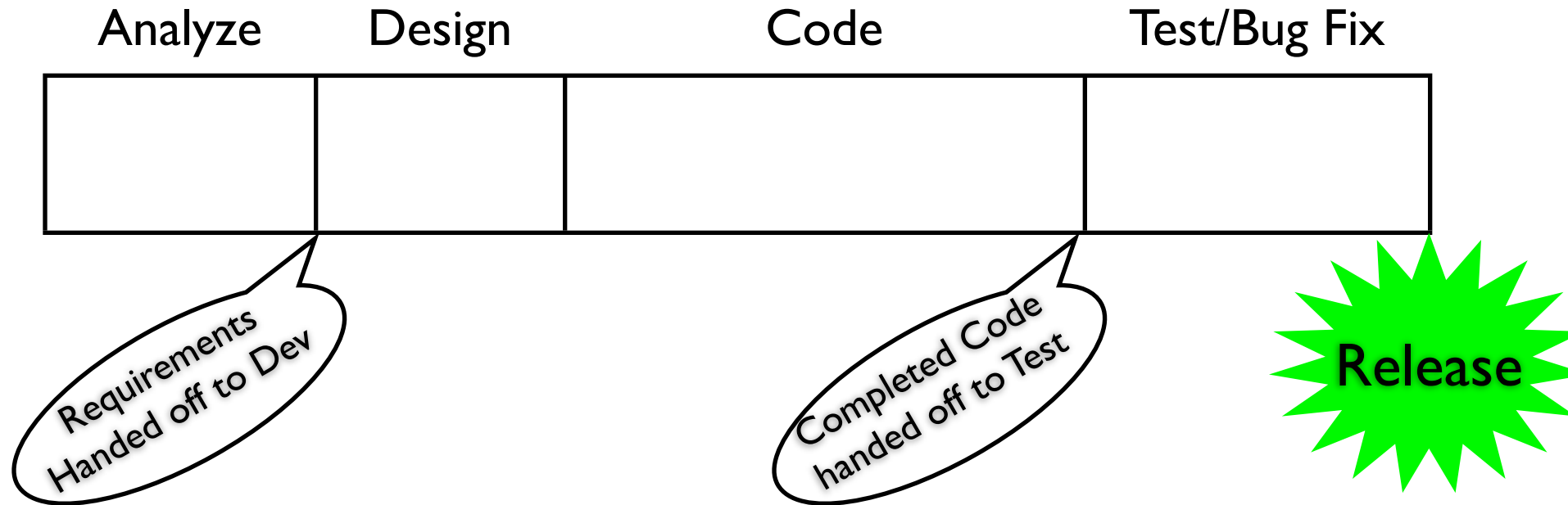


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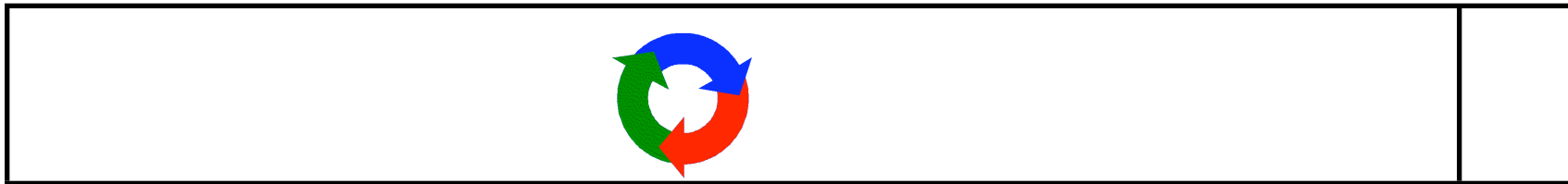
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Reality

Inevitably, the project plan is revised

Analyze, Design and Code

Test/Bug Fix



Completed Code
handed off to Test

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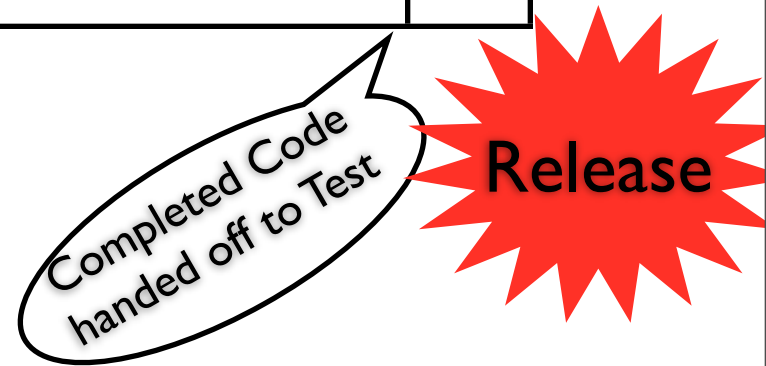
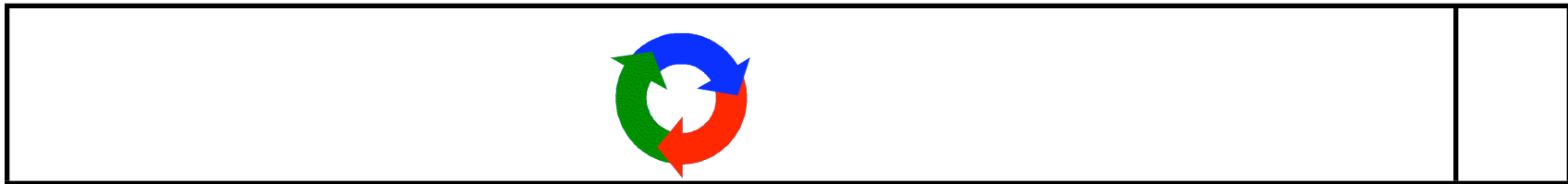
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Controlling the Chaos

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Controlling the Chaos

Traditional testing practices attempt to manage the chaos (or at least avoid the blame):

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Controlling the Chaos

Traditional testing practices attempt to manage the chaos (or at least avoid the blame):

- ☑ “Last Defender of Quality” stance

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Controlling the Chaos

Traditional testing practices attempt to manage the chaos (or at least avoid the blame):

- ☑ “Last Defender of Quality” stance
- ☑ Strict change management

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- ☑ Detailed preparation and up front planning

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- ☑ Heavyweight test automation focused on regression

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- ☑ Heavyweight test automation focused on regression
- ☑ Attempts at process enforcement

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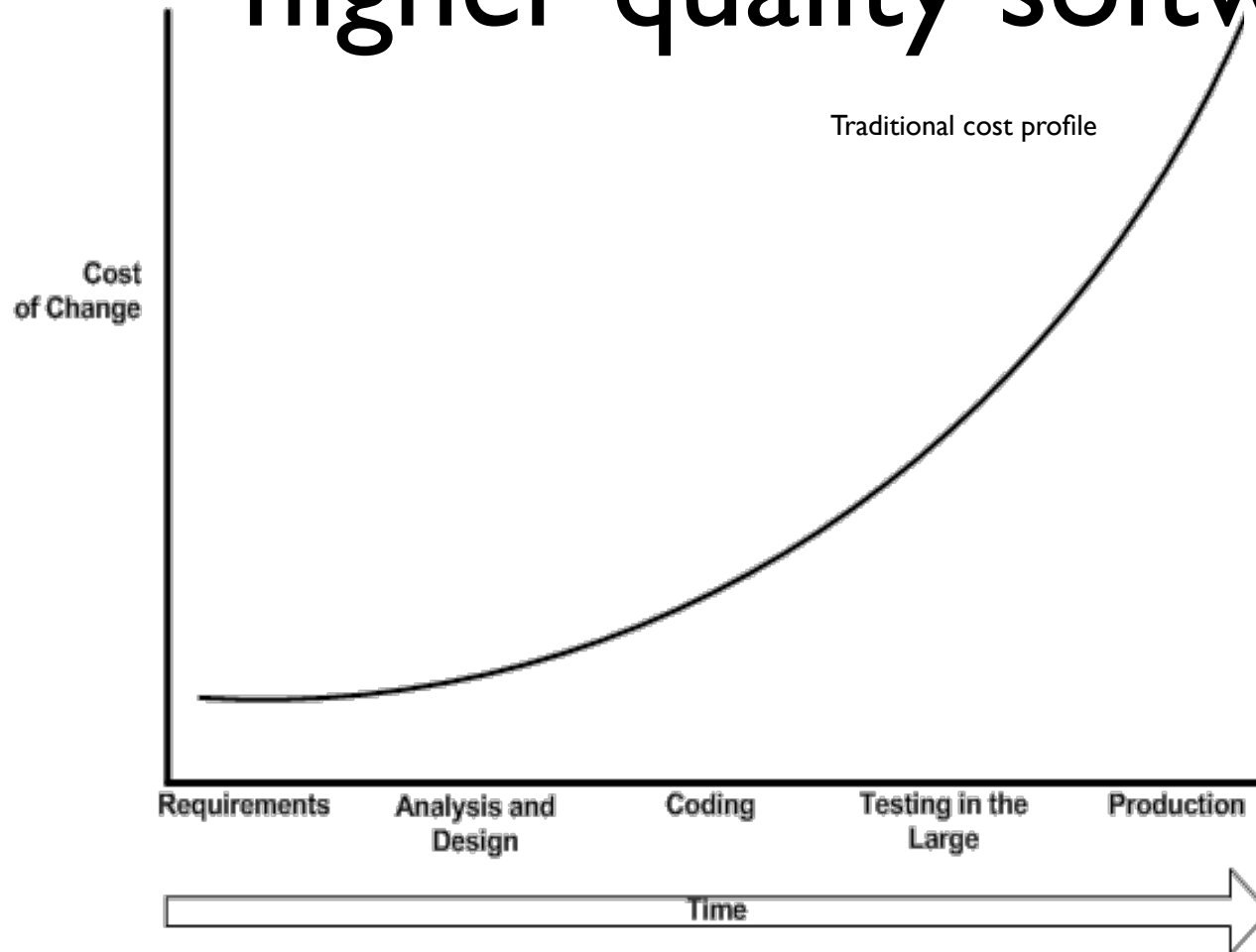
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Project Management Triangle

Project Management Triangle

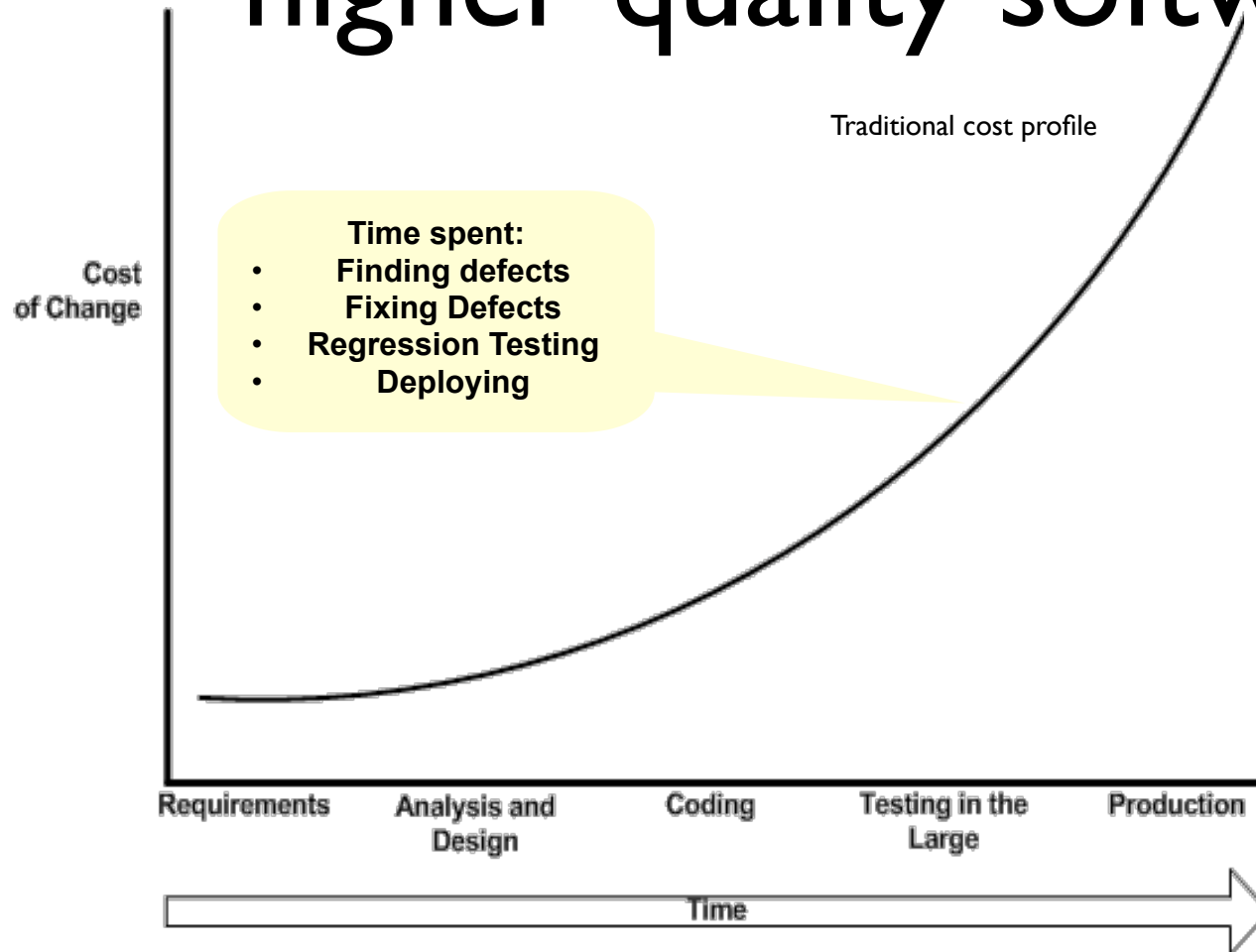


Lower cost of change through higher quality software



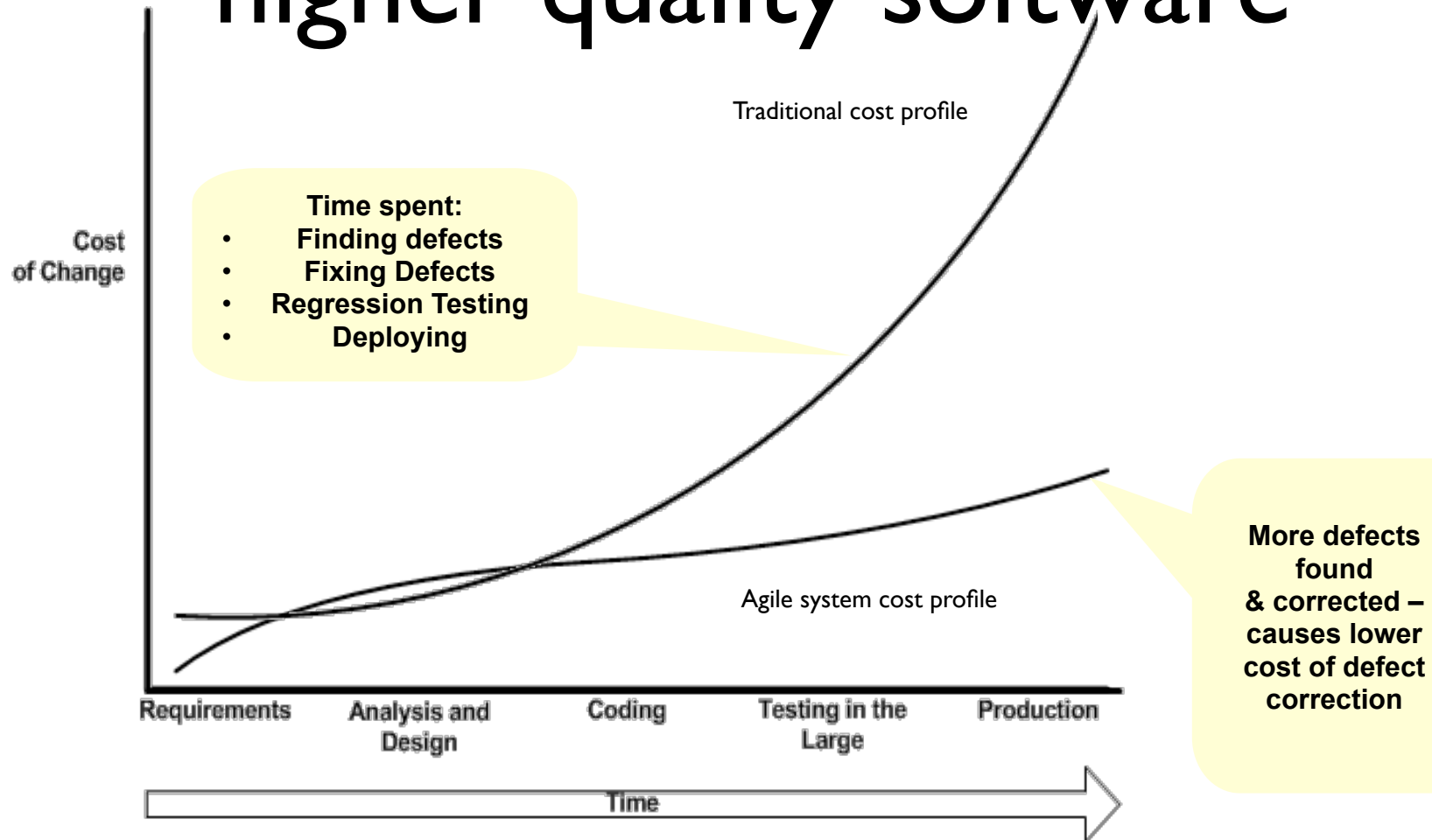
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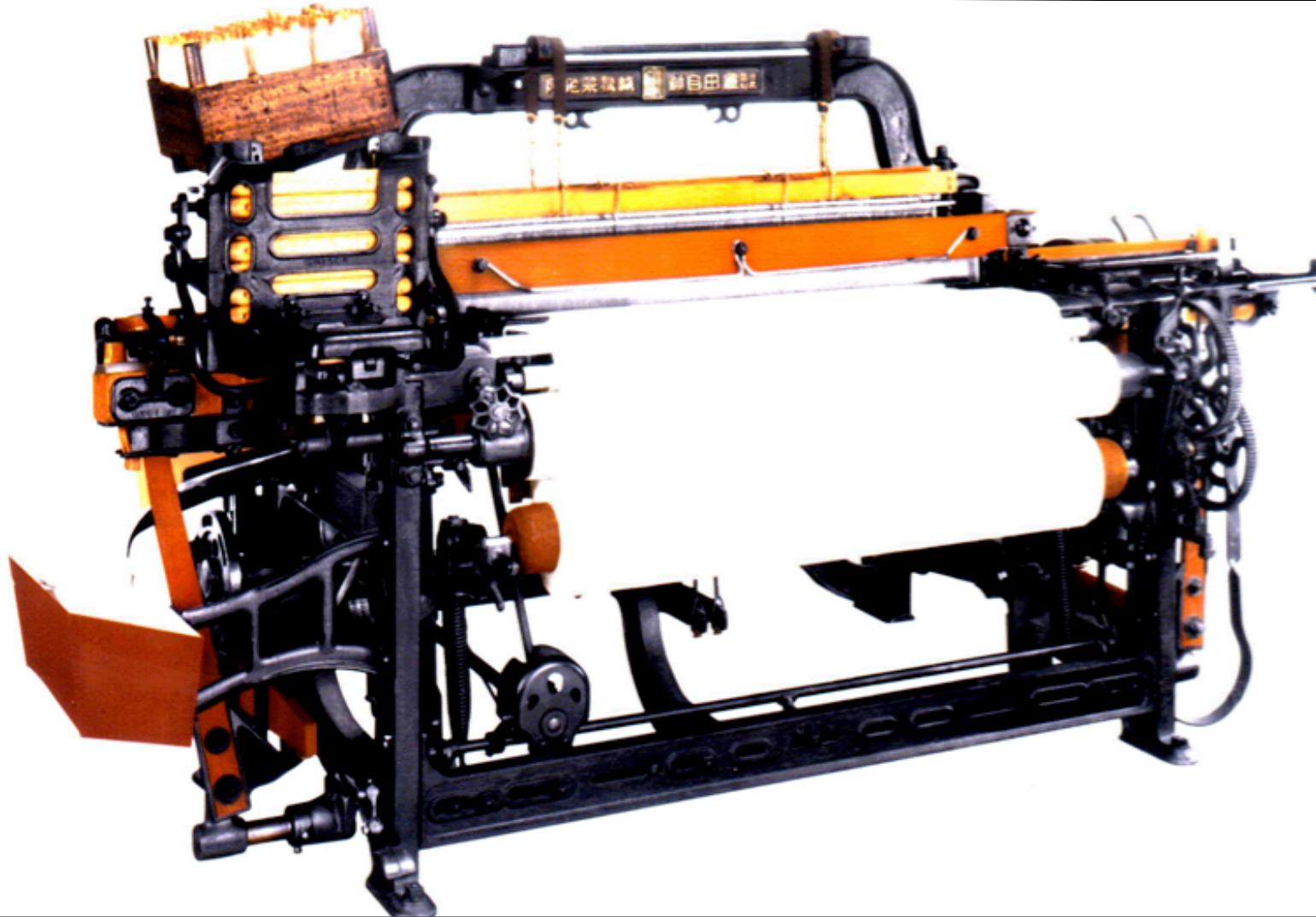


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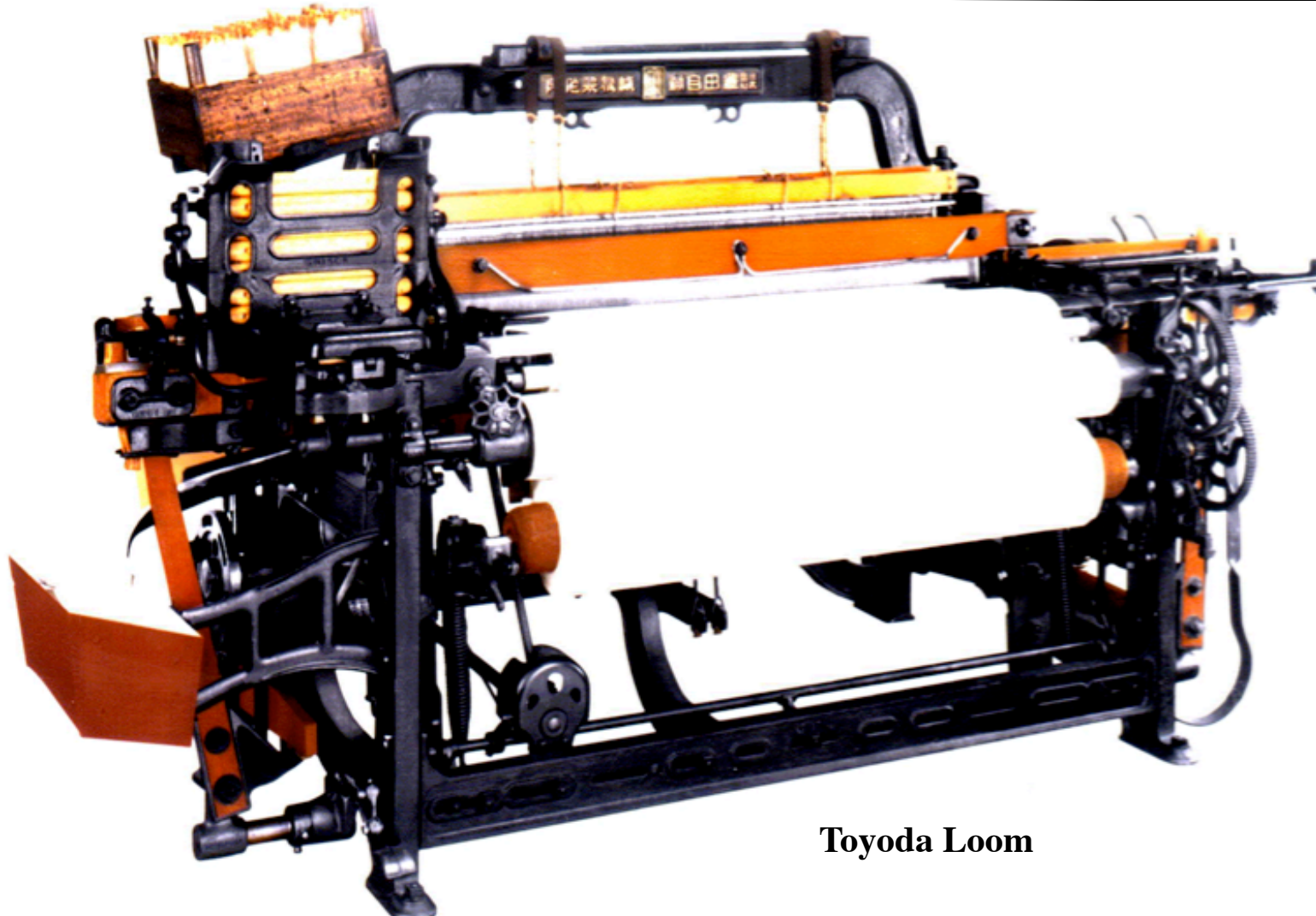
Lower cost of change through higher quality software



Building Quality into the Process

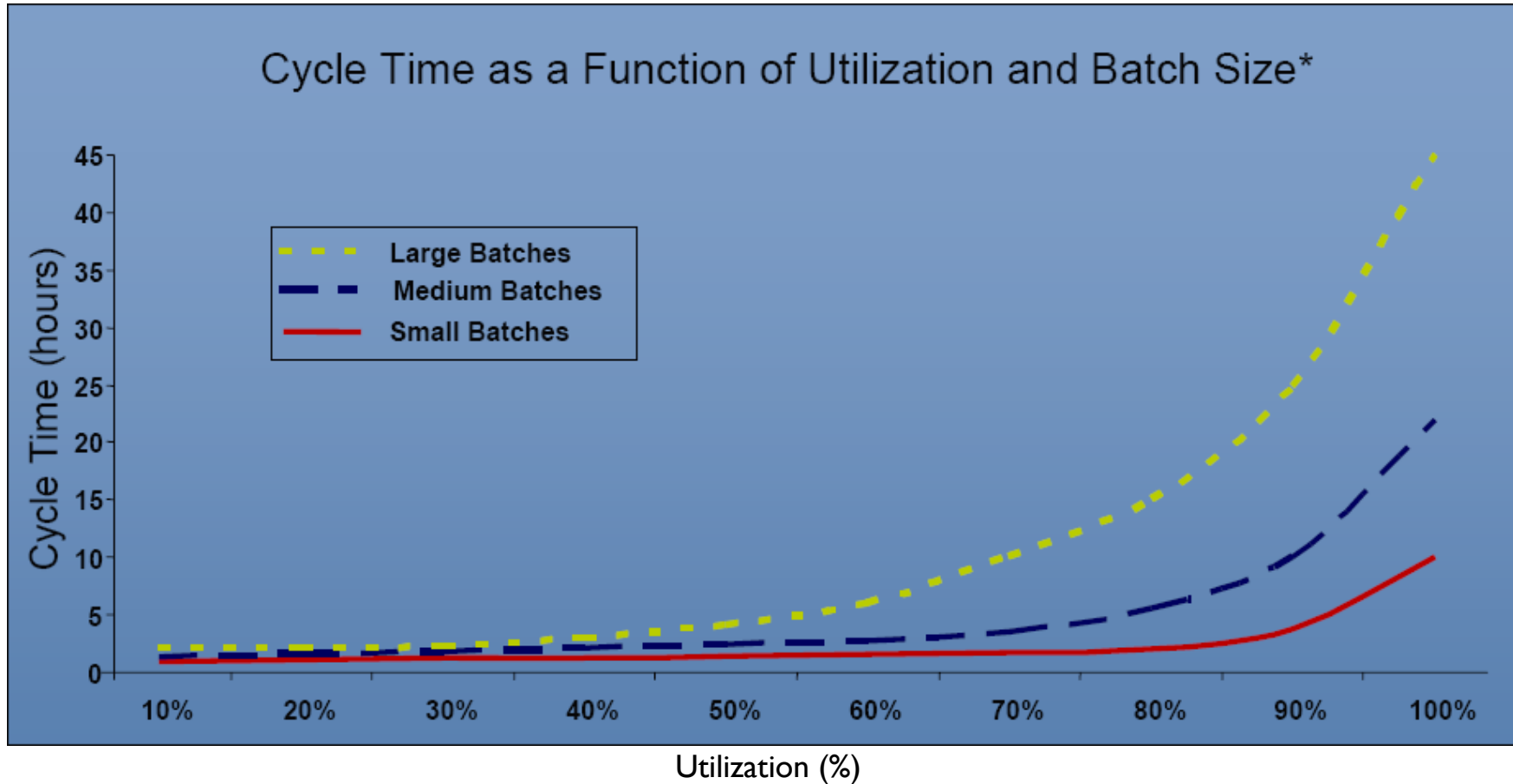


Building Quality into the Process



Toyoda Loom

Lessons from Queuing theory



Source: Beyond Agile Software Development Becoming Lean, Mary Poppendieck, Poppendieck.Illc

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Traditional Software Development



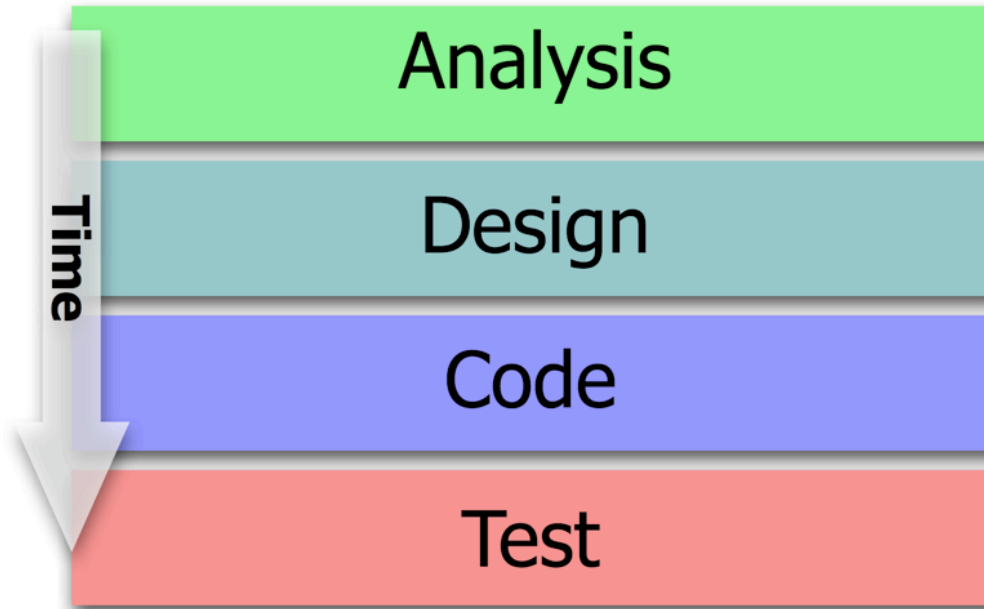
Analysis

Design

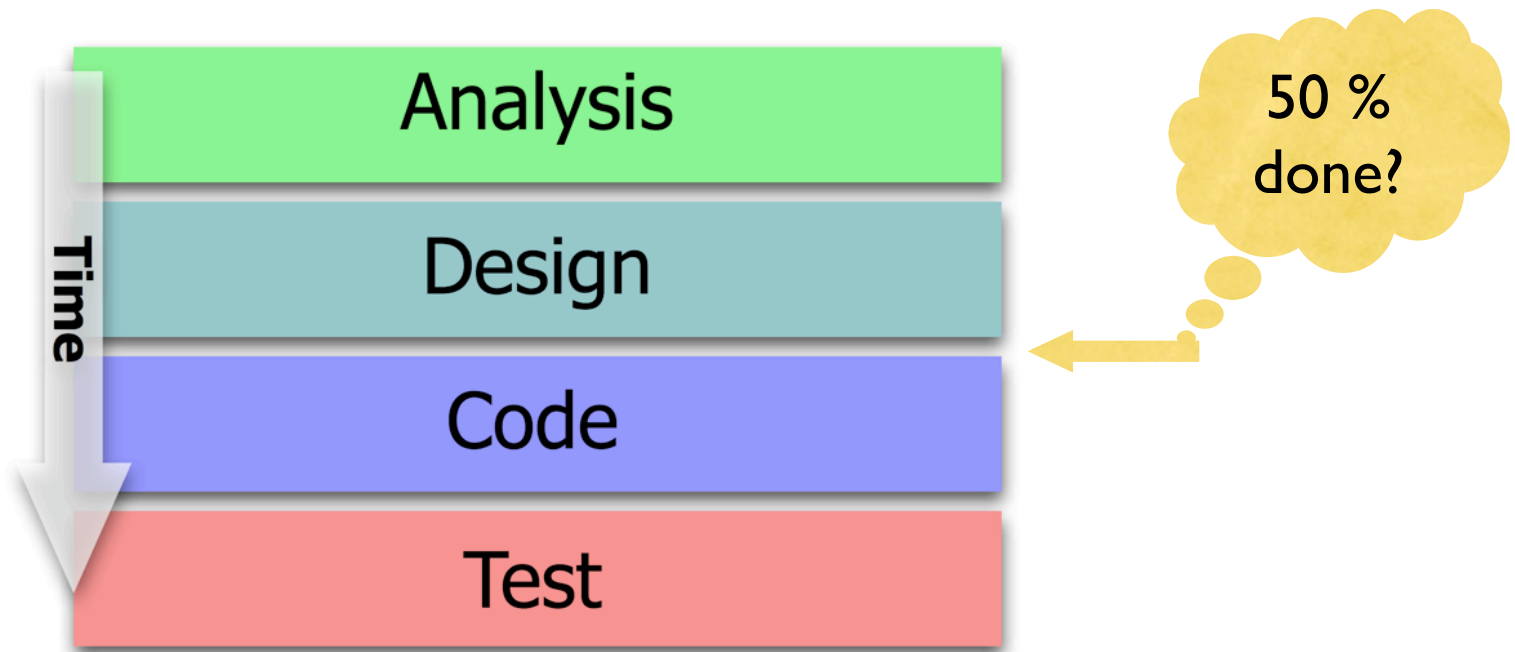
Code

Test

Traditional Software Development



Traditional Software Development



Applying Lean Principles to Software Development ...

A better way of doing the same

Time 
Analysis

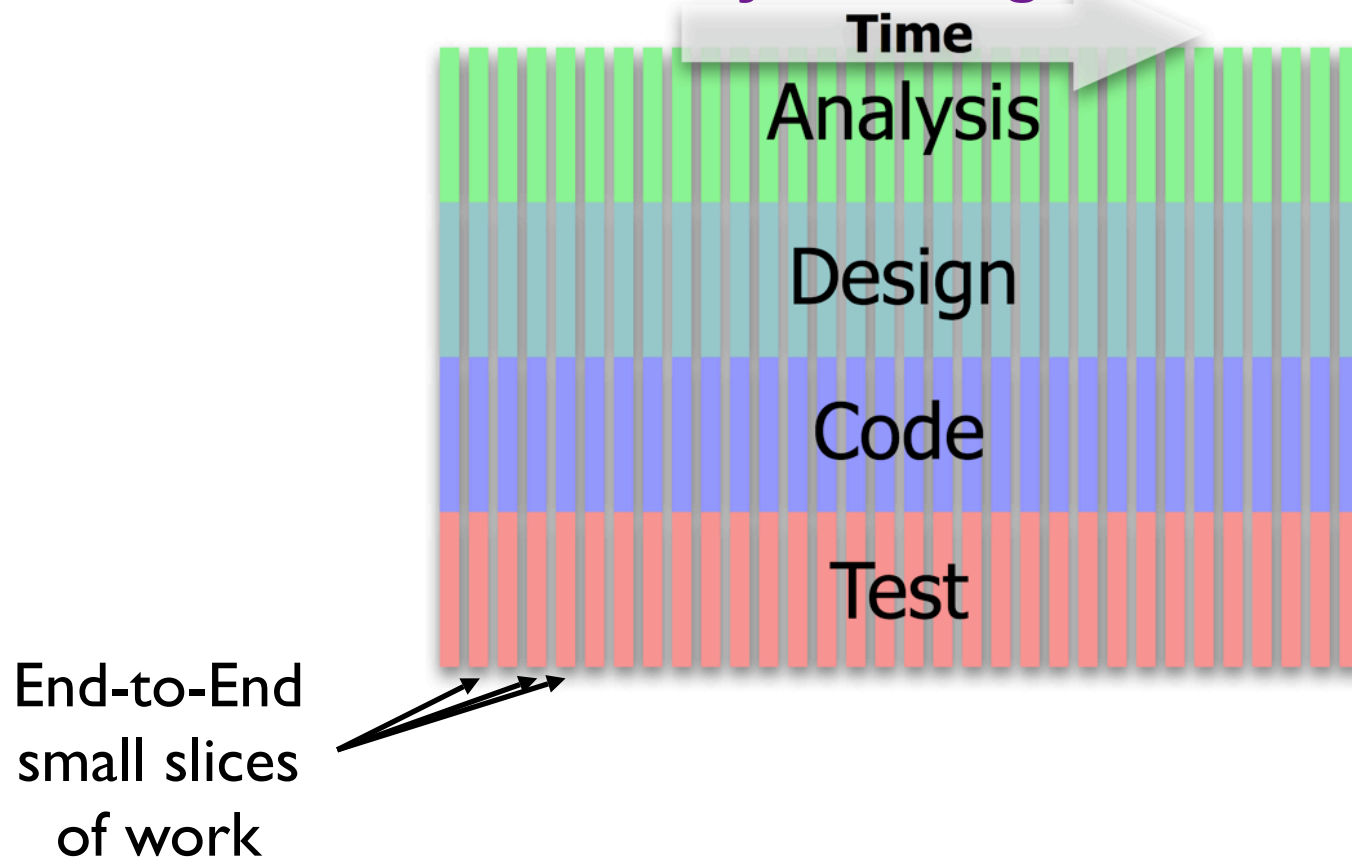
Design

Code

Test

Applying Lean Principles to Software Development ...

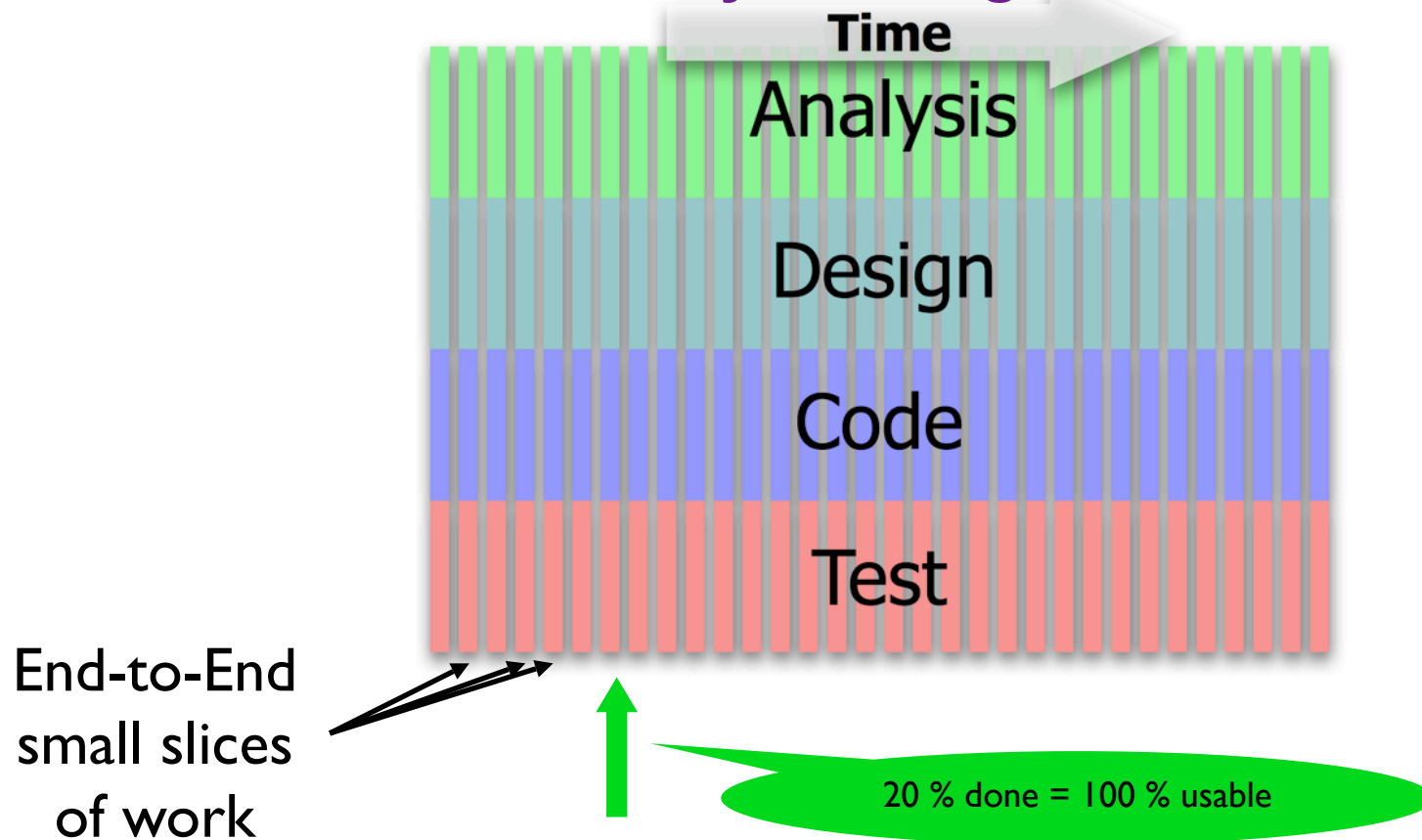
A better way of doing the same



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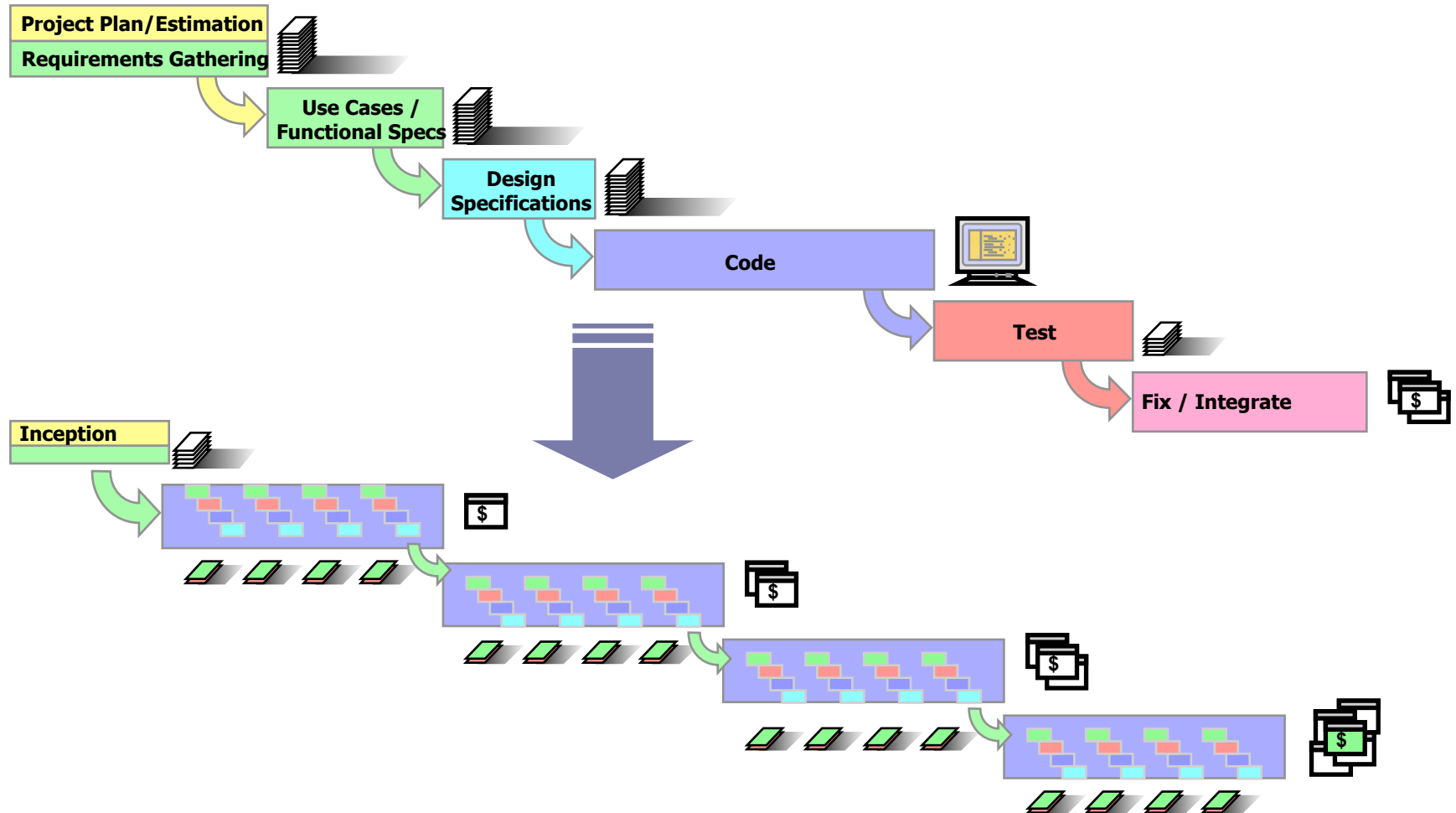
Applying Lean Principles to Software Development ...

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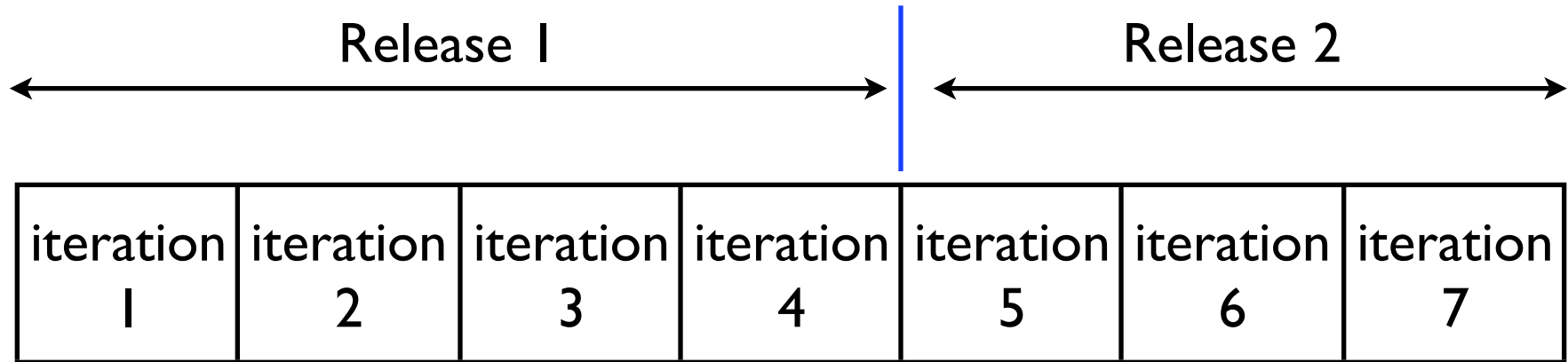


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Traditional vs Agile



Agile = Continuous Stream of Value



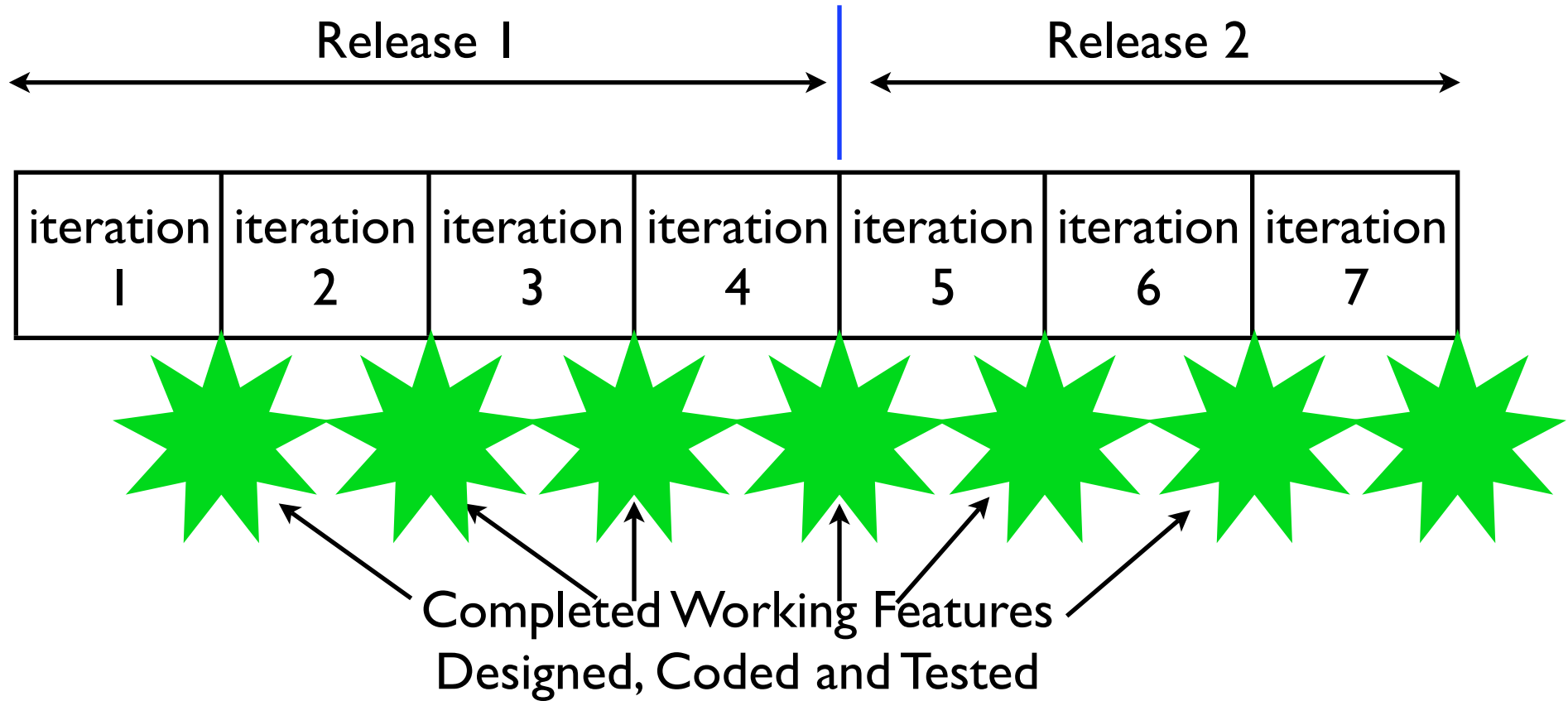
Completed Working Features
Designed, Coded and Tested



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Agile = Continuous Stream of Value



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Becoming Agile : Delivering Value

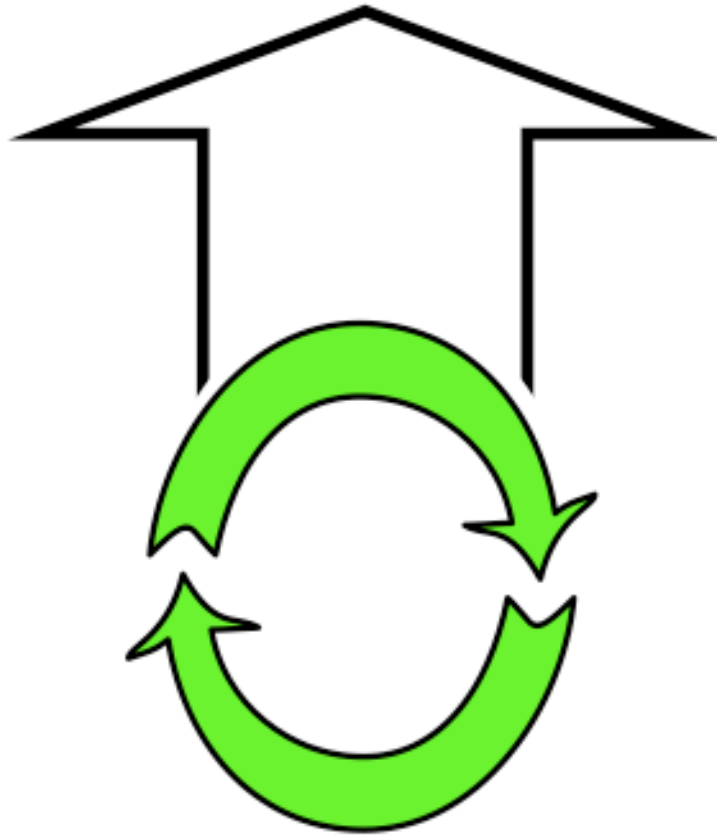


Increase the rate of
delivery
(usually with
smaller increments)

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Becoming Agile : Increasing Feedback

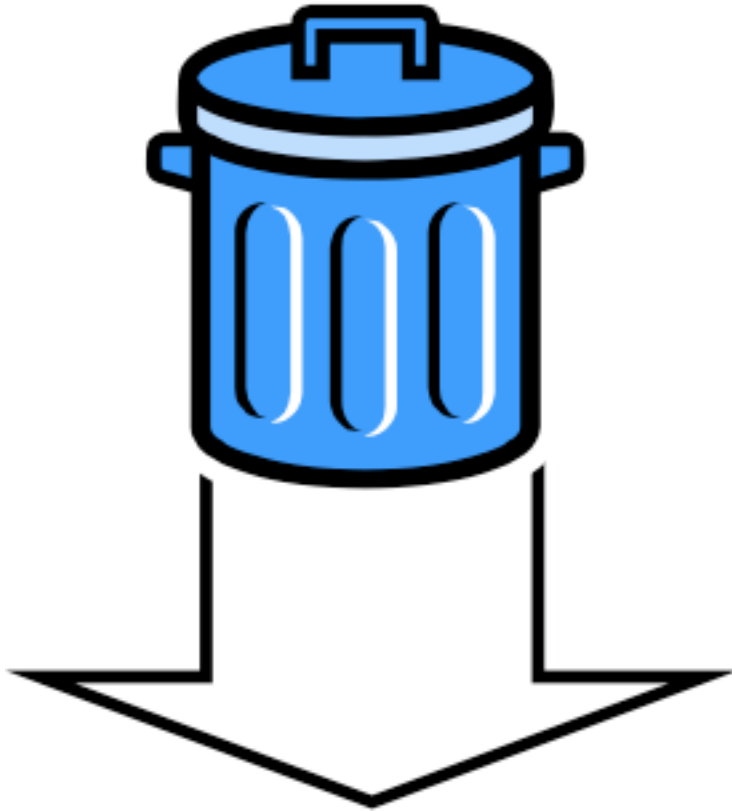


Increase the rate
and quality
of *feedback*

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Becoming Agile : Reducing Waste

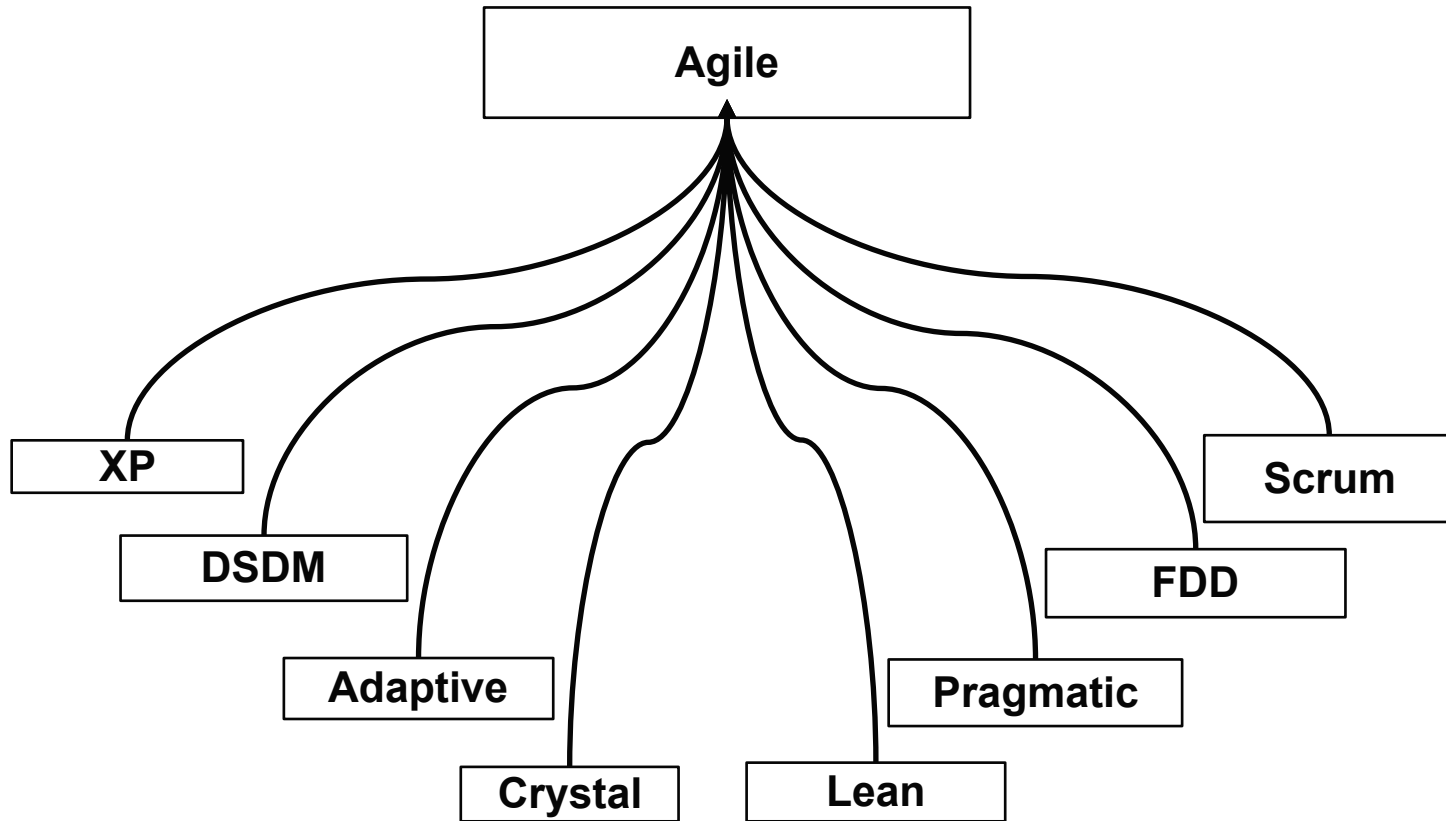


Reduce *waste*

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Agile Umbrella



A typical XP Project

A typical XP Project

Project  1 year

A typical XP Project

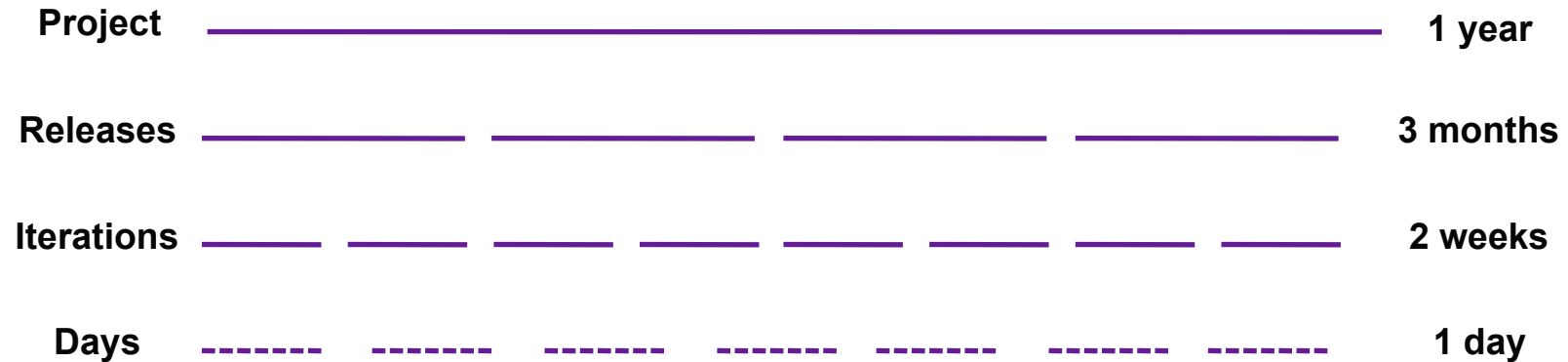
Project _____ 1 year

Releases _____ 3 months

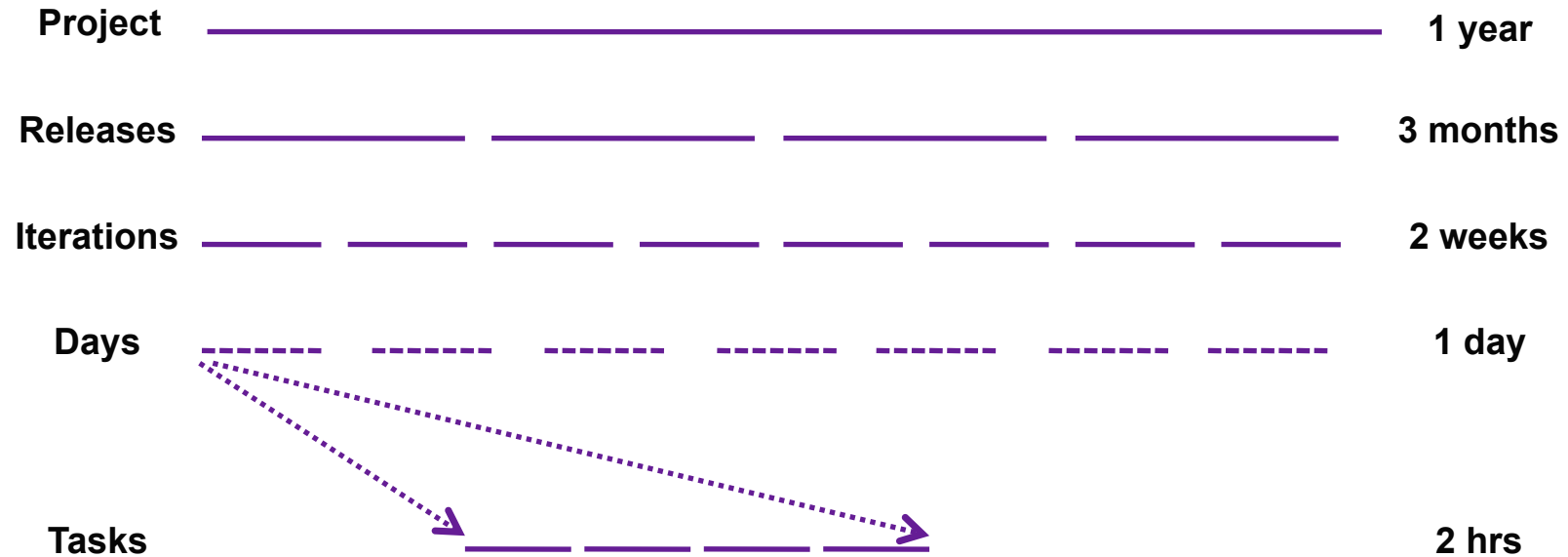
A typical XP Project



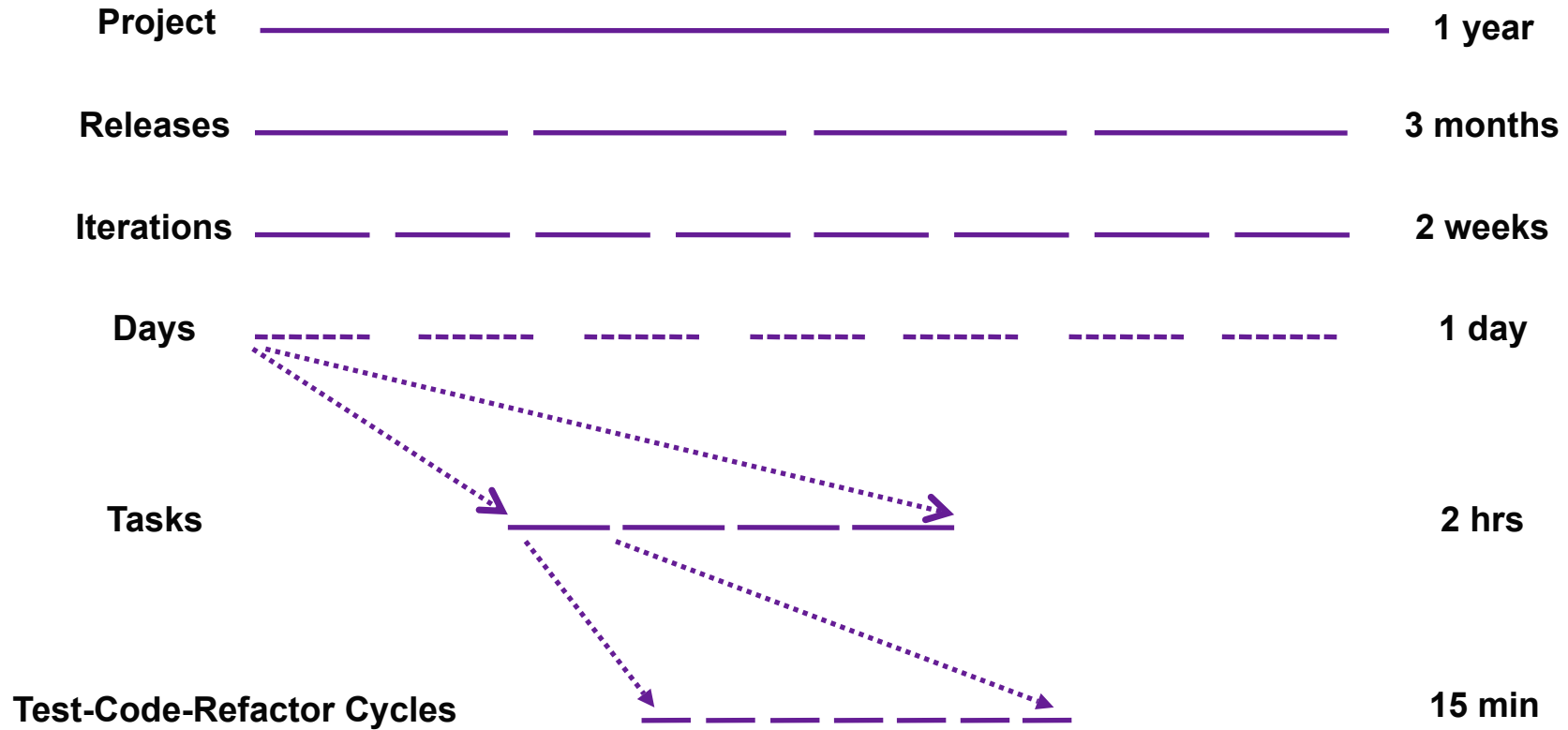
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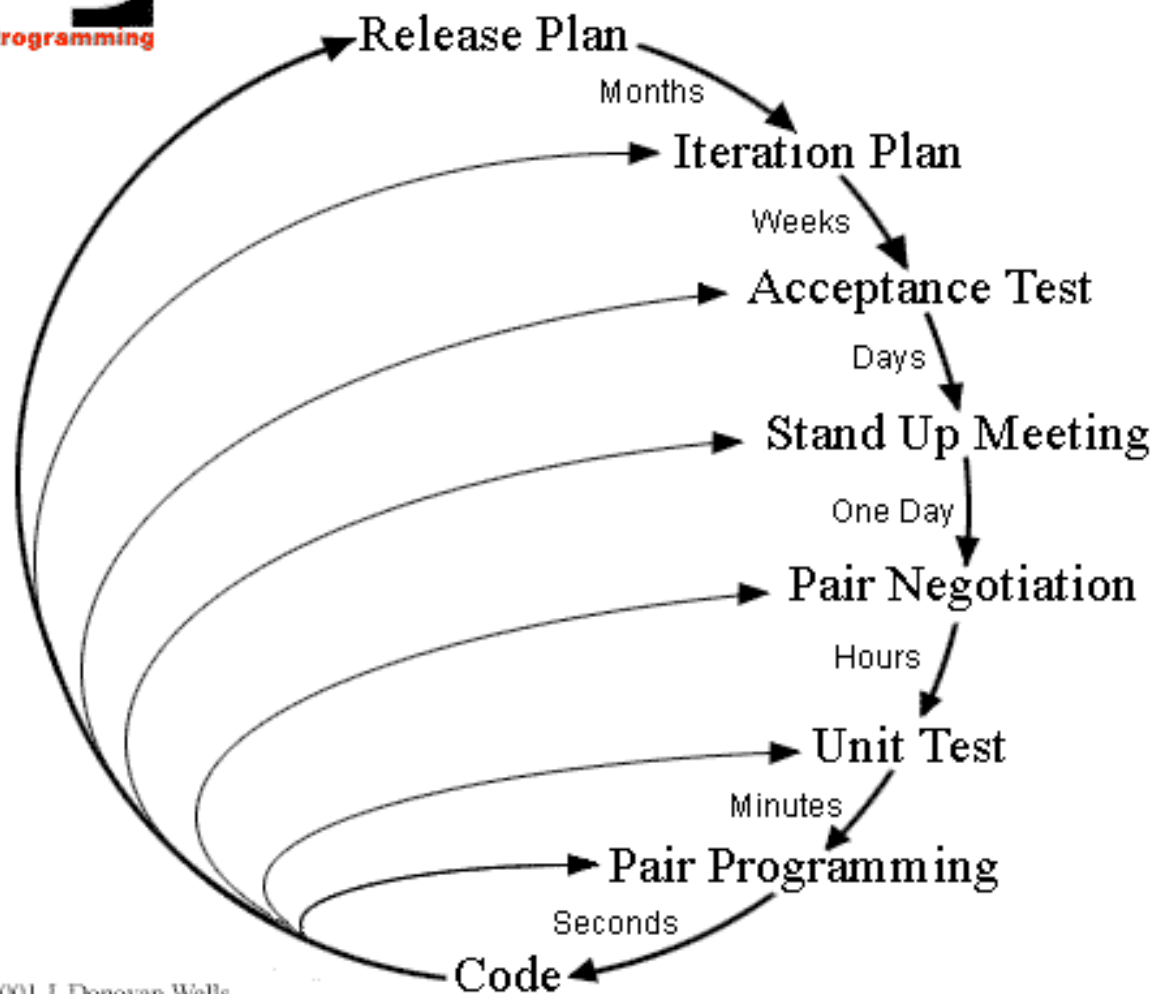


A typical XP Project





Planning/Feedback Loops Zoom Out



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Key Questions

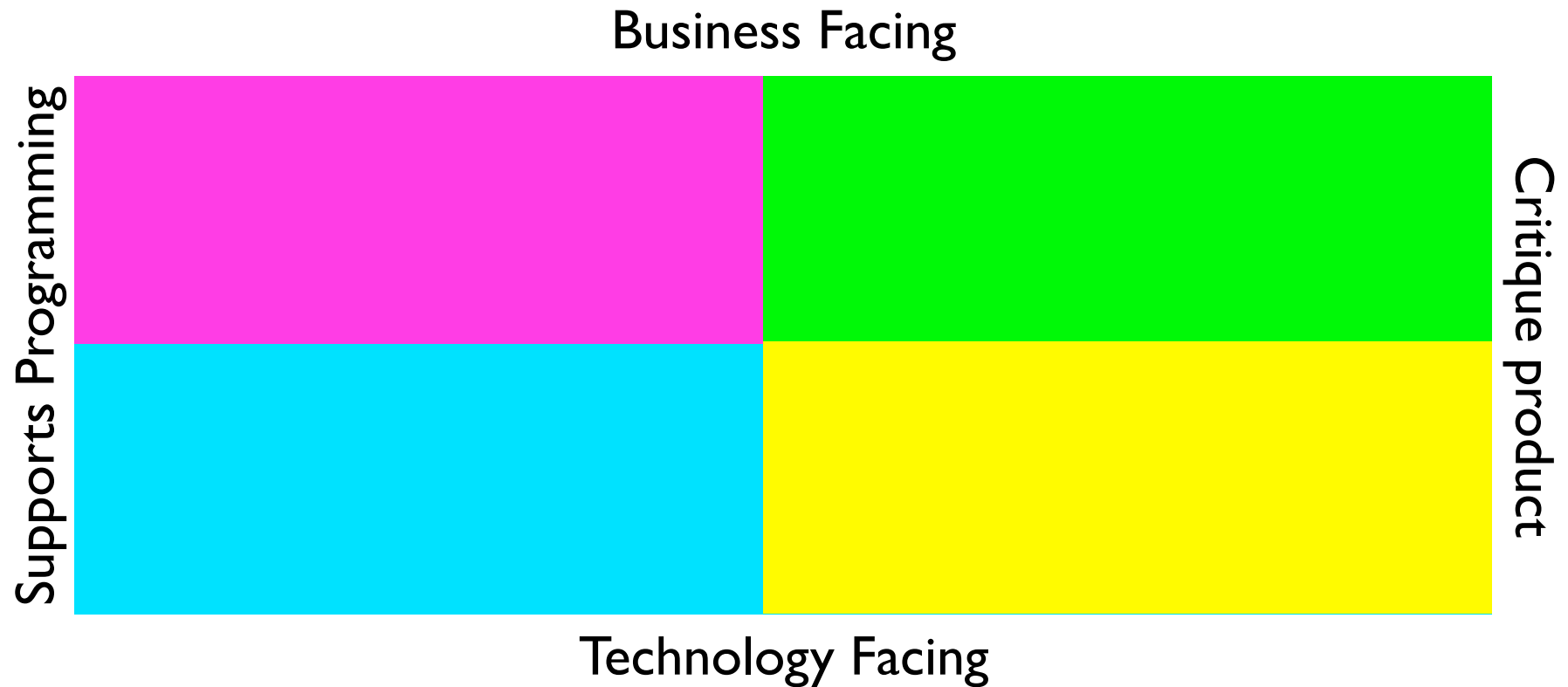
Business Facing

Are we building the right product?

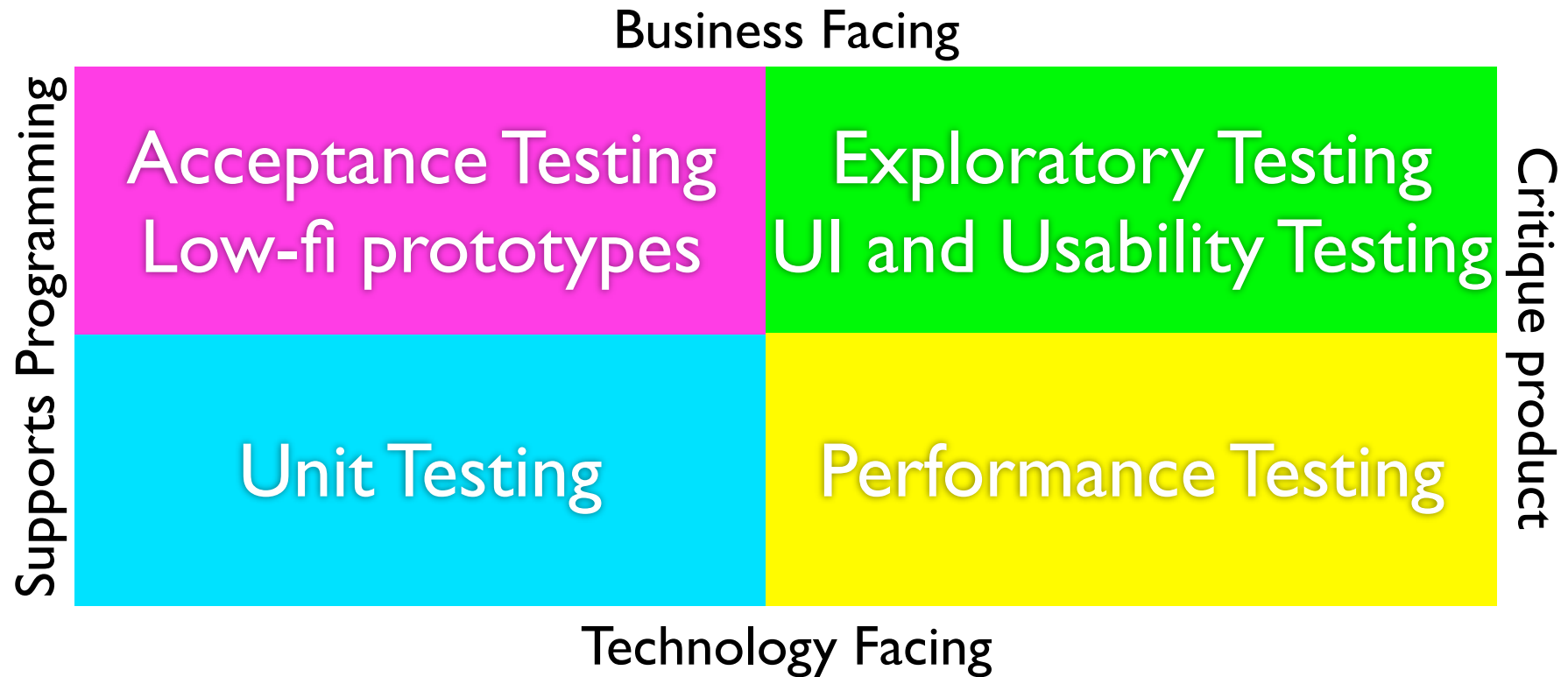
Are we building the product right?

Technology Facing

Brian Marick's Test Categorization



Brian Marick's Test Categorization

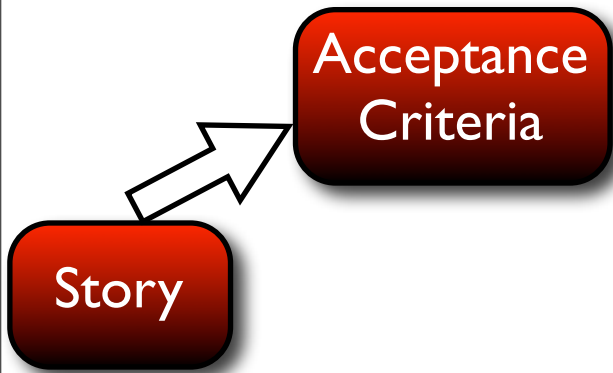


Acceptance Test Driven Development

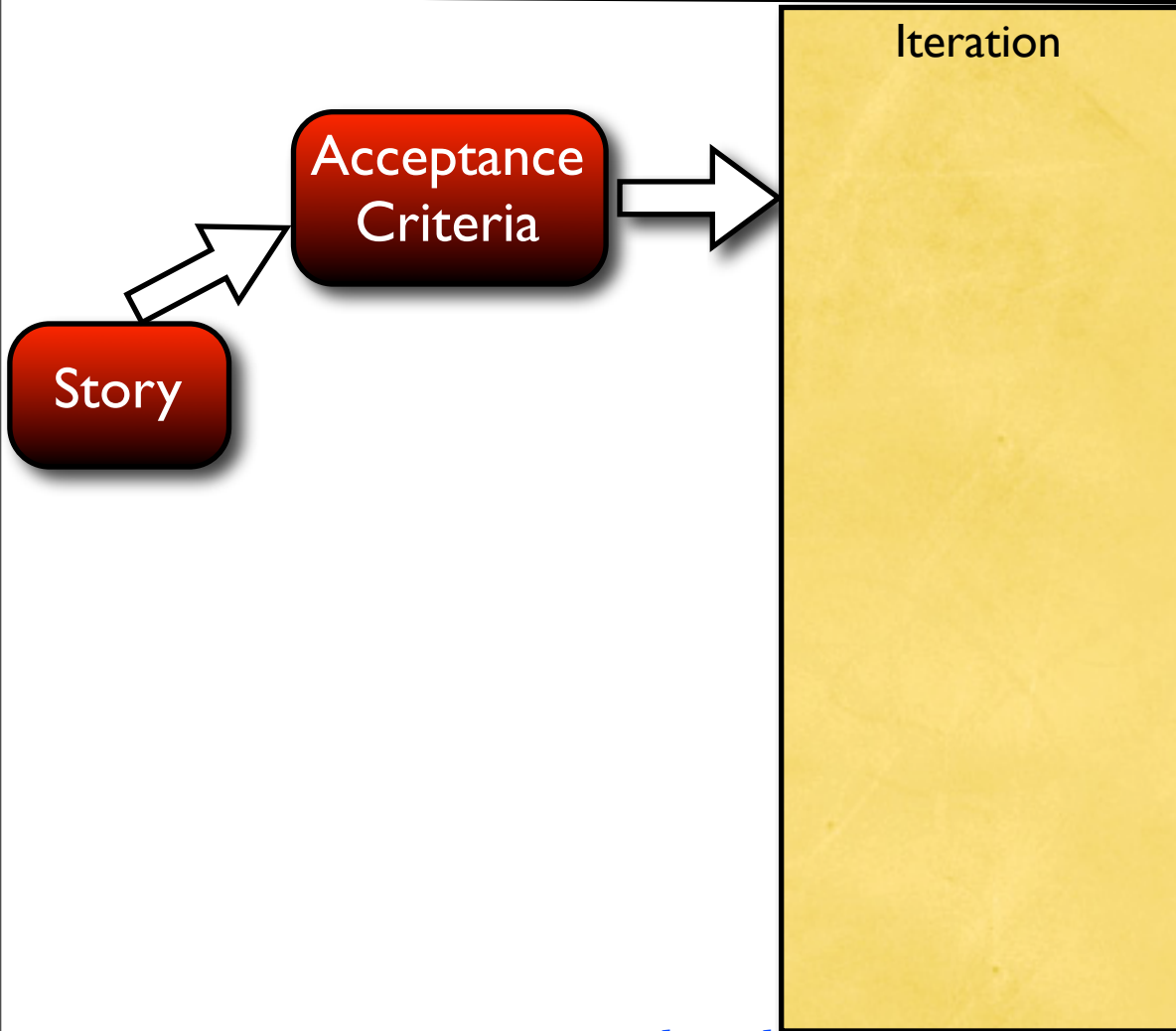
Acceptance Test Driven Development

Story

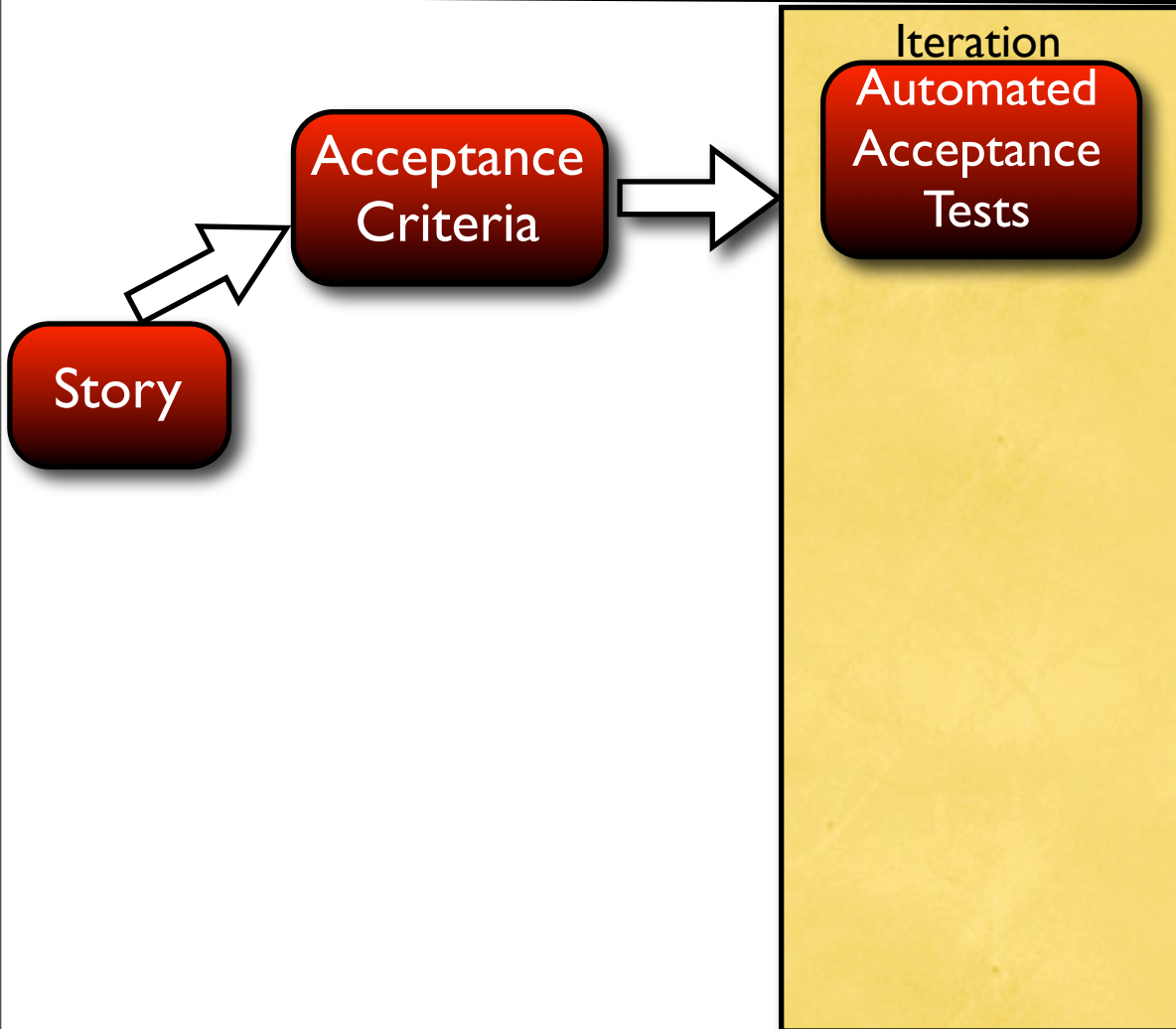
Acceptance Test Driven Development



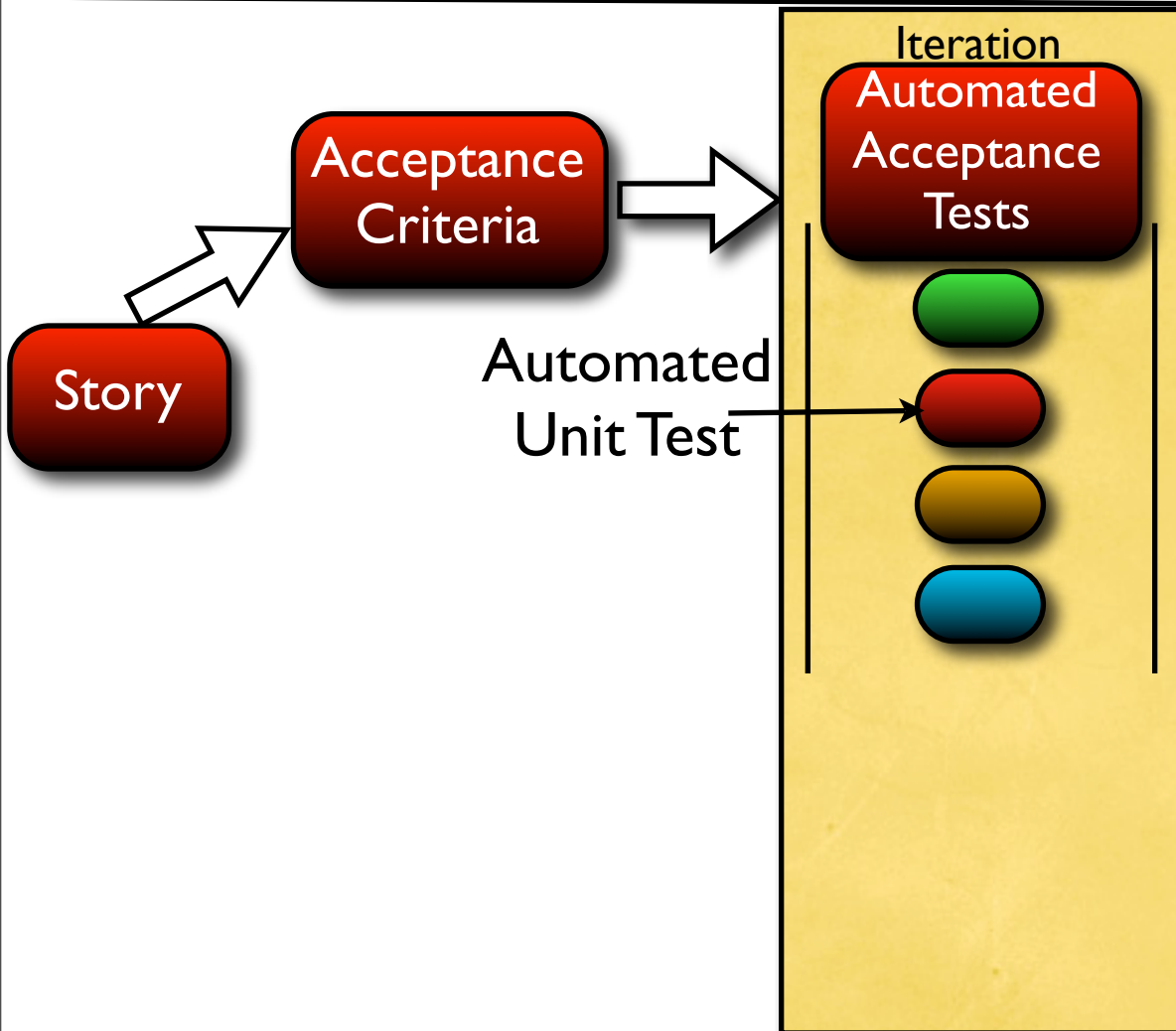
Acceptance Test Driven Development



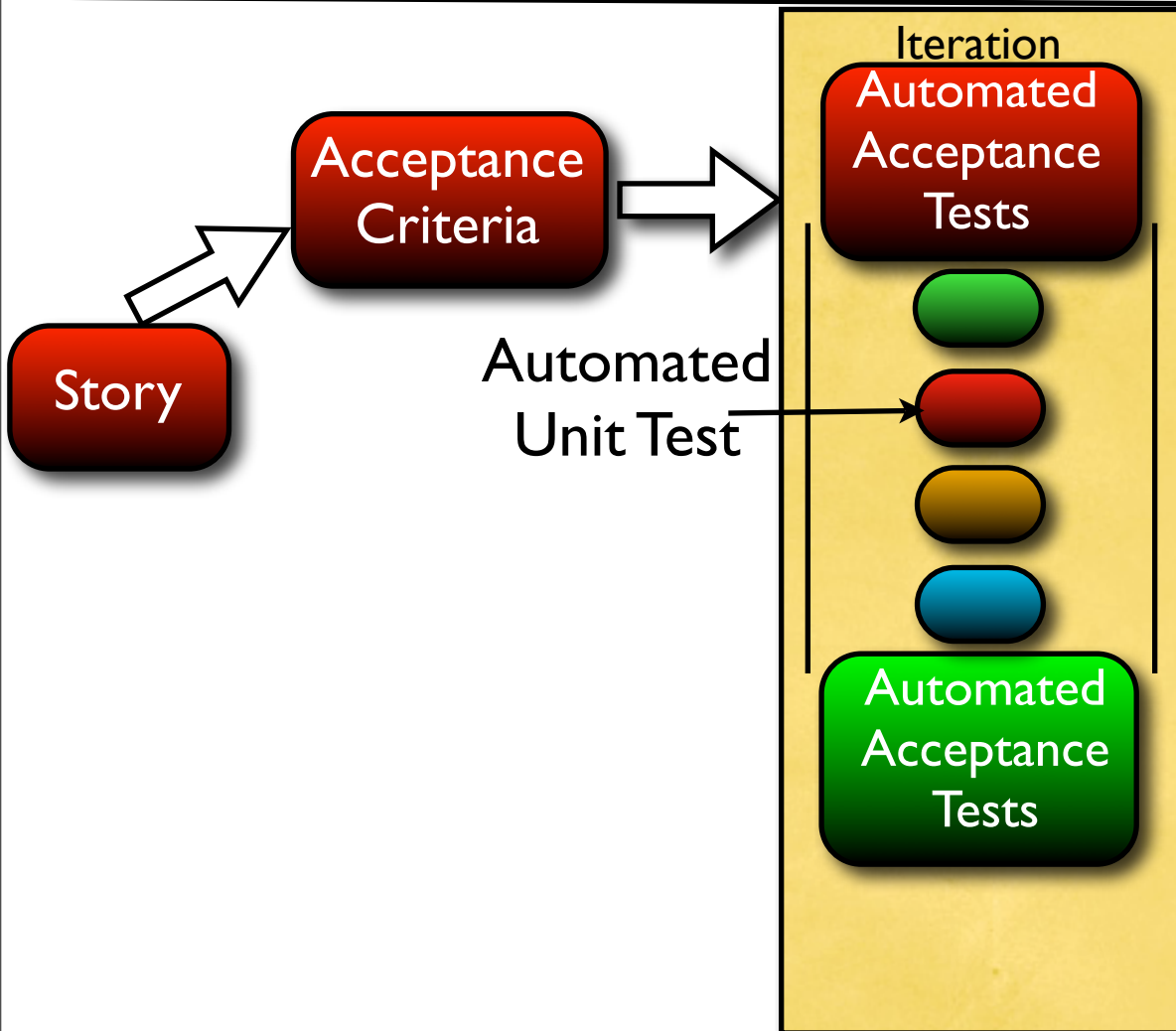
Acceptance Test Driven Development



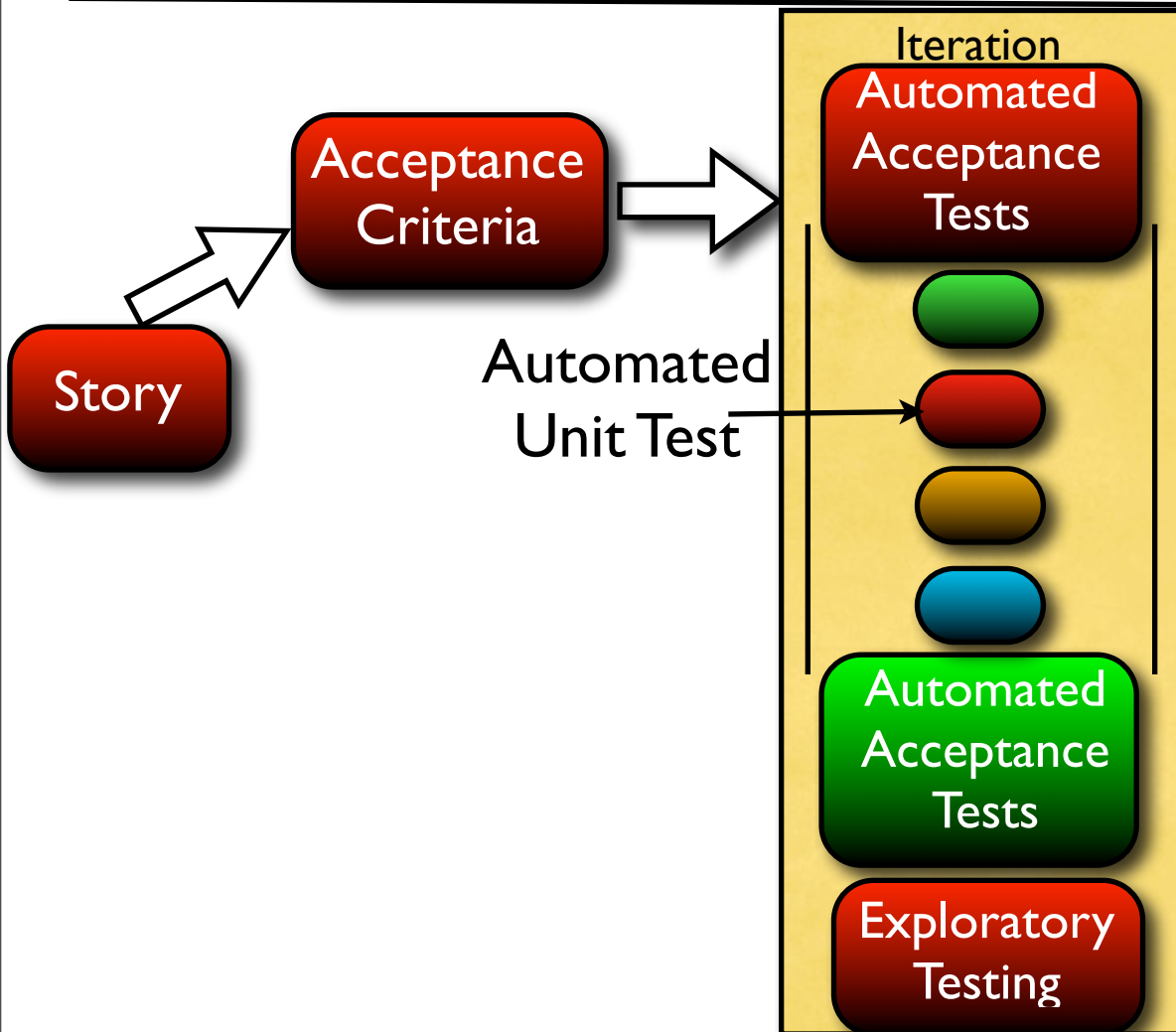
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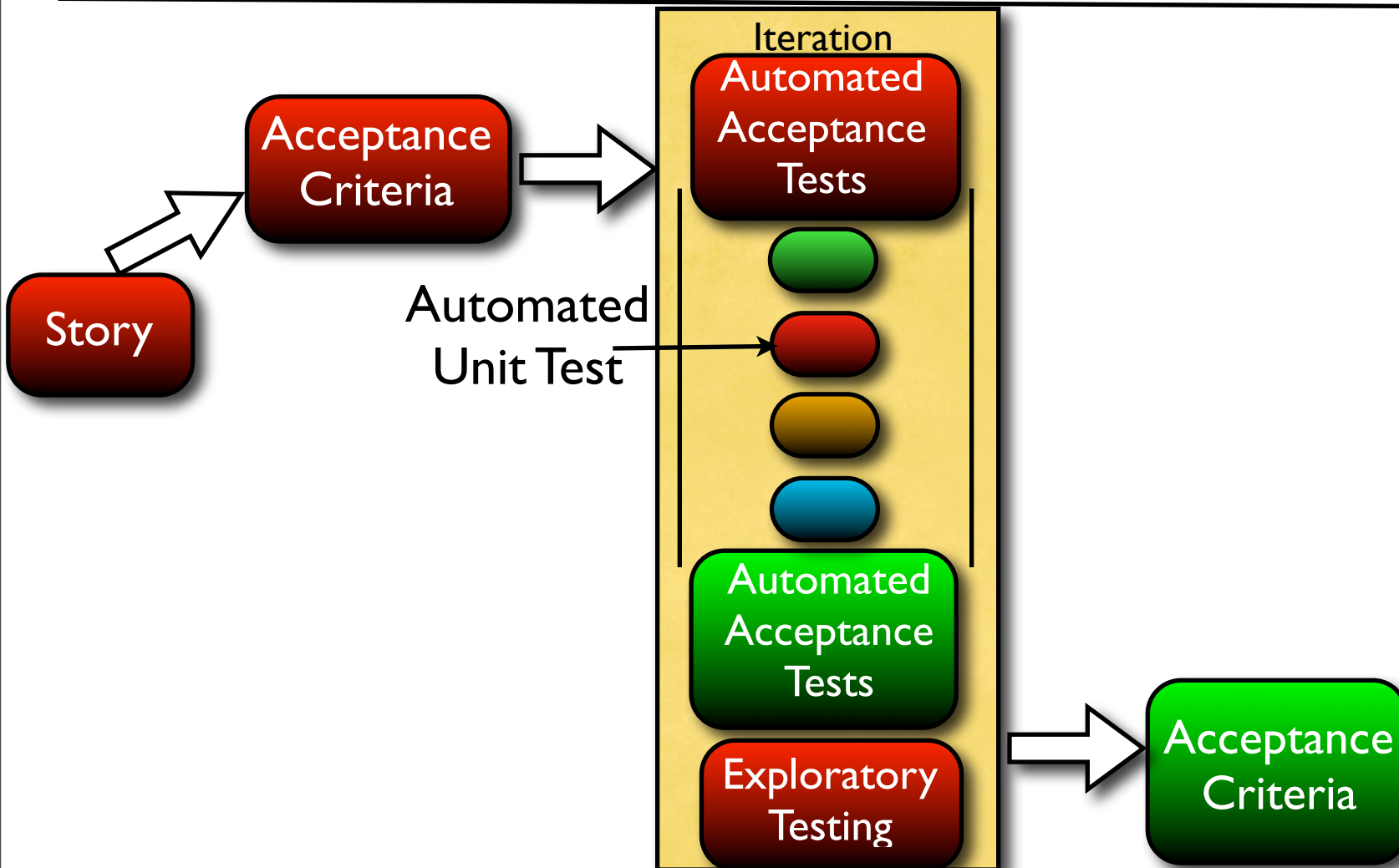
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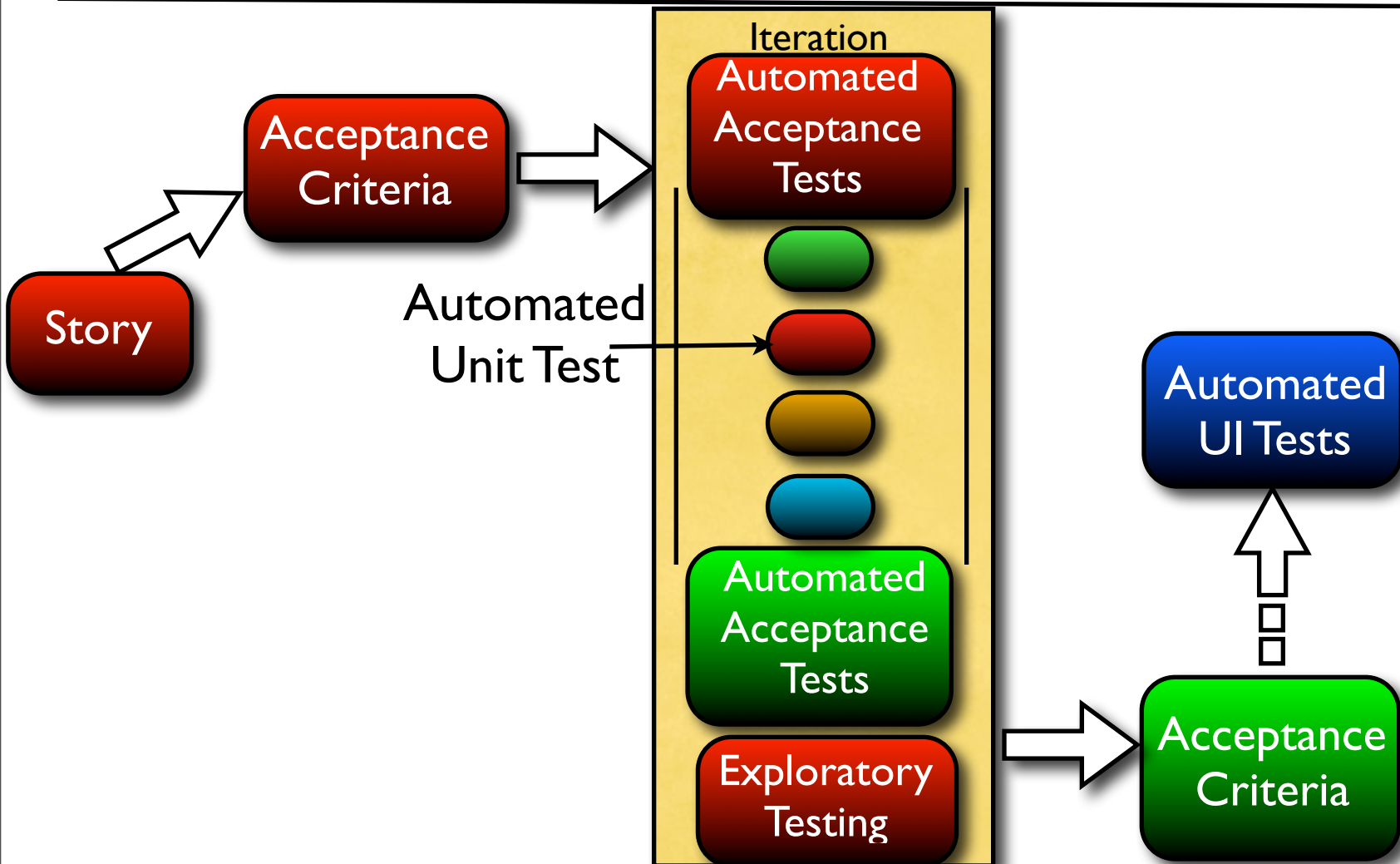
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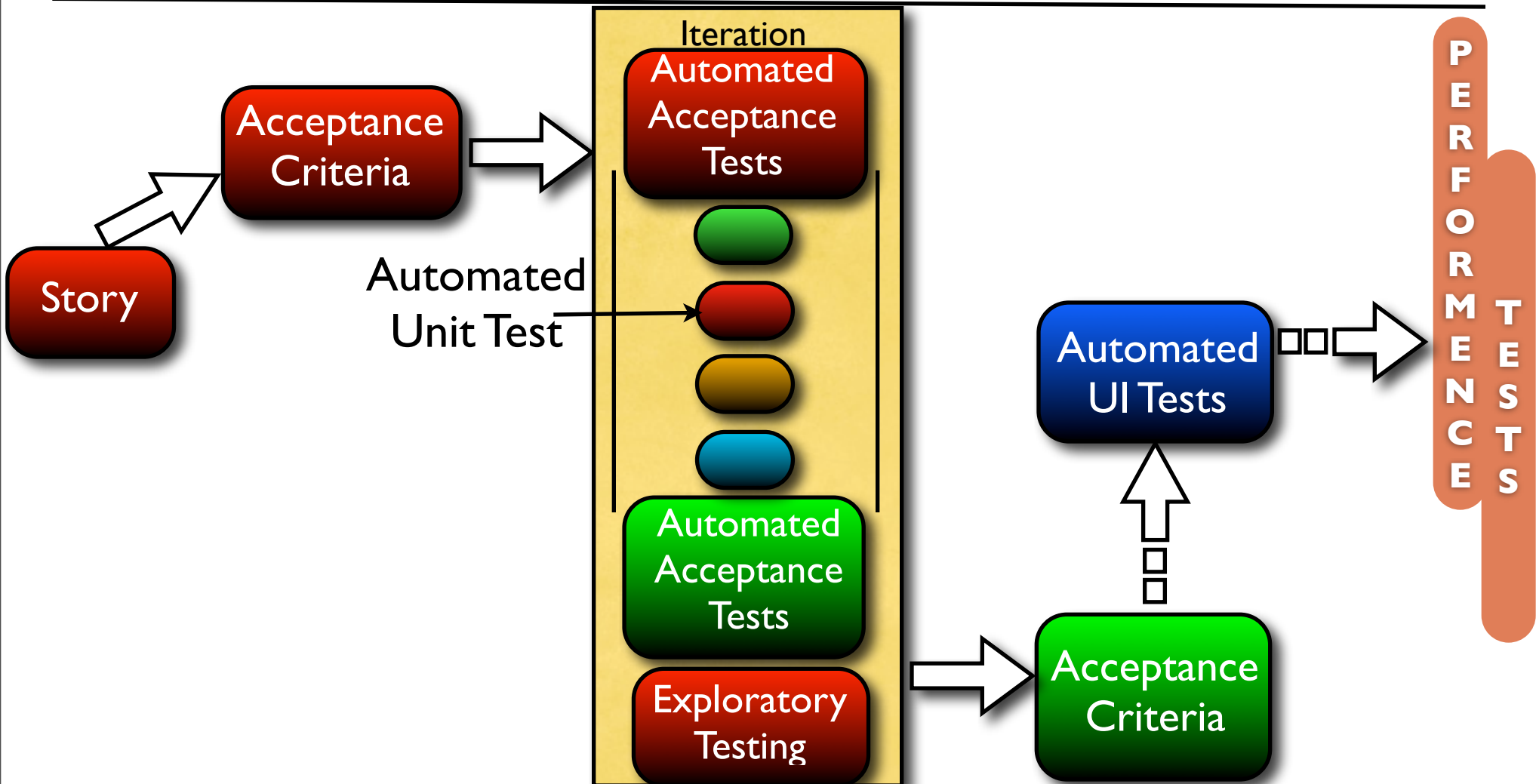
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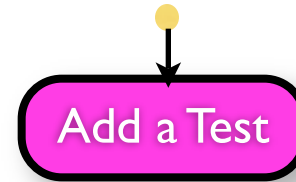
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Test Driven Development

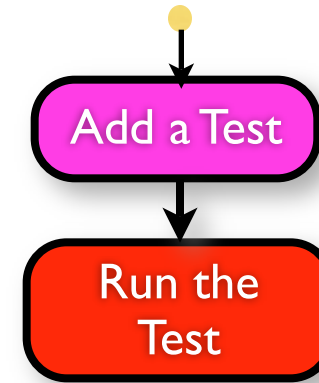
TDD Rhythm - Test, Code, Refactor

Test Driven Development



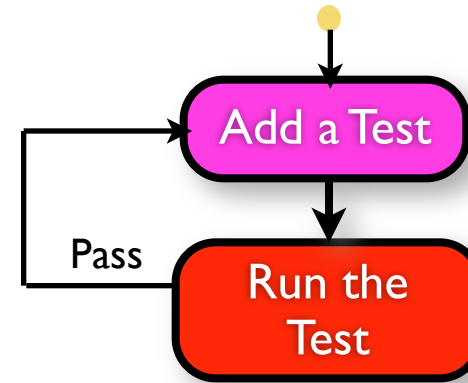
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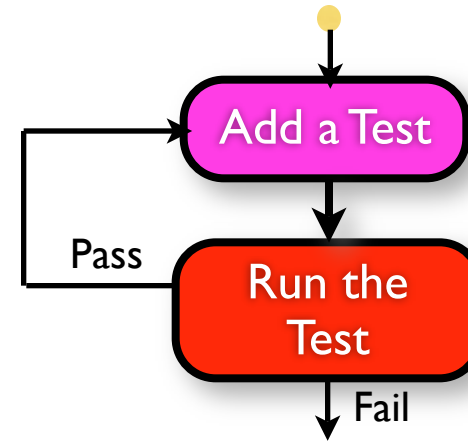
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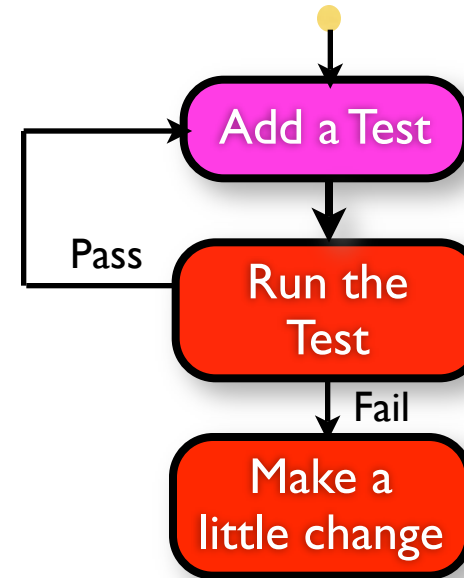
Test Driven Development



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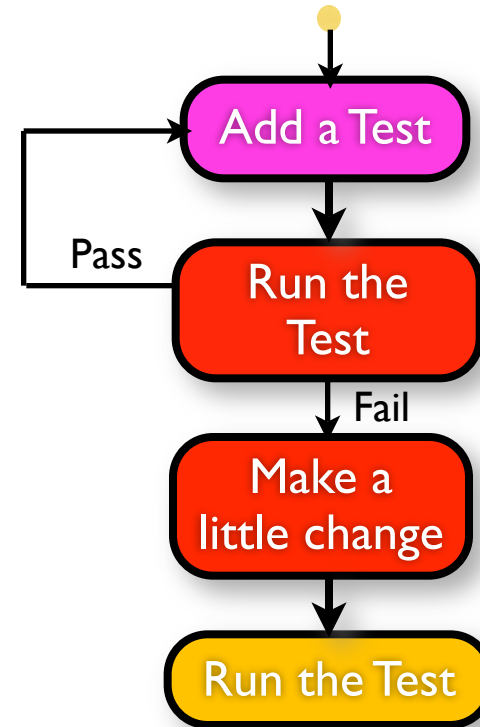
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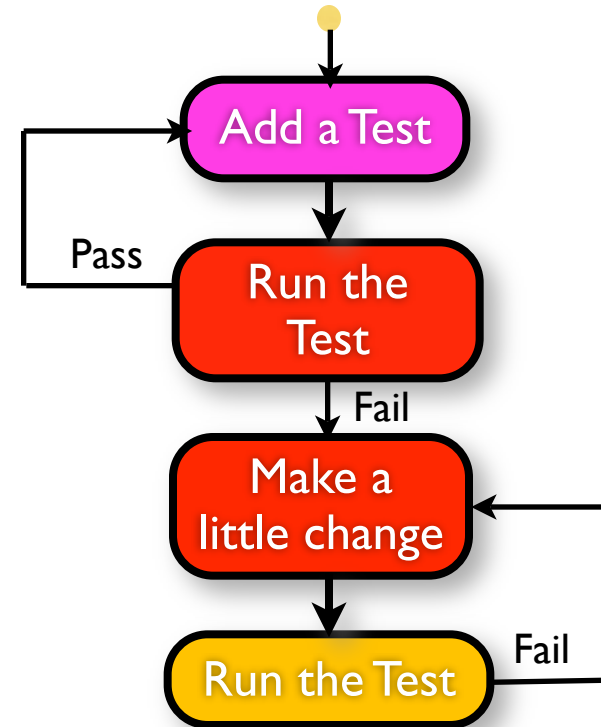
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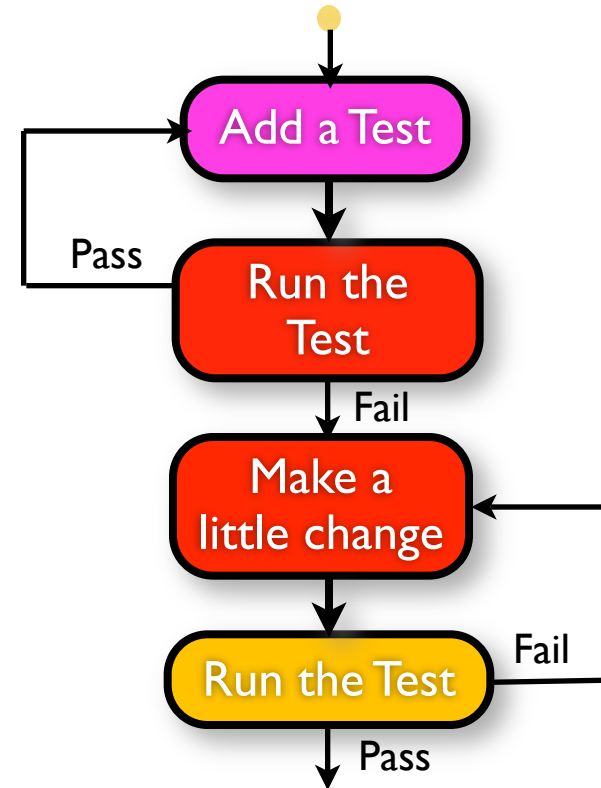
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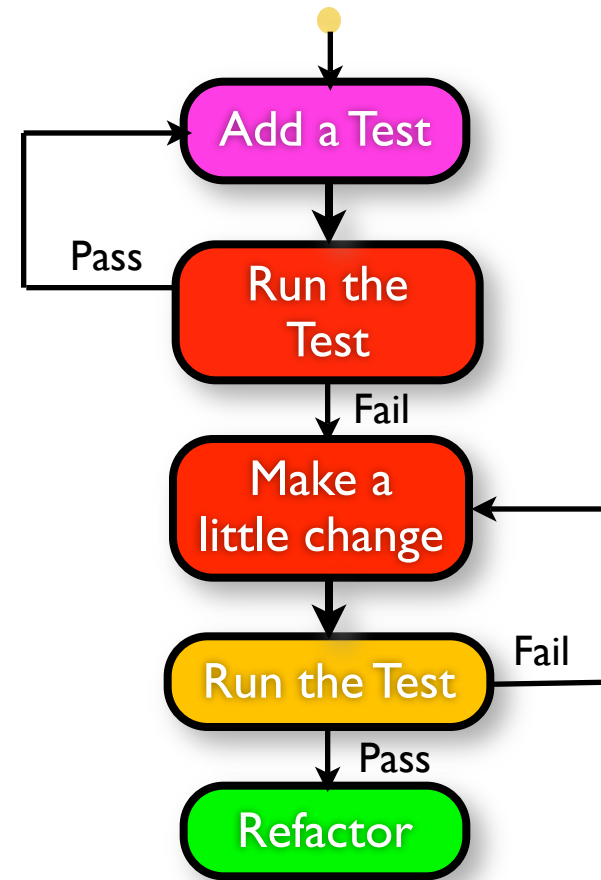
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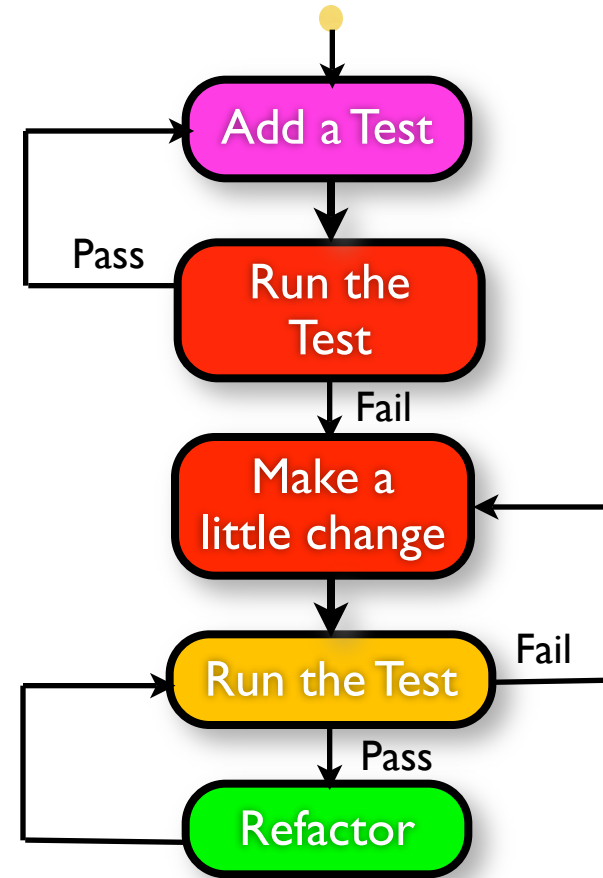
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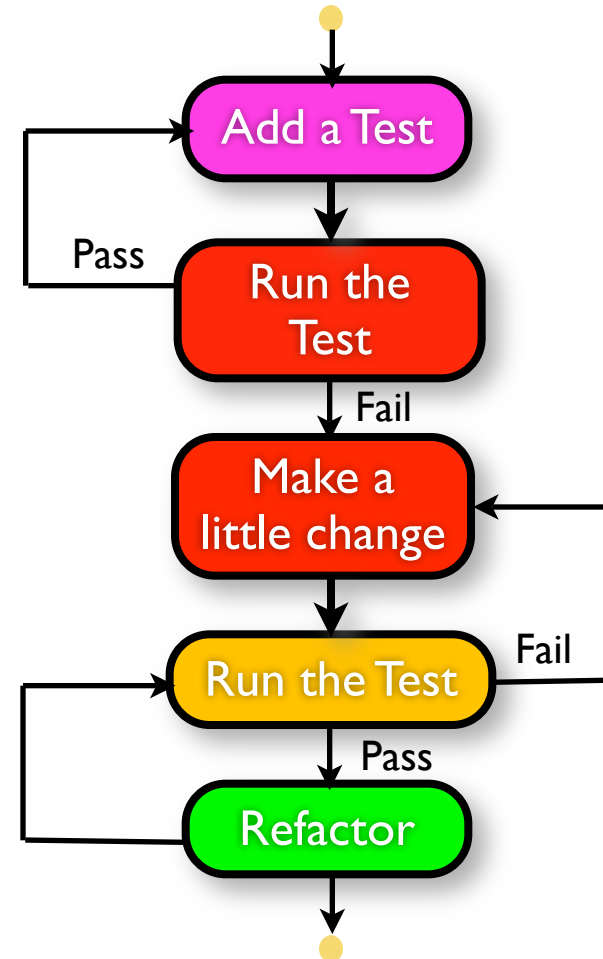
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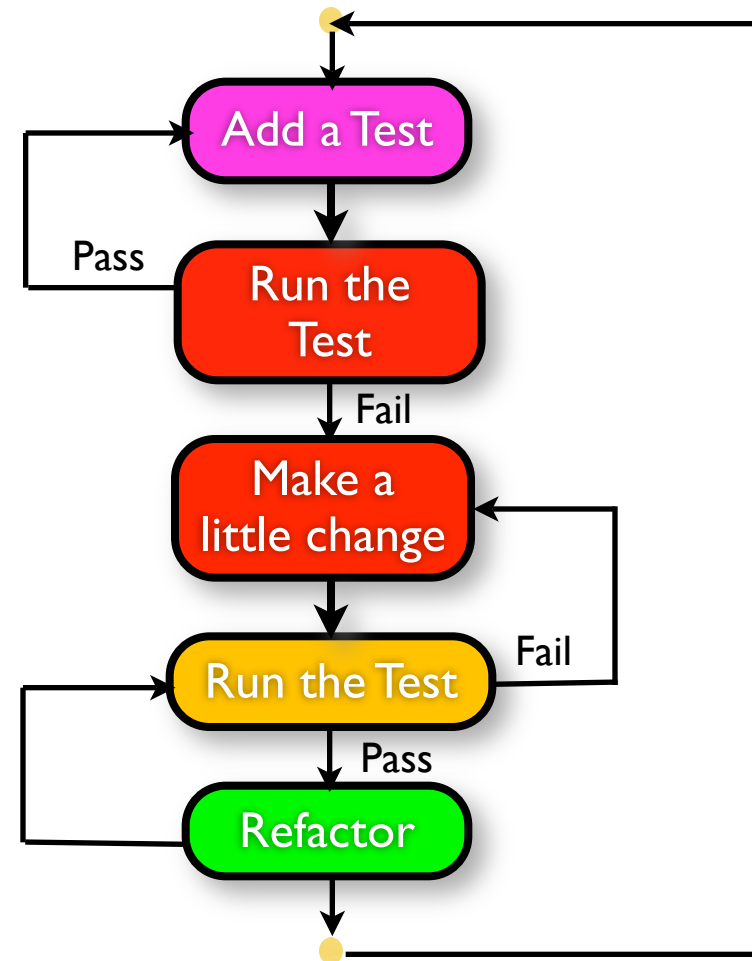
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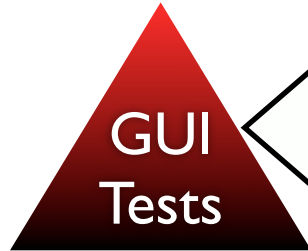


Mike Cohn's Testing Pyramid

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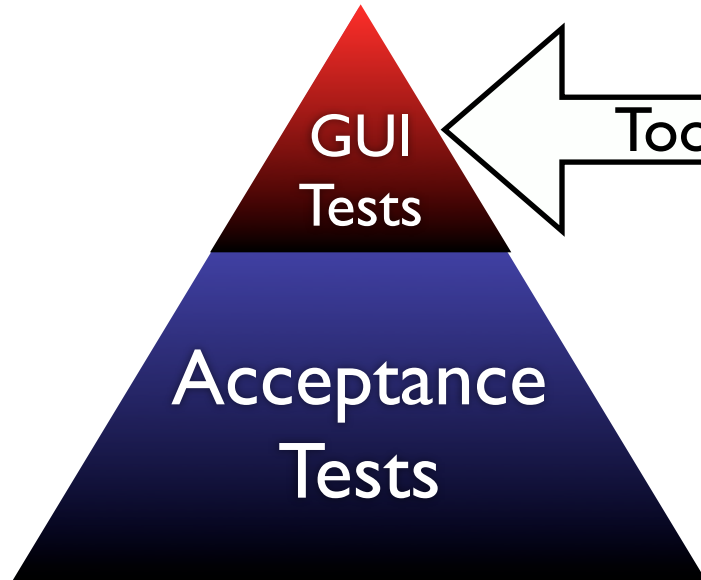
Mike Cohn's Testing Pyramid



Tools:

Small in Number
Selenium, Sahi, Watir, Abbot, Frankenstein

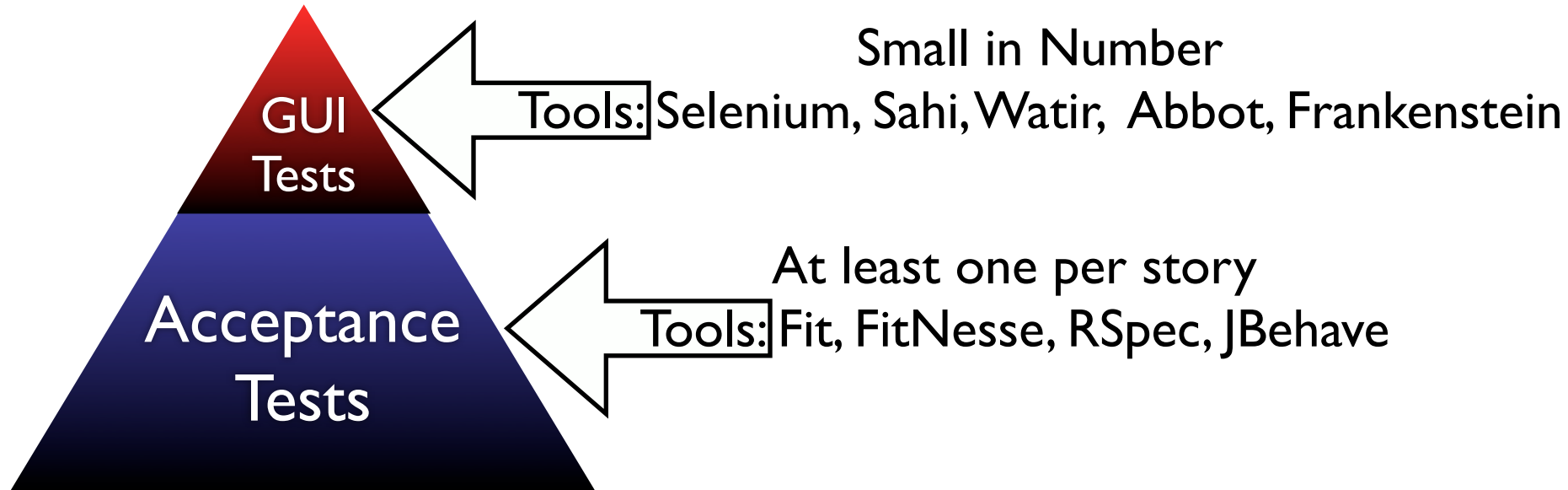
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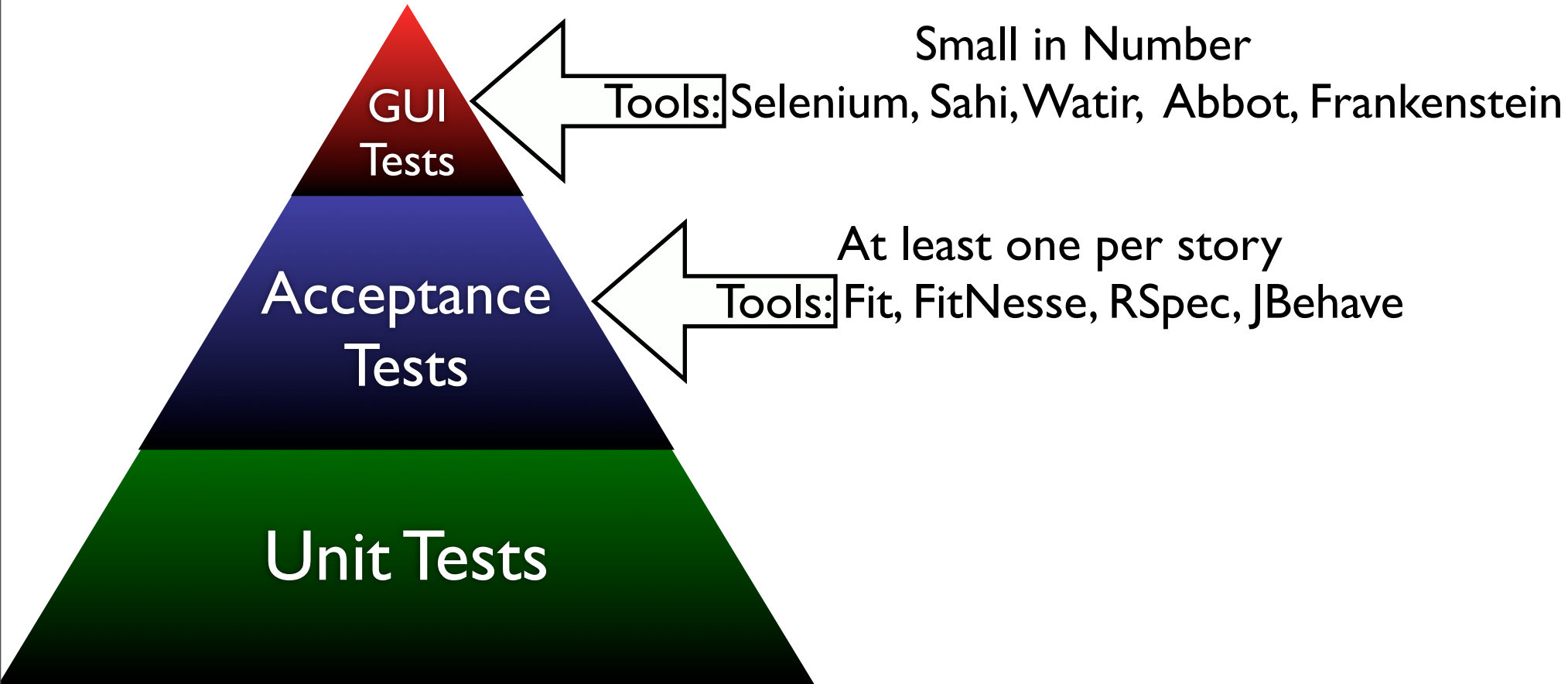
Small in Number

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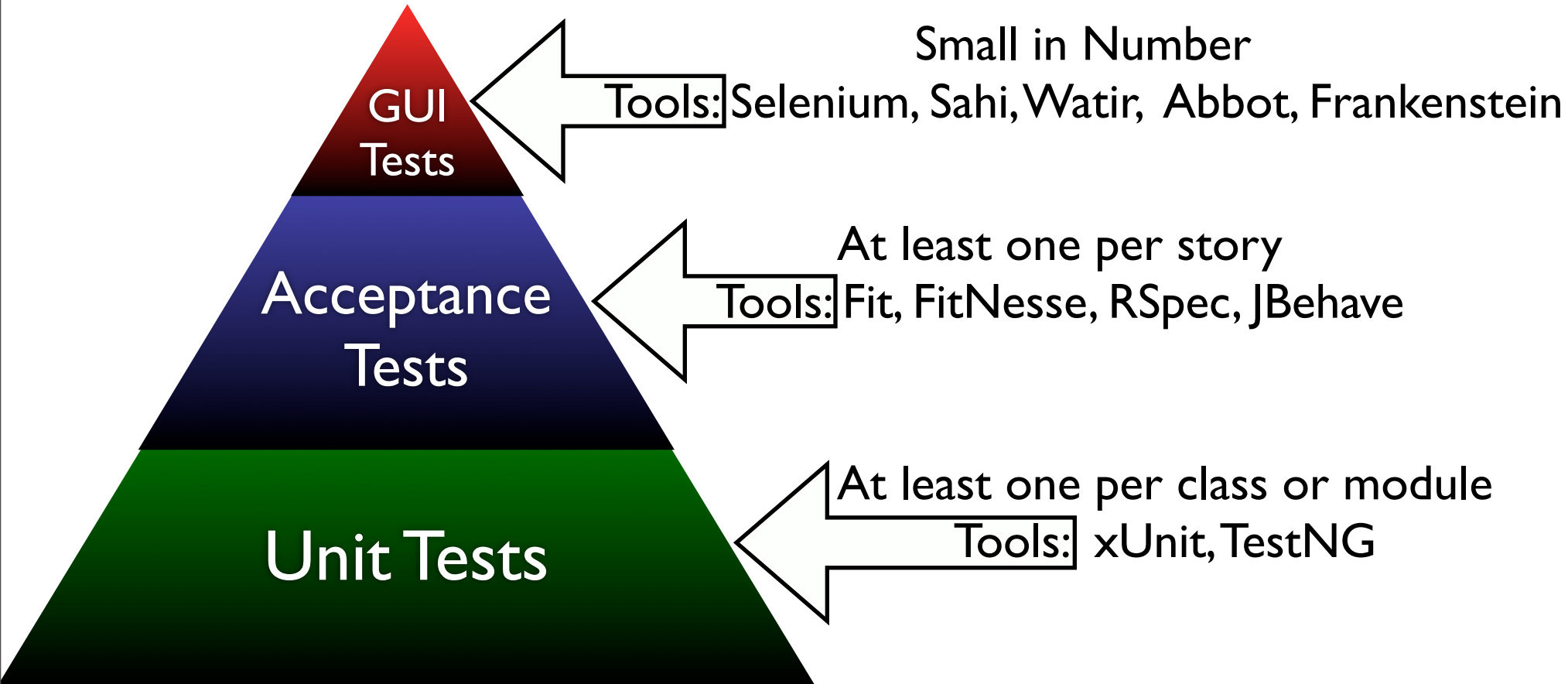
Mike Cohn's Testing Pyramid



Mike Cohn's Testing Pyramid



Mike Cohn's Testing Pyramid



FitNesse and Selenium Demo

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- ☑ Provides continuous feedback to the team

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- ☑ Tests each story as it is complete
- ☑ Practices pair testing
- ☑ Provides continuous feedback to the team
- ☑ Works closely with developers to do performance and other types of testing

Challenges

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- ☑ Technical
 - ☑ Requirements are changing
 - ☑ Bringing Testing Forward
 - ☑ Moving from Manual Testing to Automation

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☒ Organizational

- ☒ Tester/Developer roles are blurred
- ☒ Dev/Test Teams might be separate
- ☒ Everyone has not bought into agile practices

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 - ☑ Moving from Manual Testing to Automation
- ☑ Organizational
 - ☑ Tester/Developer roles are blurred
 - ☑ Dev/Test Teams might be separate
 - ☑ Everyone has not bought into agile practices
- ☑ People

References

- ☑ Agile/QA Testing - Elisabeth Hendrickson
- ☑ "Agile Testing Directions" - Brian Marick
- ☑ Beck, K. (1999). *Extreme Programming Explained: Embrace Change*. Addison-Wesley.
- ☑ Cockburn, A. (2004). *Crystal Clear: A Human- Powered Methodology for Small Teams*.
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- ☑ Poppendieck, M. & Poppendieck, T. (2003). *Lean Software Development*. Addison-Wesley.
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