

ETA Week 11 – Summary Review

I'm going to start this summary with a note. If you are looking for a week 10 summary notes, please look at the ruby code you wrote. Week 10 was the second class with Scott Miles and everything that could be summarised is already in the code you wrote.

Week 11, our penultimate class, was all about bug reporting and tools we can use as part of testing. Remember that while it is great to be familiar with a variety of tools, they are really only useful when used appropriately within a context that calls for them. Pick the right tool for the job.

The first half of the session we spoke about reporting bugs. Why we might think something is a bug, why would we choose to report it, what is important to report. We even spoke about why a bug that has been reported might not be fixed.

We spent some time discussion what we might add a to bug report, what the headlines might be. This has been captured in a mind map (which is part of the Github folder for week 11).

In the second half of the session Paul logged into the product he works on as a tester – Locomote. We spent some time looking at the tools Paul uses on a daily basis (most of which we had exposure to within our sessions) and also looked at a bug that Paul had previously identified within Locomote. Without going through the bug report we looked at the problem and discussed ways our observations might represent problems for users. We ran experiments to determine ways in which the problem might be wider than the way we initially thought about it. We ran different versions of the initial scenario to determine if there were particular ways to trigger the strange behaviour. We found that there were ways in which the functionality appeared to work consistently without understanding of the functionality. We found other ways that it was not consistent. This was a very nice demonstration of how you have all started to think like testers. Generating ideas and trying them out to properly understand a problem. Great work.