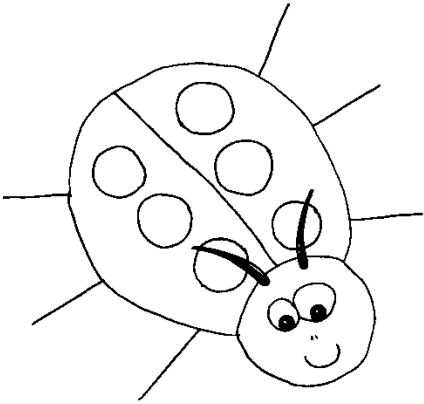


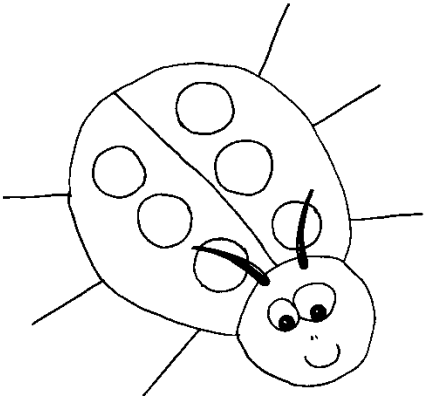
# Test Ideas

Robert Sabourin  
AmiBug.Com, Inc.  
Montreal, Canada  
robsab@gmail.com



# Just In Time Testing

## *Decision Making*



# Decision Making

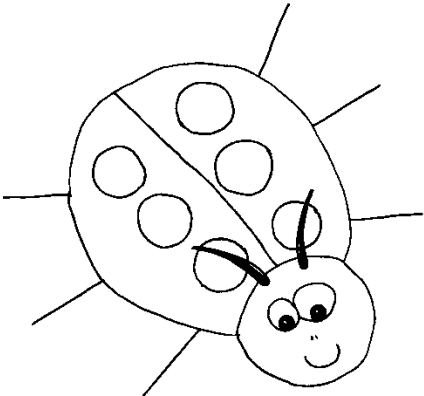
## Workflows

Requirements

Tests

Bugs

Capture testing ideas



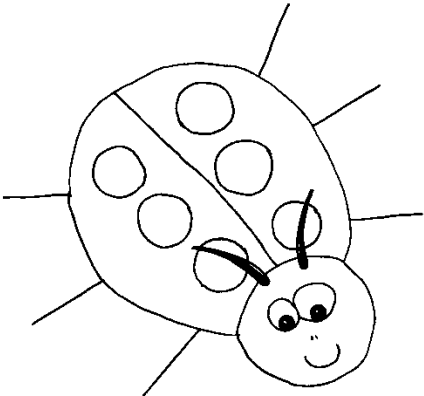
# Decision Making

## Requirement Workflow

Priority

Acceptance Criteria

Change



# Decision Making

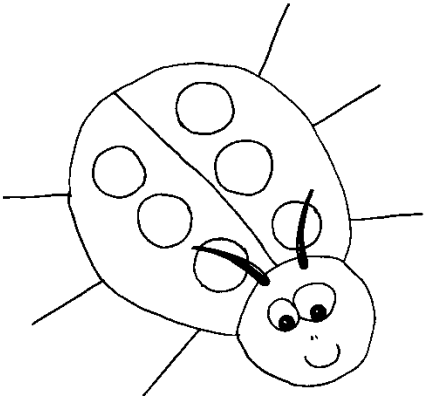
## Test Workflow

Focus

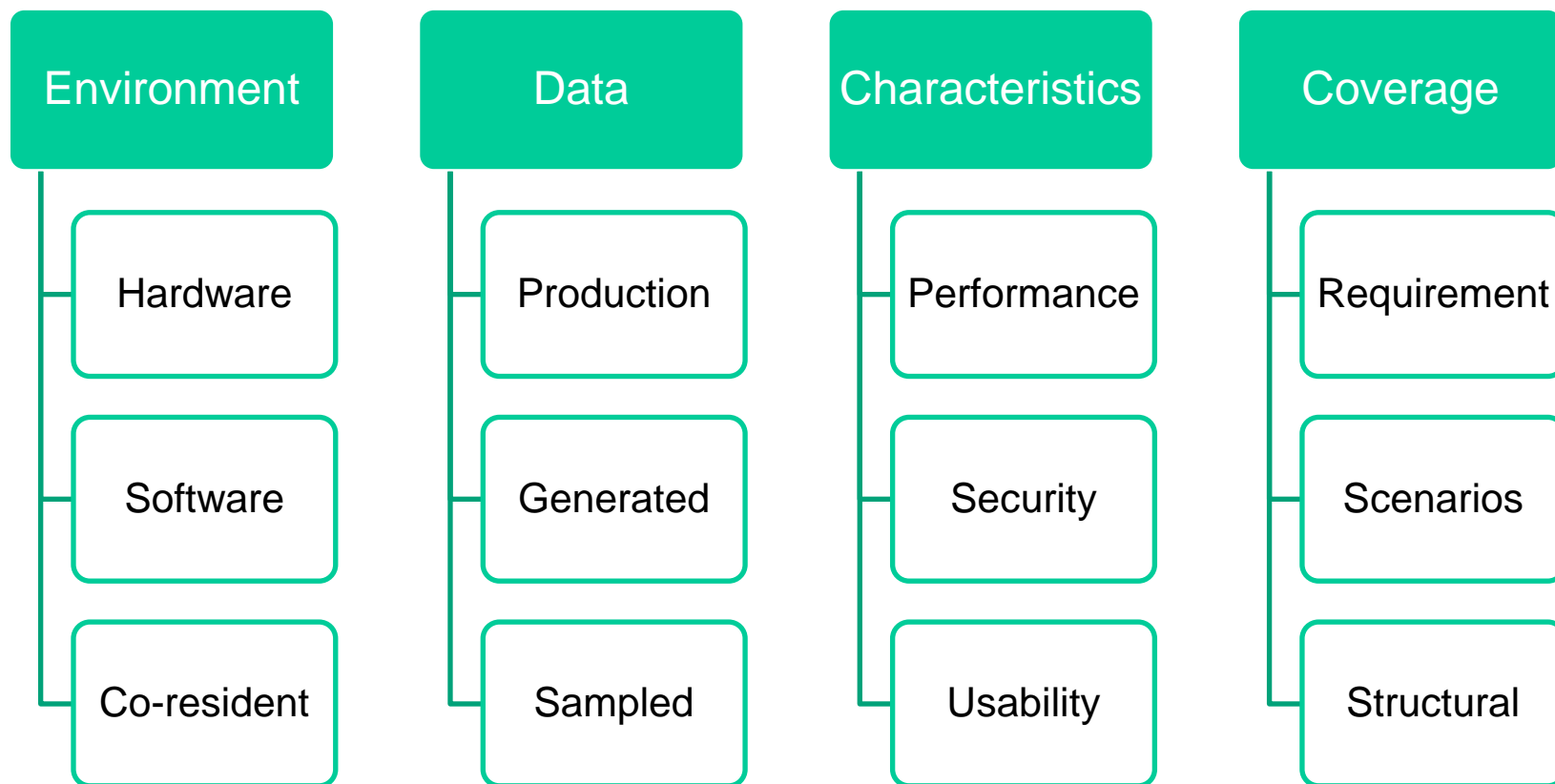
Scope

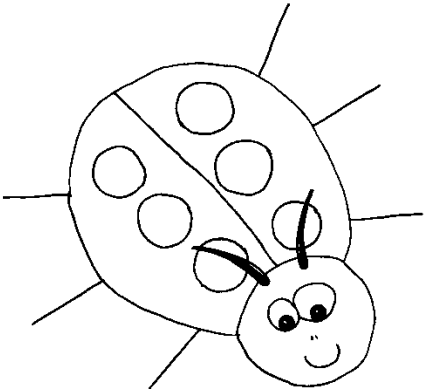
Depth

Capture testing ideas



# Scope of Testing





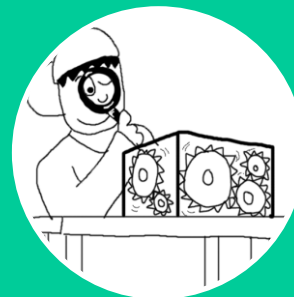
# Depth of Testing



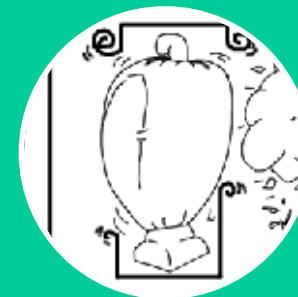
Light  
Touch



Shallow



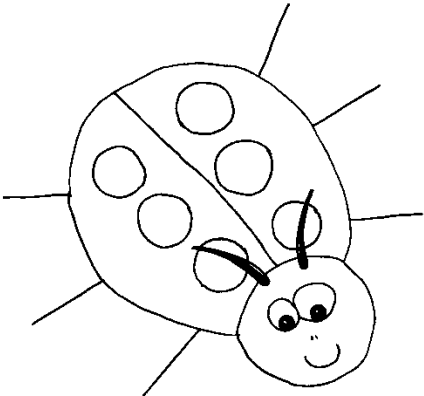
Deep



Harsh



Capture testing ideas



# Decision Making

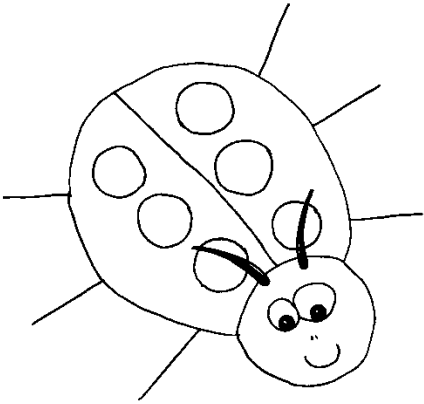
## Bug Workflow

Priority

Severity

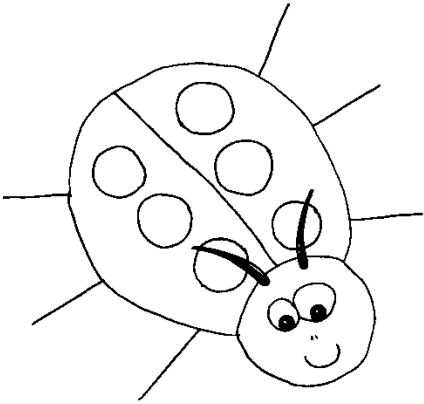
Good enough?





# Just In Time Testing

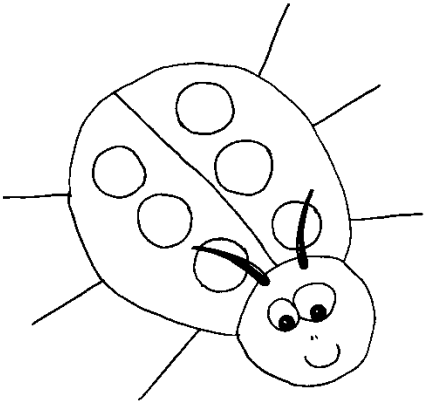
## *Test Triage*



# Yoda



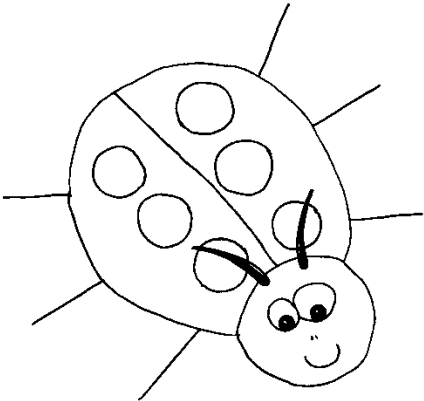
*"No! Try not, Do. Or do not.  
There is no try."*



# Testing Ideas

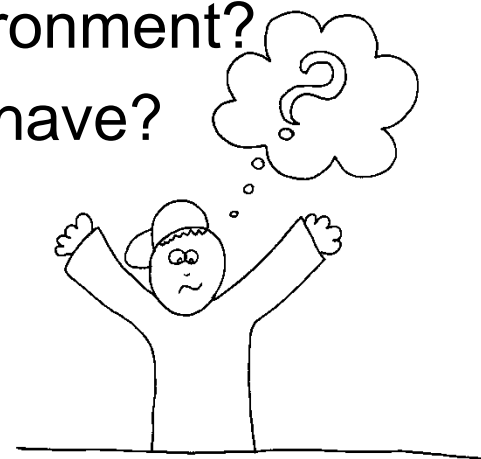
- Collect all testing ideas you can find!
  - List
  - Sort
  - Organize
  - Shuffle

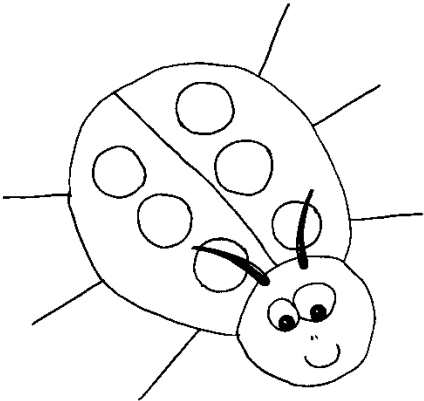




# Testing Ideas

- How to find them?
  - Does system do what it is suppose to do?
  - Does the system do things it is not supposed to?
  - How can the system break?
  - How does the system react to it's environment?
  - What characteristics must the system have?
  - Why have similar systems failed?
  - How have previous projects failed?

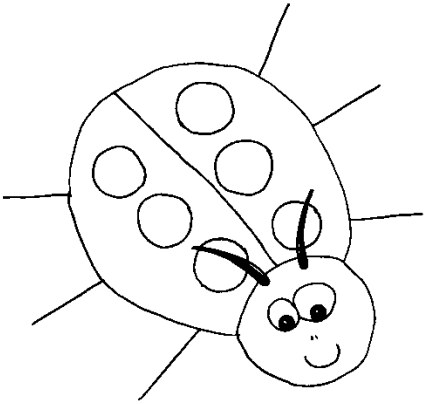




# Testing Ideas

- Collect testing ideas
- From testing ideas build a series of testing objectives
  - Each can be assigned as *work* to testers
  - Each can include *all, part of, or multiple testing ideas*

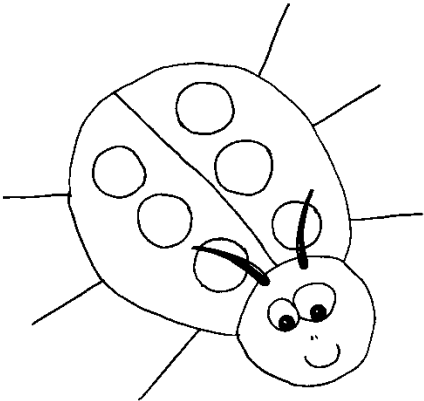




# Testing Ideas

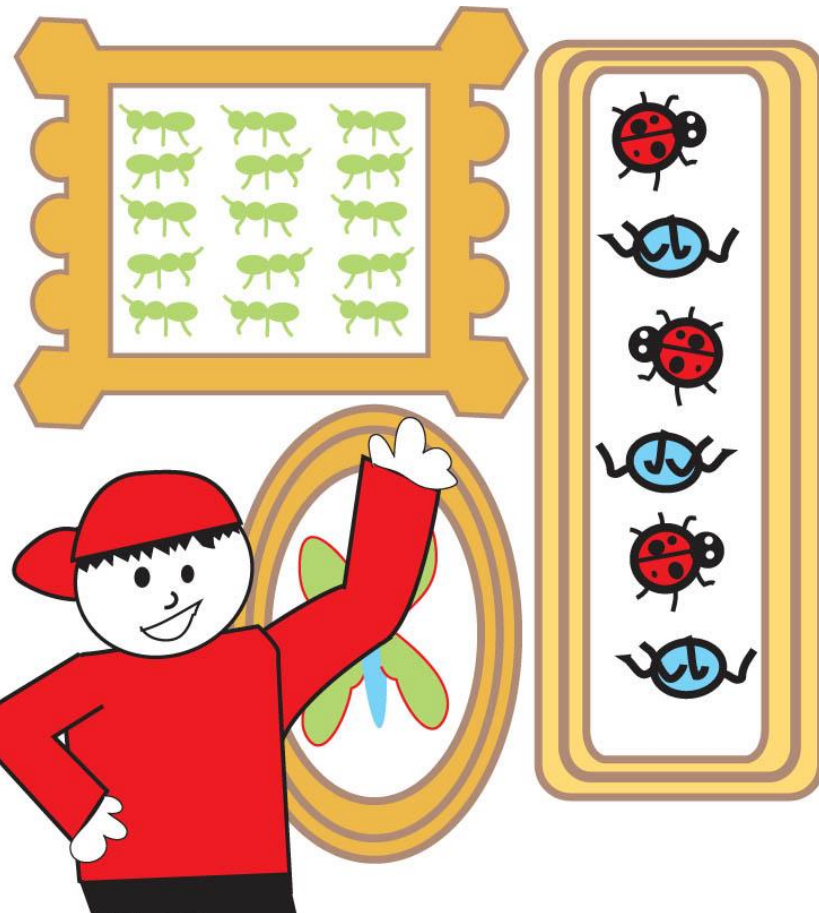
- I often use *Index Cards*
  - Unique id
  - One testing idea per card
  - Colour indicates source
  - Shuffled and reviewed
  - Organized and reorganized
  - Sorted, grouped, prioritized and collected

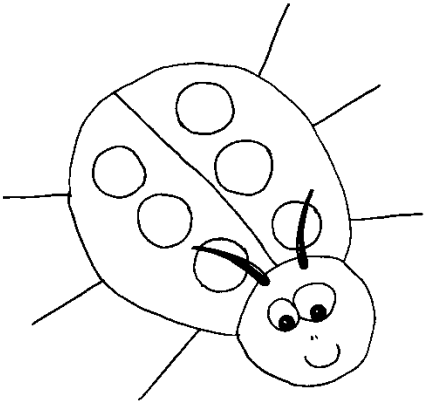




# Testing Ideas

- I collect test ideas
- ... *when I learn about the project*
- ... *when planning*
- ... *while testing*
- ... *in production*
- ... *from many sources*



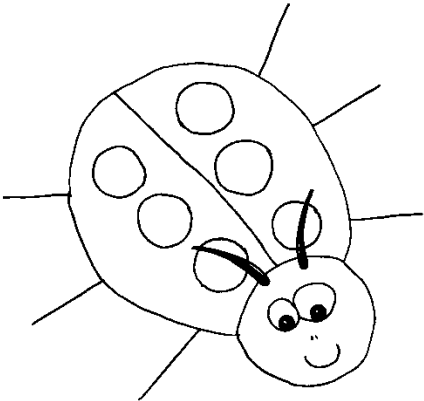


# Test Idea Sources

Capabilities	Failure Modes
Quality Factors	Usage Scenarios
Creative Ideas	States
Data	Environments
White Box	Taxonomies
Across Story Relationships	Software Breaking
End to End Testing	Sequencing



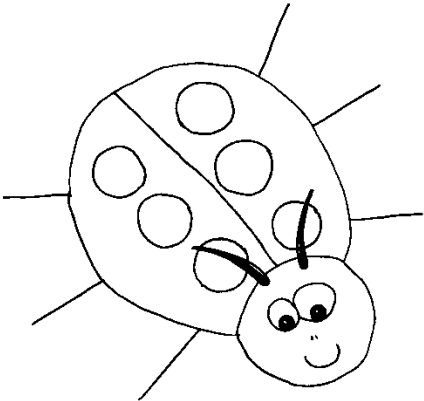




# Testing Ideas

- Reconnaissance
  - We become truffle snorting pigs and try to find useful information in all evidence we discover
  - We can even get good ideas from out of date sources

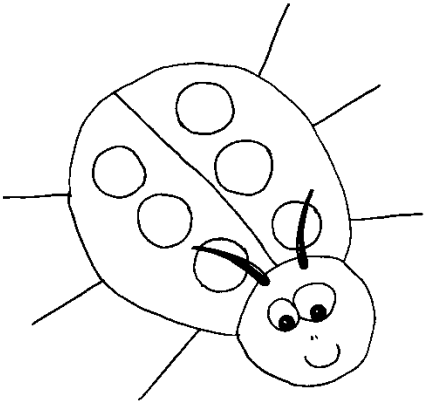




# Testing Ideas

- Capabilities
  - Use cases
  - Functional requirements
  - Documented requirements
  - Implicit requirements



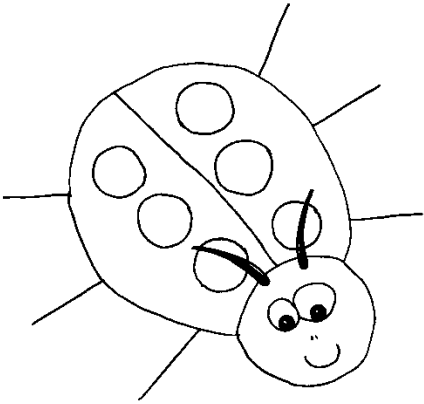


# Testing Ideas

## Capabilities

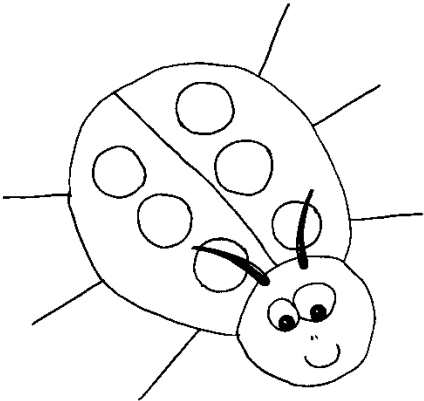
- Use cases
- Functional requirements
- Documented requirements
- Implicit requirements
- *Does the system do what it is supposed to do?*





# Testing Ideas Capabilities

Capability-based test ideas focus on confirming that an application does what it is supposed to do.



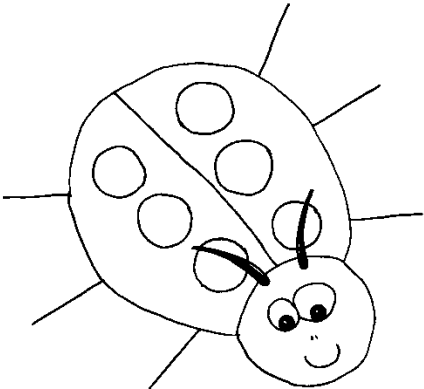
# Testing Ideas Capabilities

Examples

**Confirm the application  
can create new users.**

**Confirm transactions can  
be cancelled after approval  
but before payment.**

**Confirm the Wrap-O-Matic  
can wrap chocolates.**



# Testing Ideas

## Sources Capabilities

### Documents

Manuals

Help Systems

Packaging

Emails

Requirements

Design

Code

Schemas

### People

Customers

Users

Sys Admin

DBA

Help Desk

Sales

Developers

Testers

### Exploration

Reconnaissance

Competition

Old versions

Gap Analysis

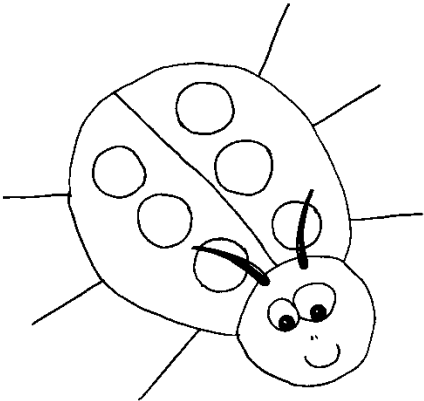
Affinity Analysis

Pair SME

Pair Expert Users

Pair Admin

Capture testing ideas



# Testing Ideas Capabilities

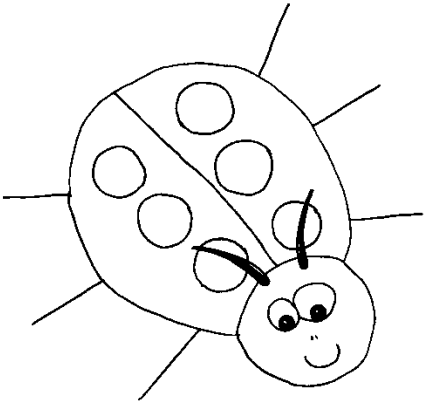
## Capability Test Ideas

Find  
Objects

Identify  
Actions

Isolate  
Variables

Relate  
Objects,  
Actions &  
Variables

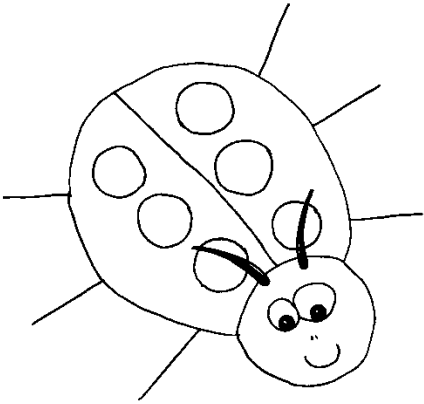


# Testing Ideas Capabilities

## Find Objects

- Testable objects are things I can learn about. Testable objects may be a process, screens, form, page, feature or function. They are often requirement “nouns”.

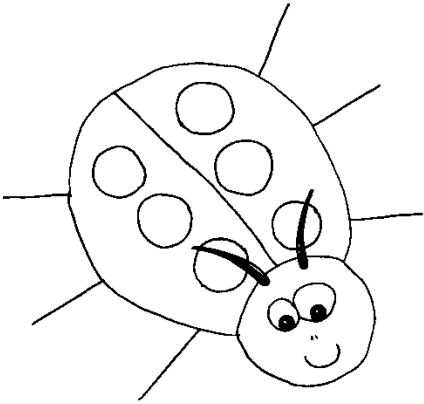




# Testing Ideas Capabilities

## Identify Actions

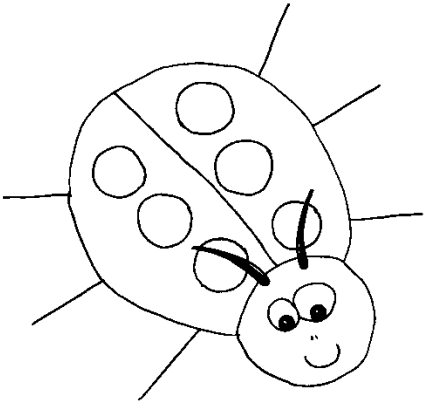
- Once I have identified some testable objects I start hunting for actions. Actions are things that software does to testable objects. Actions are often “verbs” in requirement documents.



# Testing Ideas Capabilities

## Isolate Variables

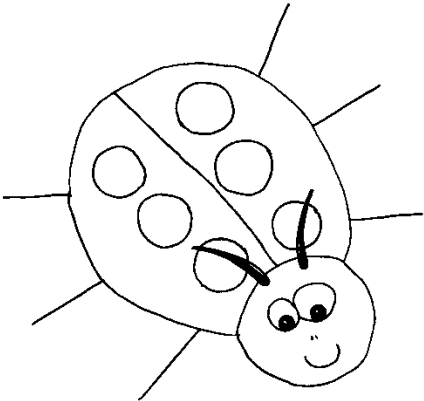
- Having found testable objects and actions I search for variables. A variable is something which can change. The behaviour of software depends on the values variables take on.



# Testing Ideas Capabilities

## Relate Them

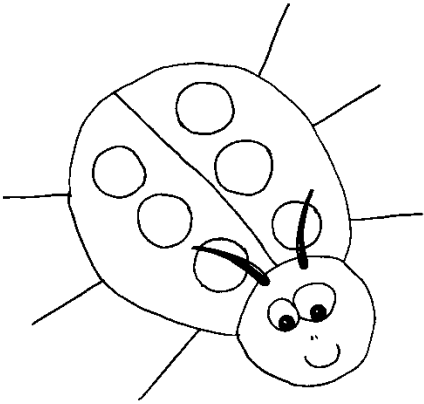
- Capability test ideas explore the relationship between testable objects, actions and variables.



# Testing Ideas

- Failure Modes
  - What can break?
  - Reaction to invalid input?
  - How does software behave in constrained environment?
    - Memory
    - Disk Space
    - Network Bandwidth
    - CPU capacity
    - Shared resources
  - Stress, Load, Volume

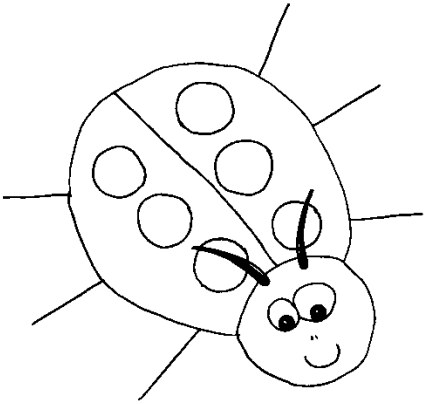




# Testing Ideas Failure Modes

## Failure Modes Defined

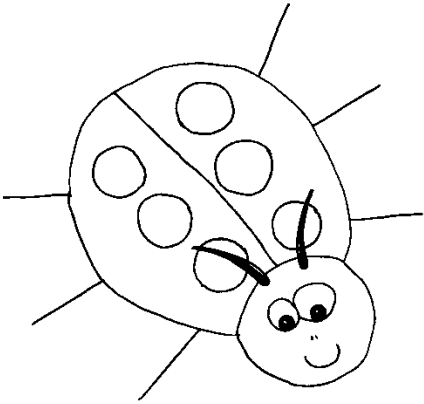
- Failure mode test ideas focus on learning about the applications behaviour when something goes wrong.
- Failure mode test ideas are “what if” questions. They are often inspired by how a system is designed.
- I look at the objects, components, processes and interfaces in a system and then I ask myself, “what if they break?” or “what if they exhibit some sort of unanticipated failure?”



# Testing Ideas Failure Modes

## Some Failure Mode Test Ideas

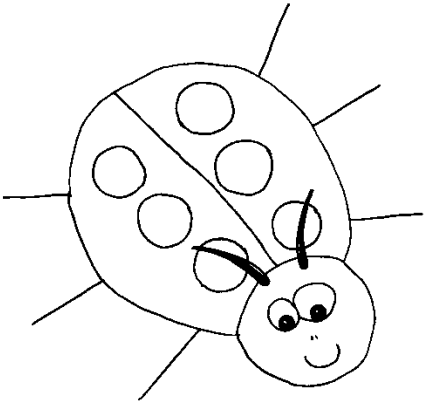
- What if the system does not have enough memory?
- What if the Wrap-O-Matic inbound conveyor belt breaks during a production run?
- What if the Wrap-O-Matic runs out of paper?
- What if an inbound ribbon spool breaks?



# Testing Ideas Failure Modes

## Examples Failure Mode Test Ideas

- What if the rejected chocolate bin overflows?
- What if the rates of arrival of chocolates inbound exceeds the rate of Wrap-O-Matic production?
- What if typical production runs occur at low temperatures
- What if typical production runs occur at high temperatures

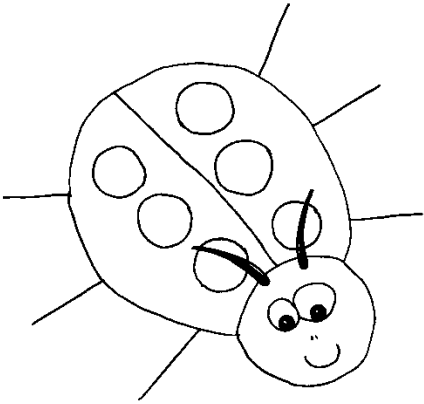


# Testing Ideas Failure Modes

## Examples Failure Mode Test Ideas

- What if the Wrap-O-Matic operates for 48 hours non-stop
- How long can the Wrap-O-Matic operate with the hardest wrapping scenario without failure or need of maintenance

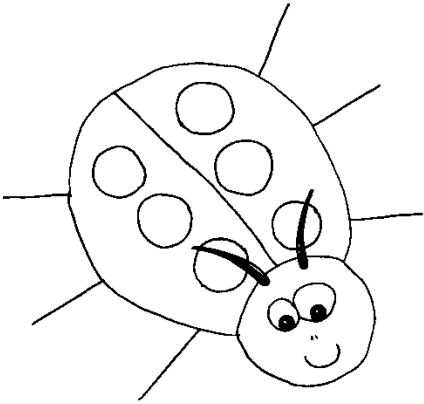




# Testing Ideas Failure Modes

## Block Diagrams

- Software Architecture. Foundations, Theory and Practise by Taylor, Medvidovic and Dasgify a treatment of software design artifacts identifies that software designs can be described in terms of objects and connectors.

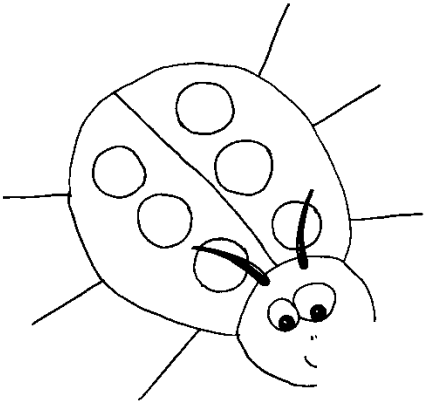


# Testing Ideas Failure Modes

## Block Diagrams

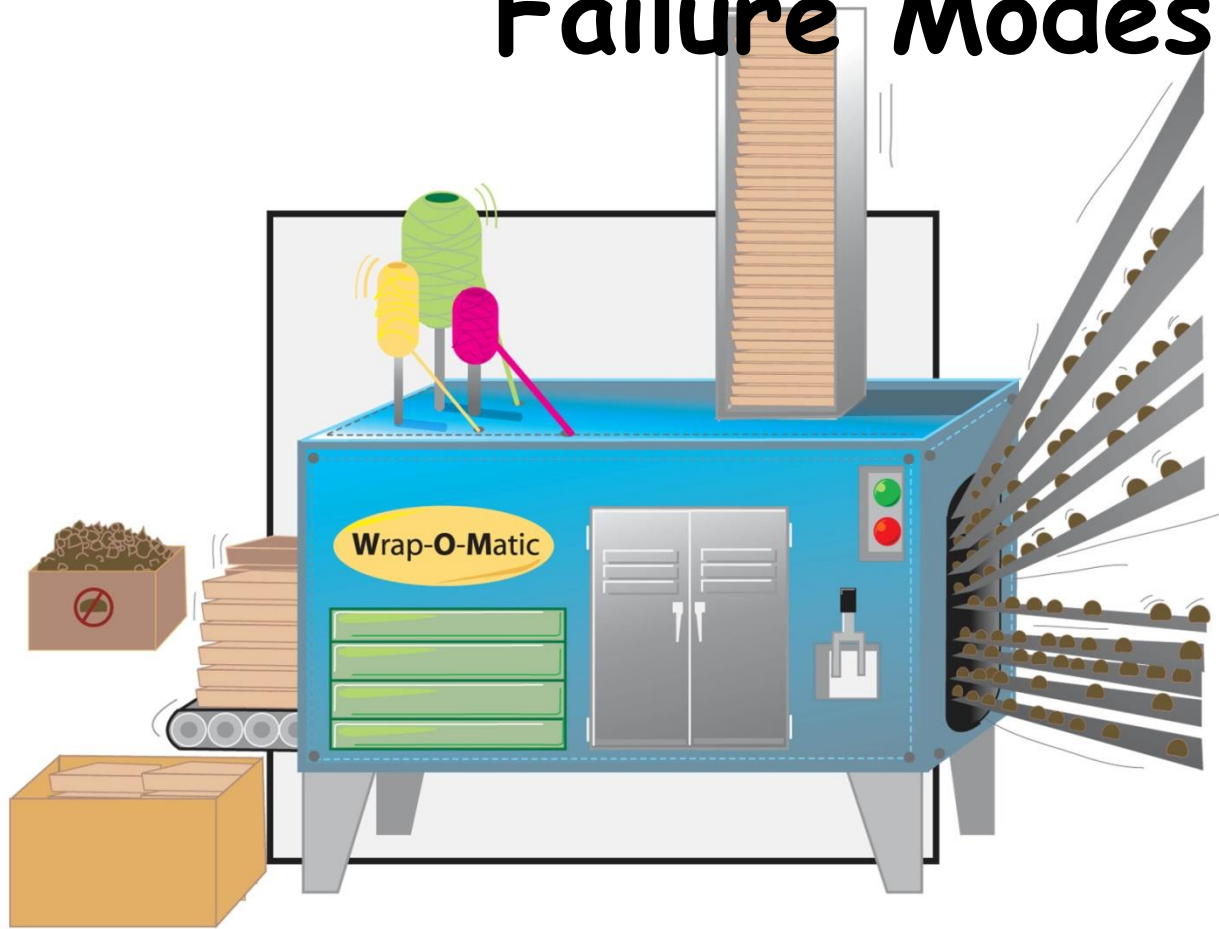
Objects can be visualized as a block which represents a process or service element.

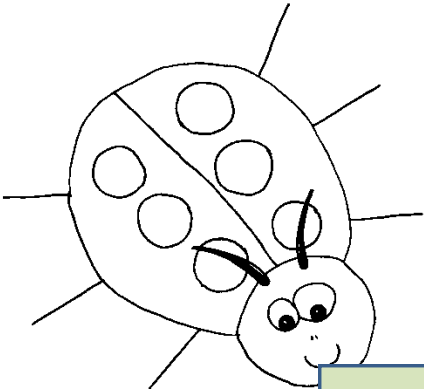
Connectors represents the relationship between objects



# Testing Ideas Failure Modes

**Wrap-O-Matic**

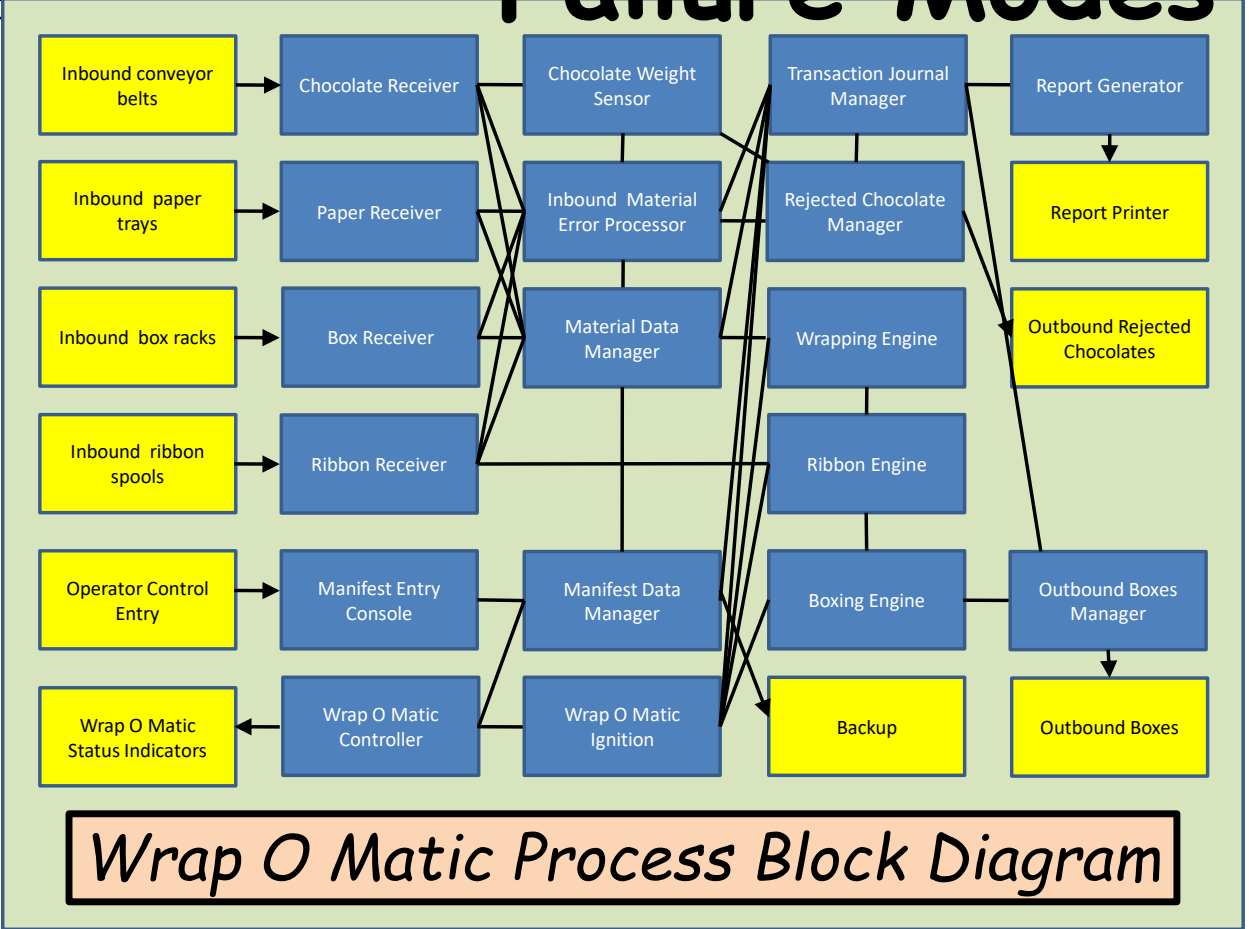




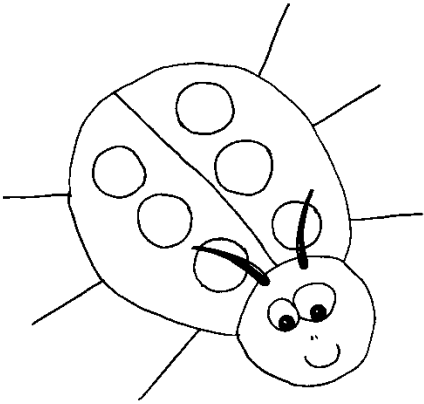
# Testing Ideas

## Failure Modes

### Block Diagram



*Wrap O Matic Process Block Diagram*



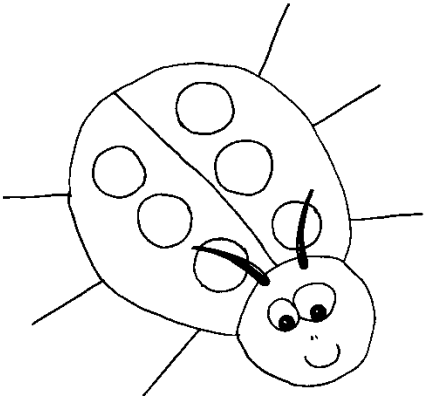
# Testing Ideas Failure Modes

For each object I can  
ask the question:

What if the object fails  
during a transaction?

What if the object is  
not visible?

What if the object is  
busy?



# Testing Ideas

## Failure Modes

Connector  
Procedure  
call

What if data transfer is by value instead of by reference?

What if Order of parameters is incorrect?

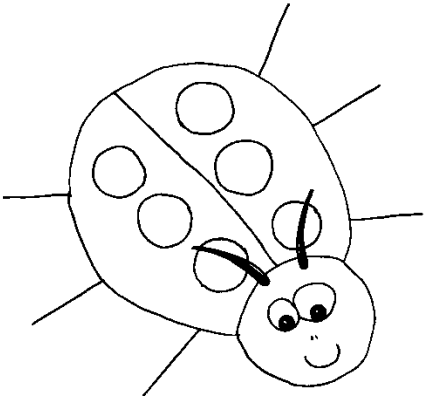
What if version of objects are out of sync?

What if return value indicates an error?

What if order of execution is changed?

What if procedure is called from wrong object?

What if multiple threads use the procedure concurrently?



# Testing Ideas Failure Modes

## Connector Events

Which events trigger this connection?

Are events prioritized?

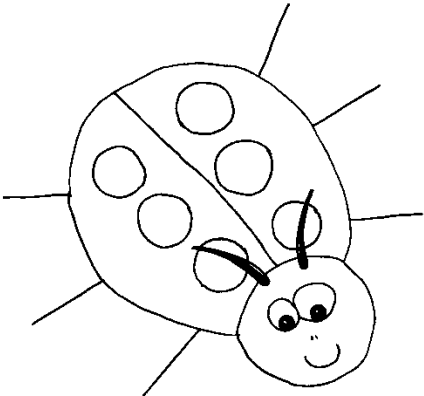
What if all events are high priority?

What if all events are low priority?

What happens if a event should be high priority but is given a low priority?

What if events occur out of order?

What if an event does not take place?



# Testing Ideas Failure Modes

Connector  
Data  
access

What if data being polled does not change?

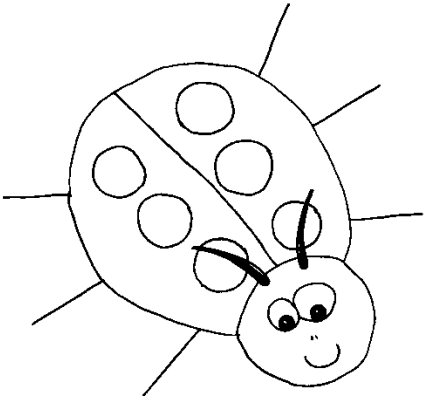
What if channel to database is closed?

What if channel to database break during a transaction?

What if the data access requires a different access authorization or privilege level?

What if multiple processes or threads share the same data elements and there is a resource contention problem?





# Testing Ideas

## Failure Modes

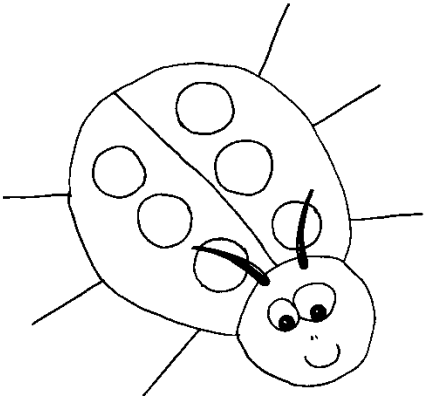
### Connector Data access

What if multiple processes or threads share the same data elements and there is a race condition due to the timing or order of operations?

What if data is locked?

What if data access does not respond within timeout period?

What if multiple processes or threads are all waiting for each other to liberate a resource before processing continues leading to a stand-off situation?



# Testing Ideas Failure Modes

## Connector Linkage

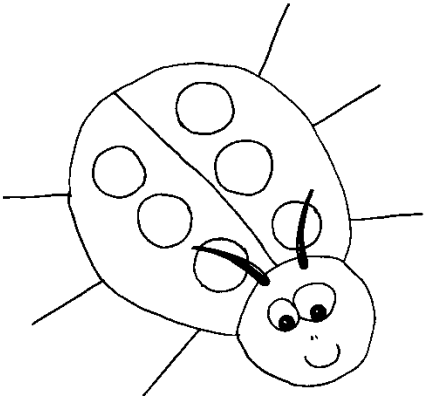
What if physical transport layer fails?

What if connection linkage is noisy and randomly garbles data?

What if the link it to the wrong place?

What if the link is shared?

What if the available bandwidth diminishes?



# Testing Ideas

## Failure Modes

---

Connector  
Stream

What if streaming process is memory starved?

---

What if there are too many concurrent threads?

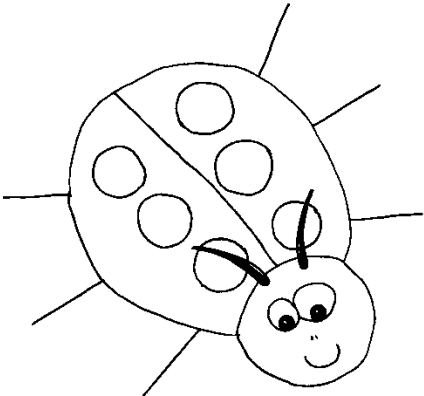
---

What if the wrong stream is invoked?

---

What if a stream returns an error code?

---



# Testing Ideas Failure Modes

Connector  
Arbitrator

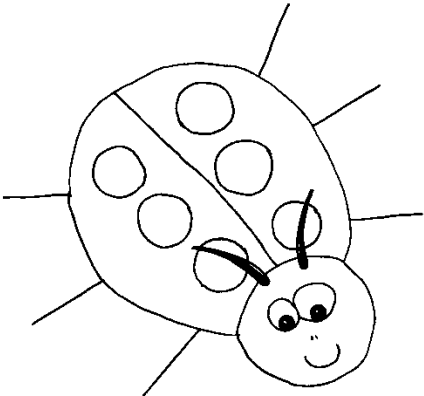
What if there is a standoff while two processes are waiting for an event?

What if the priority of the event is misunderstood?

What if the arbitration process fails blocking access?

What if the arbitration fails and all processes have concurrent access?

What if access is never granted because higher priority events continue to win arbitration?



# Testing Ideas

## Failure Modes

---

Connector  
Distributor

What if transaction is routed to the wrong process?

---

What if distributor returns error condition to the wrong source?

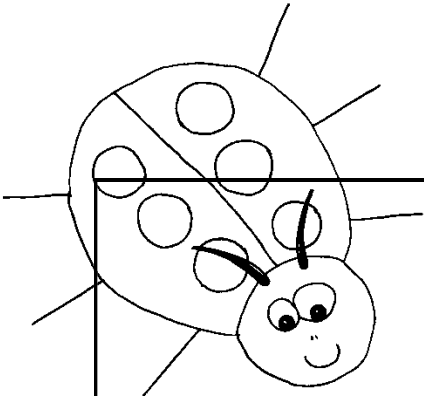
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Can distributor reroute transaction if one path fails?

---

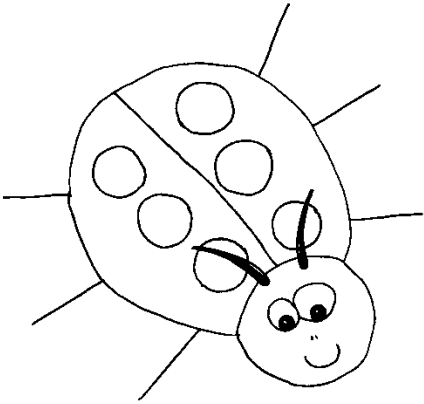
What if multiple routes fail concurrently?

---



	Adaptability	Accessibility	Auditability	Availability	Continuity	Dependability	Expandability	Functionality	Integrity	Interoperability	Maintainability	Operability	Portability	Reliability	Re-usability	Scalability	Security	Serviceability	Testability	Usability
Application service provider	Green	Red	Red	Red	Green	Yellow	Green	Yellow	Yellow	Yellow	Red	Green	Green	Red	Green	Red	Red	Yellow	Yellow	Yellow
Automatic content generator	Green	Yellow	Green	Yellow	Green	Yellow	Green	Yellow	Red	Green	Yellow	Green	Green	Red	Green	Yellow	Green	Yellow	Yellow	Green
Customized access	Green	Red	Green	Red	Green	Red	Green	Yellow	Red	Green	Green	Green	Green	Red	Green	Yellow	Yellow	Green	Green	Red
Database access	Yellow	Red	Yellow	Red	Green	Red	Yellow	Red	Red	Yellow	Yellow	Green	Yellow	Red	Yellow	Red	Red	Yellow	Yellow	Yellow
Delivery	Green	Red	Yellow	Red	Green	Red	Green	Green	Red	Green	Green	Green	Green	Red	Green	Yellow	Red	Green	Green	Green
Document access	Green	Yellow	Green	Red	Green	Red	Green	Yellow	Red	Yellow	Green	Yellow	Green	Yellow	Green	Yellow	Red	Yellow	Yellow	Yellow
File sharing	Green	Yellow	Yellow	Red	Green	Red	Yellow	Yellow	Red	Yellow	Green	Yellow	Green	Green	Green	Yellow	Red	Yellow	Yellow	Red
Informational	Green	Yellow	Green	Red	Green	Red	Yellow	Yellow	Red	Yellow	Yellow	Yellow	Green	Red	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow
Interactive	Red	Green	Red	Yellow	Red	Red	Green	Red	Red	Red	Red	Green	Red	Red	Yellow	Yellow	Red	Yellow	Yellow	Yellow
Transaction oriented	Red	Red	Red	Red	Red	Red	Red	Red	Red	Yellow	Red	Red	Red	Red	Red	Red	Red	Red	Red	Red
User-provided content	Green	Yellow	Green	Yellow	Green	Green	Yellow	Yellow	Yellow	Yellow	Green	Yellow	Green	Yellow	Green	Yellow	Yellow	Green	Green	Green
Workflow oriented	Yellow	Yellow	Red	Yellow	Green	Yellow	Yellow	Yellow	Red	Yellow	Yellow	Yellow	Yellow	Yellow	Green	Yellow	Yellow	Yellow	Yellow	Yellow
High Focus	Red																			
Medium Focus	Yellow																			
Low Focus	Green																			

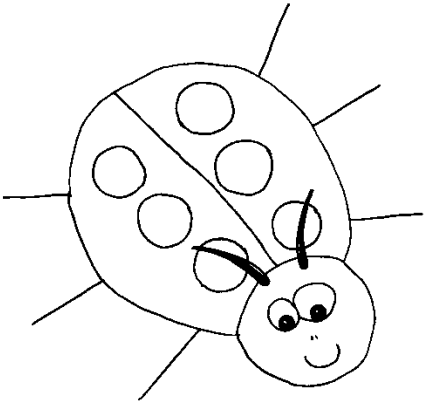
Quality Factors Importance  
Different Application Types



# Testing Ideas Quality Factors

## Adaptability and Expandability

- GIST: Confirm that the Wrap-O-Matic can correctly create boxes of chocolates using a competing products manifest. Randomly sample manifests from many competitors.

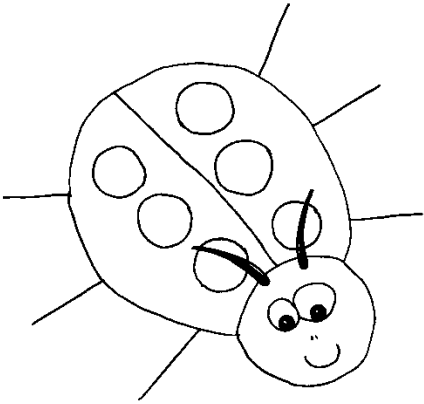


# Testing Ideas Quality Factors

## Accessibility

- GIST: Study how operator colour blindness might impact error rates. Explore tasks related to Starting, Stopping, Monitoring Status of or Manifest Entry into the Wrap-O-Matic.

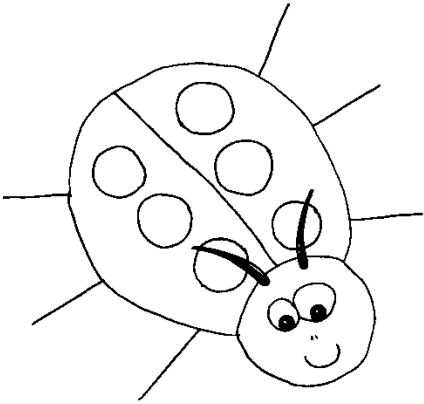




# Testing Ideas Quality Factors

## Auditability

- GIST: Can an auditor during, or after, a production run, confirm (a) reports match logged data, (b) reports match production results and (c) logged data match production results?

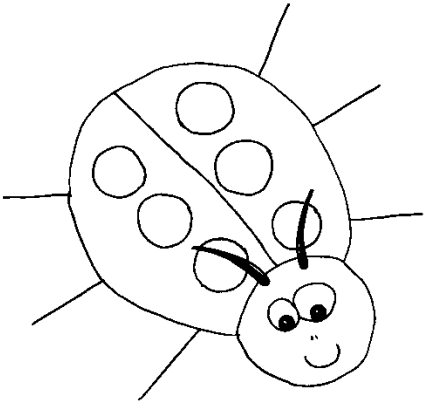


# Testing Ideas

## Quality Factors

### Availability

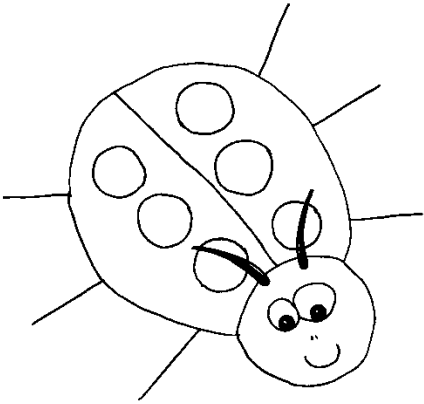
- GIST: Study Wrap-O-Matic availability by performing several trial production runs at maximum duty cycle. (Availability =  $\text{Uptime} / (\text{Uptime} + \text{Downtime})$ ).



# Testing Ideas Quality Factors

## Continuity

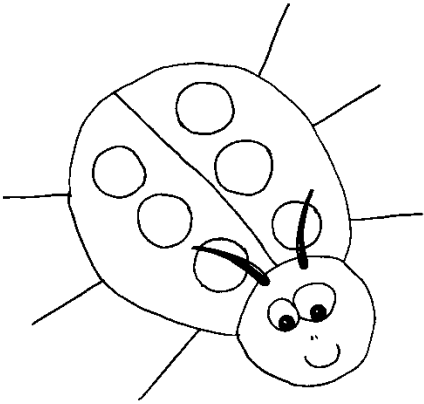
- GIST: Confirm that the Wrap-O-Matic can resume operation after pausing for Maintenance, Repairs, Inspections, or Audits. Ensure accuracy of logs, reports, and production results.



# Testing Ideas Quality Factors

## Dependability

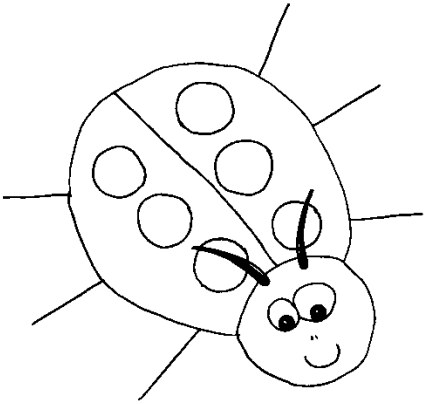
- GIST: Confirm that boxes of chocolates are consistently produced correctly for a variety of manifests.



# Testing Ideas Quality Factors

## Reliability

- GIST: Study Wrap-O-Matic reliability by performing several trial production runs at maximum duty cycle under harsh, accelerated life conditions. Measure the Mean Time Between Failures.

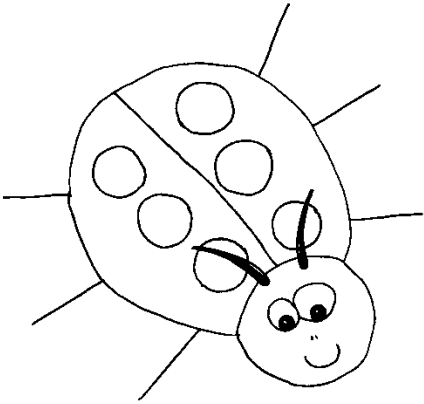


# Testing Ideas

## Quality Factors

### Integrity

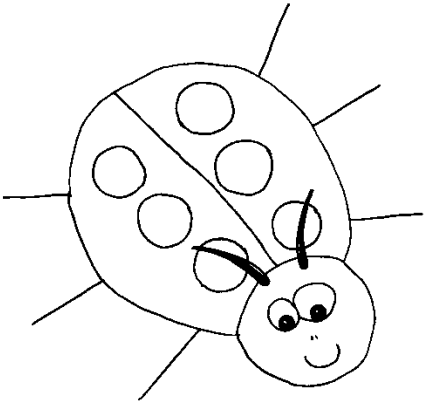
- GIST: Explore whether Wrap-O-Matic failures can accidentally corrupt transaction logs or manifests data.



# Testing Ideas Quality Factors

## Interoperability

- GIST: Confirm that Wrap-O-Matic reports can be exchanged with and correctly interpreted by the chocolate manufacturer's management information system.

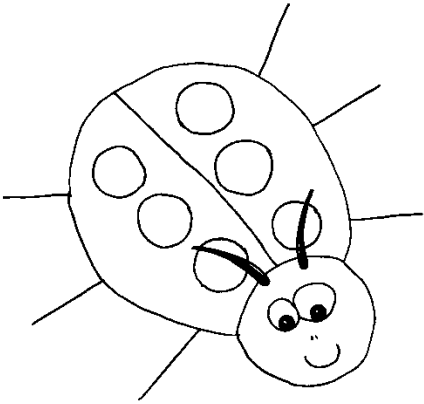


# Testing Ideas Quality Factors

## Maintainability and Serviceability

- GIST: Confirm that Wrap-O-Matic firmware can be upgraded to a new revision.

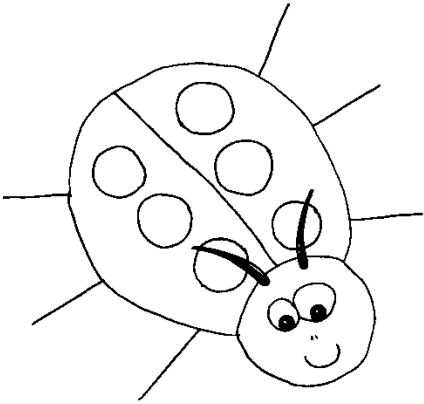




# Testing Ideas Quality Factors

## Operability

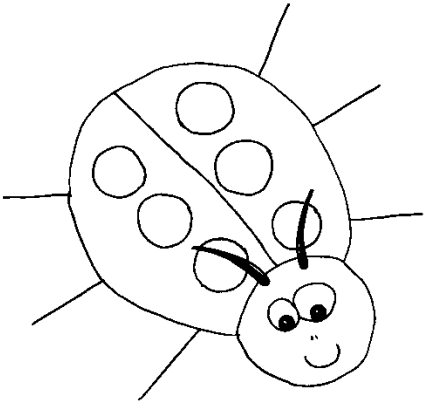
- GIST: Beta test the Wrap-O-Matic at customer sites. Study how well the Wrap-O-Matic works with the customer's manufacturing and business process.



# Testing Ideas Quality Factors

## Re-usability

- GIST: Confirm that the Wrapping Engine source code can be reused in alternative hardware environments. Use static analysis techniques to study the source code.

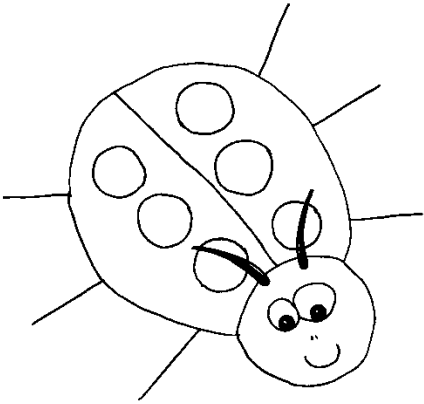


# Testing Ideas

## Quality Factors

### Portability and Compatibility

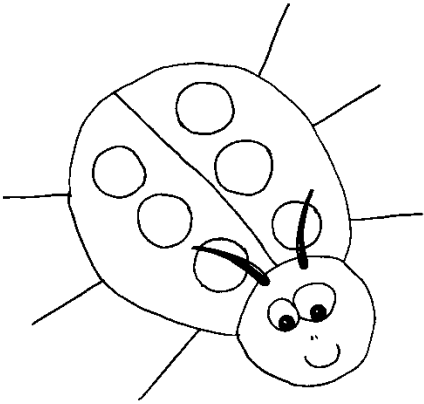
- GIST: Explore how Wrap-O-Matic operator console software runs on Windows, Mac, and Linux environments.



# Testing Ideas Quality Factors

## Scalability

- GIST: Experiment with the relationship between the number of wrapping modules and the Wrap-O-Matic throughput. How does the change in throughput relate to the number of Wrapping Modules?

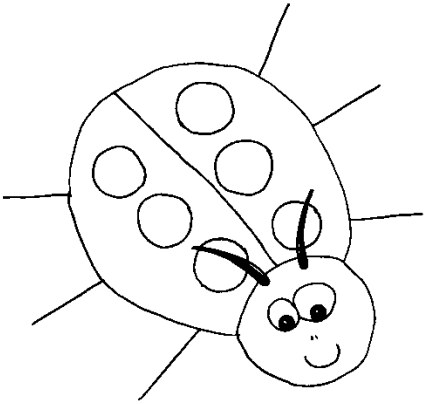


# Testing Ideas

## Quality Factors

### Performance

- GIST: Determine the average throughput (boxes of chocolates per hour) for the most common (Pareto) types of boxes of chocolates.

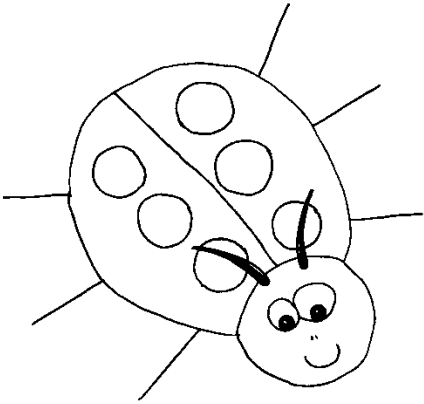


# Testing Ideas

## Quality Factors

### Effectiveness and Efficiency

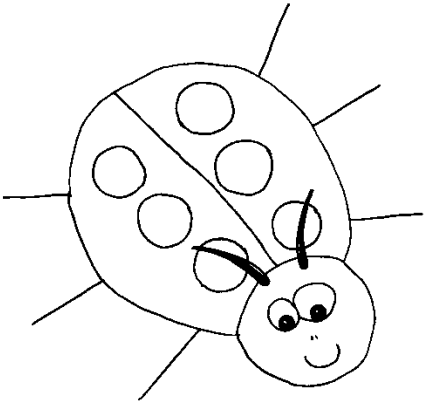
- GIST: For different production runs: light (no wrapping), typical (normal wrapping), and harsh (complex wrapping) study the Wrap-O-Matic's CPU and memory resource usage over time.



# Testing Ideas Quality Factors

## Robustness

- GIST: Assess robustness of Operator Console by user interface attacks and randomized data entry.

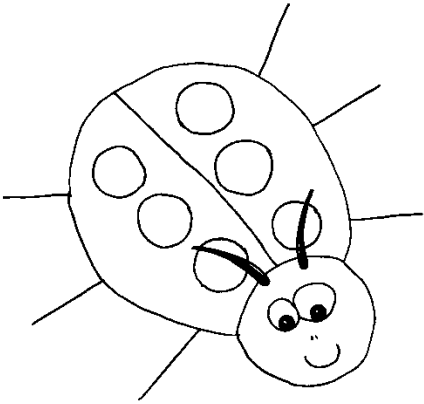


# Testing Ideas Quality Factors

## Security

- GIST: Ensure that only authorized users can access and manipulate restricted data. (eg. Loader should not be allowed to enter manifest).

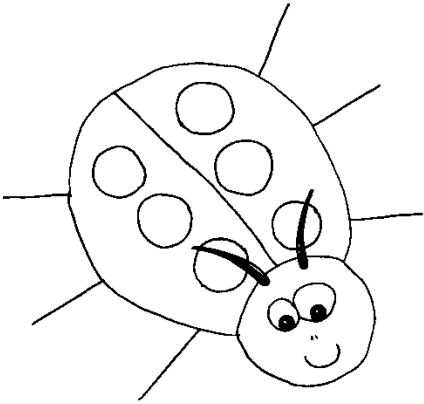




# Testing Ideas Quality Factors

## Testability

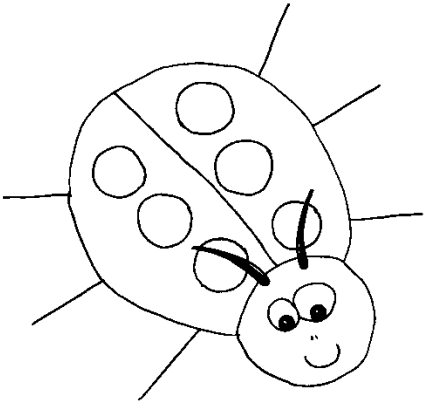
- GIST: Perform a Wrap-O-Matic design review. Has the software been instrumented to show the progress of each process during a production run?



# Testing Ideas Quality Factors

## Usability

- GIST: Study how an experienced chocolate factory worker, who has never been trained in using the Wrap-O-Matic, can accomplish the task of entering a manifest with the only guidance coming from on-line help.

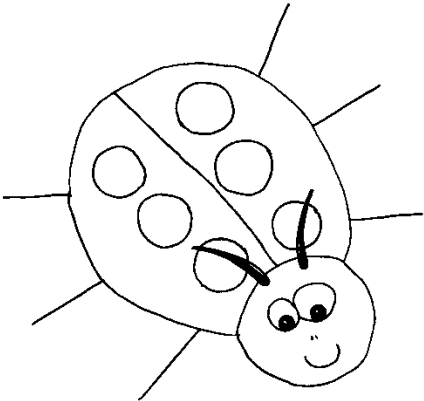


# Testing Ideas

## Quality Factors

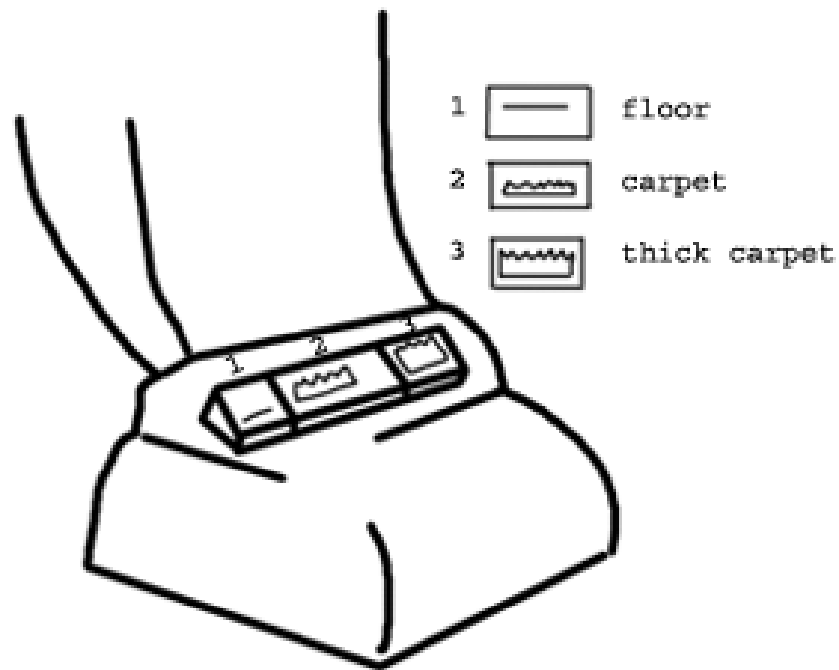
### Power Consumption

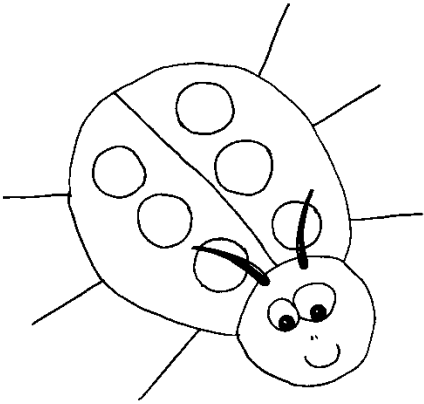
- GIST: Study the battery power consumption by the manifest entry app during entry of typical manifests before a production run.



# Testing Ideas

- Usage Scenarios
  - Identify classes of users
  - Identify how users will use system
  - Describe scenarios
  - Use Story board or similar approaches
  - Identify variations

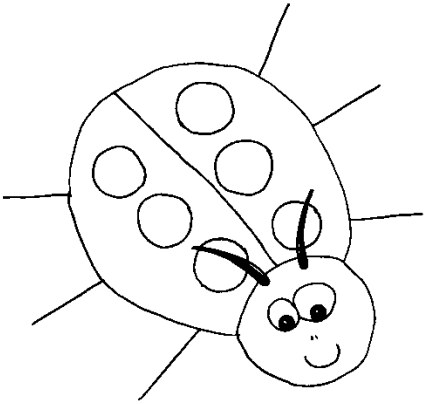




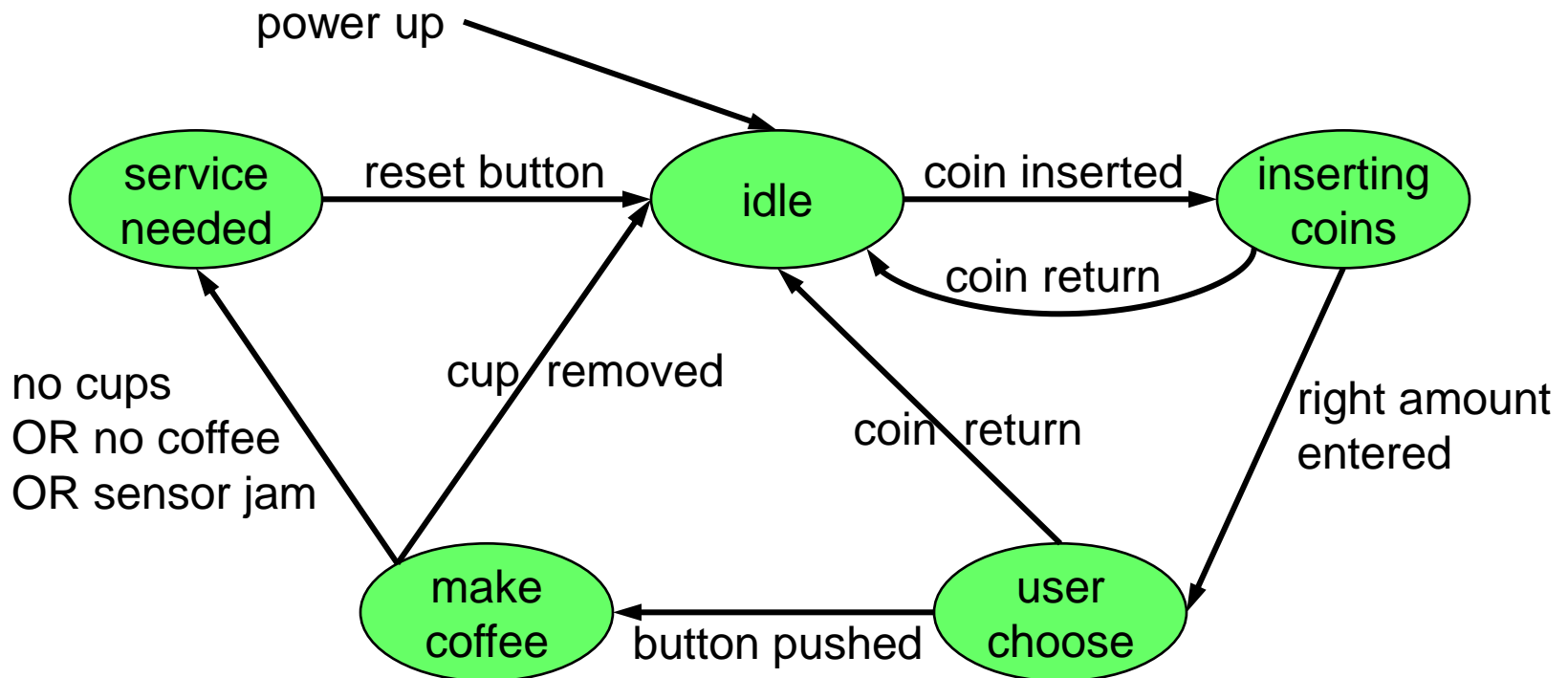
# Testing Ideas

- Creative approaches
  - Action verbs
  - Mind Maps
  - Soap Operas
  - Lateral Thinking

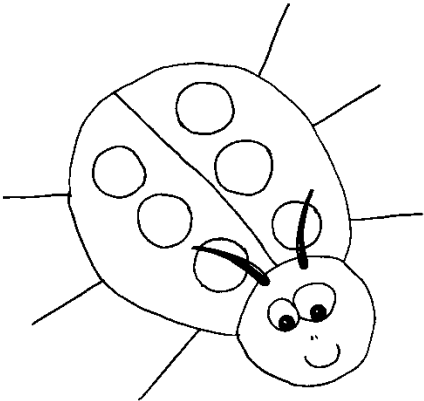




# Testing Ideas

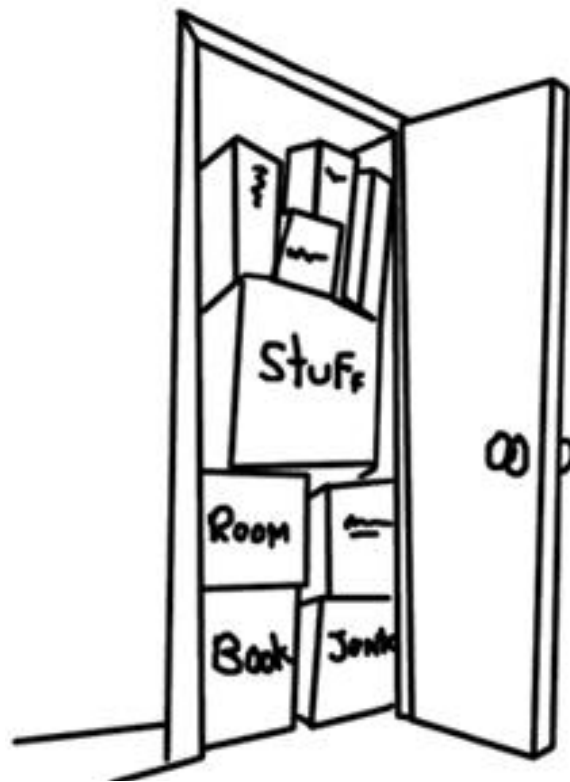


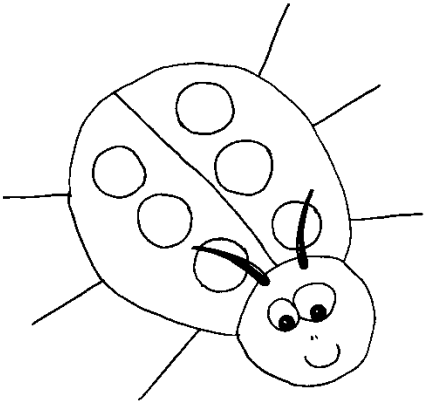
## State Models



# Testing Ideas

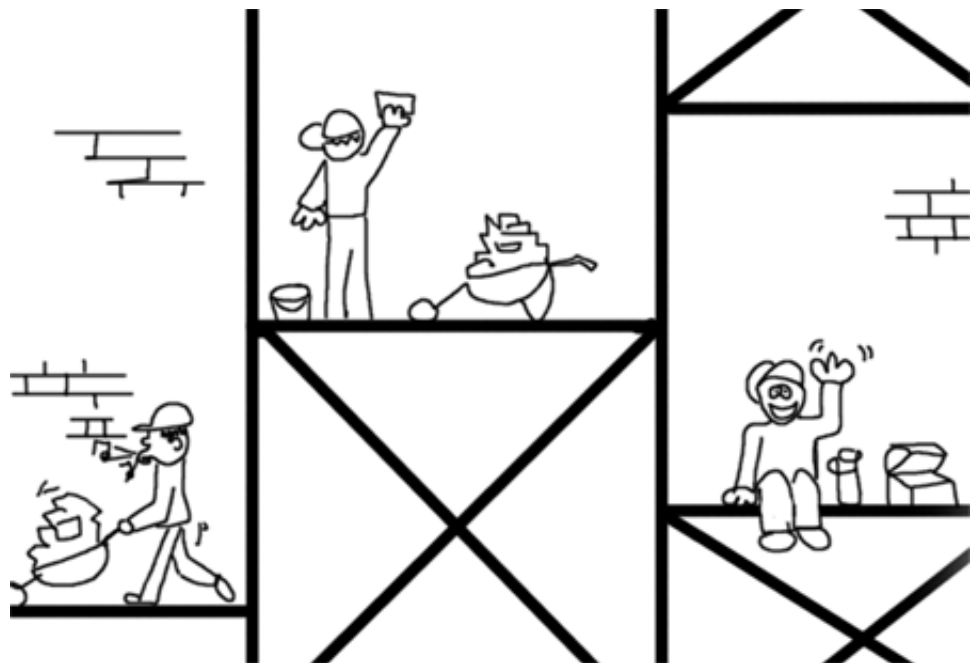
- Data
  - Flow
  - Structure
  - Create
  - Update
  - Change



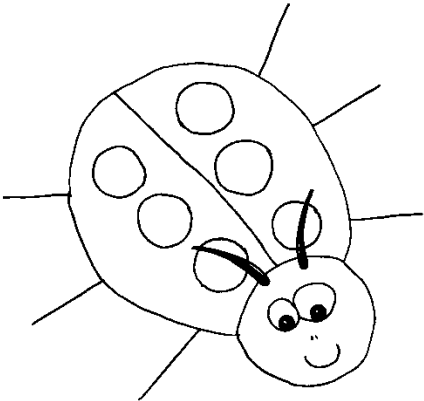


# Testing Ideas

- Environment
  - Hardware
  - Software
  - Operating systems
  - Locales
  - Browsers
  - Plug-ins
  - Co-dependent software

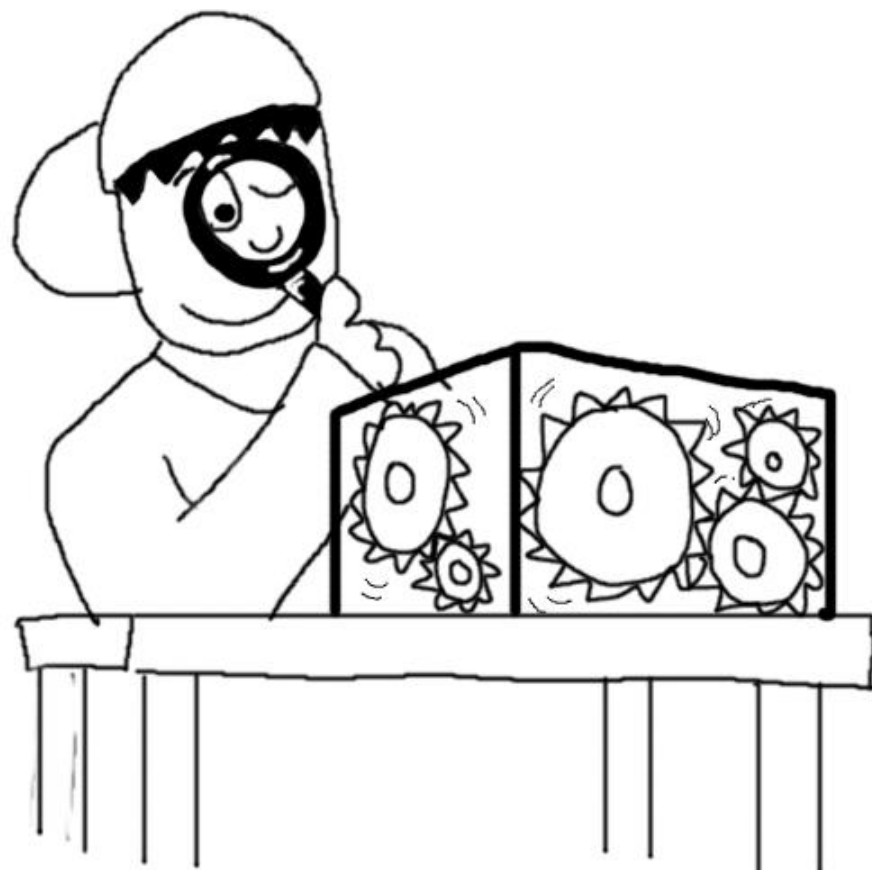


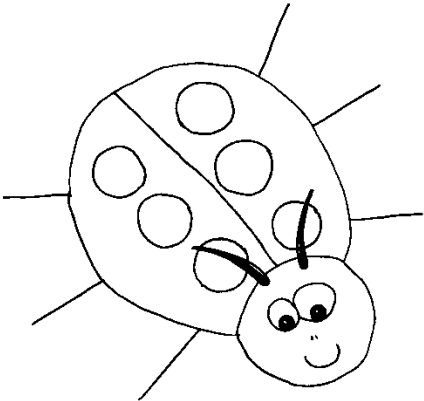




# Testing Ideas

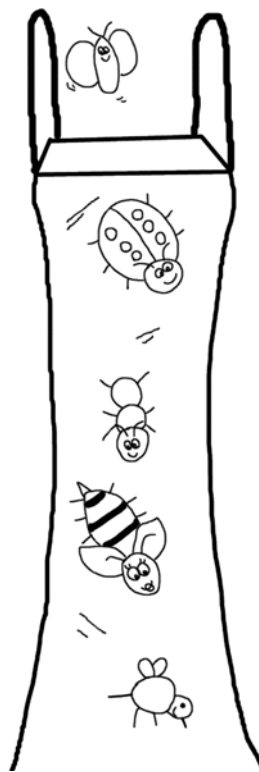
- White Box
  - Design
  - Internal structure
  - Code

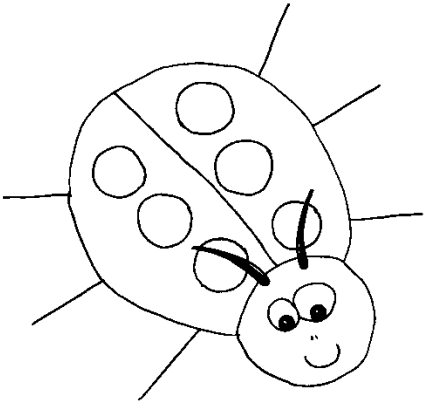




# Testing Ideas

- Bug taxonomies
  - Collections of possible bugs
  - Appendix A of *Testing Computer Software*, Kaner, Falk, Nguyen
  - Boris Biezer Taxonomy Otto Vinter manages
  - Shopping cart taxonomy Giri Vijayaraghavan

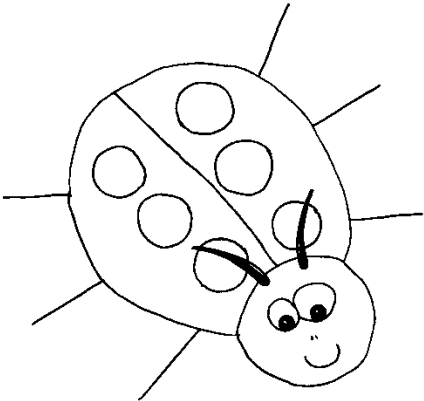




# Testing Ideas

- Across Story Relationships
  - Interference
  - Resource sharing
  - Inconsistent behaviour
  - Out of order

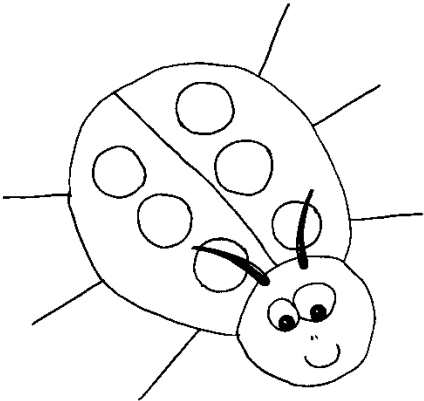




# Testing Ideas

- Software Breaking
  - James Whitaker, How to Break Software
  - Create a fault model
  - Identify weakness
  - Apply attack
  - User interface attack
  - System interface attack
  - Data layer attack
  - Security attack

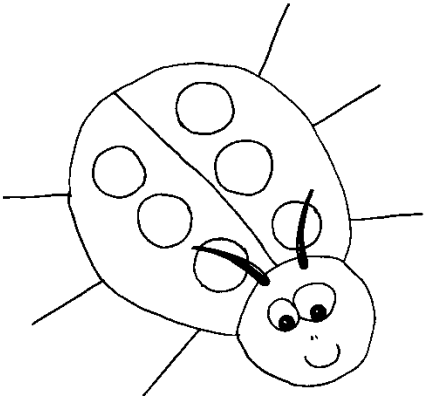




# Testing Ideas

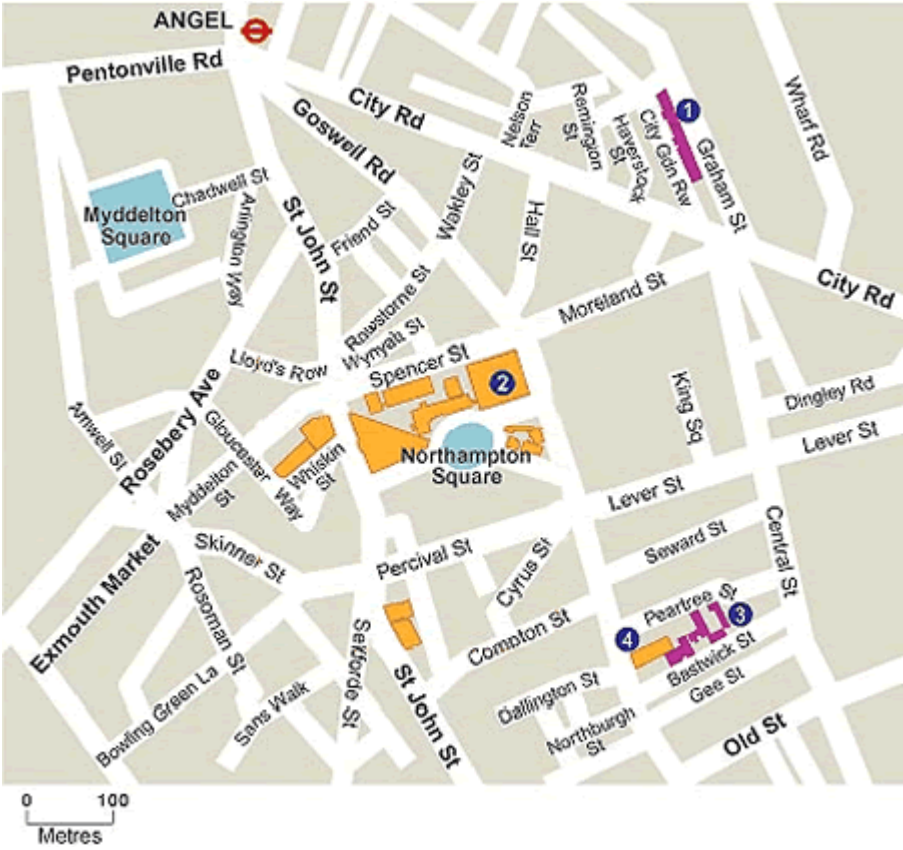
- End to End Testing
  - Exercise entire process chain to complete a transaction
  - Automatic steps
  - Manual steps
  - External systems
  - Third-party systems

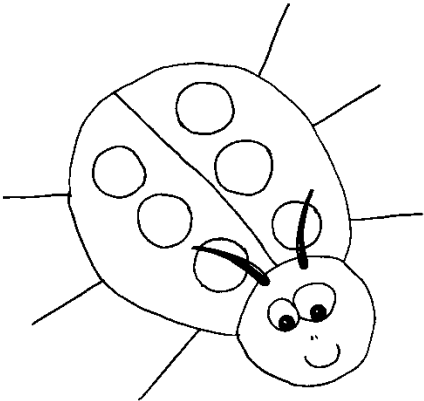




# Testing Ideas

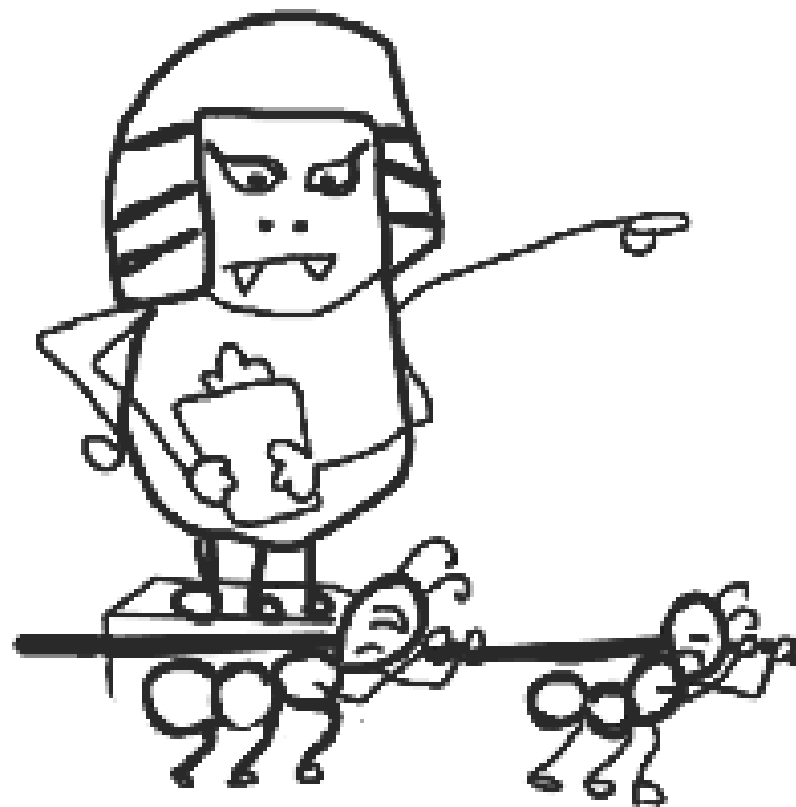
- Sequences
  - Explore paths
  - Vary
  - Operation order
  - Sequences
  - Valid
  - Invalid
  - Multiple
  - Concurrent

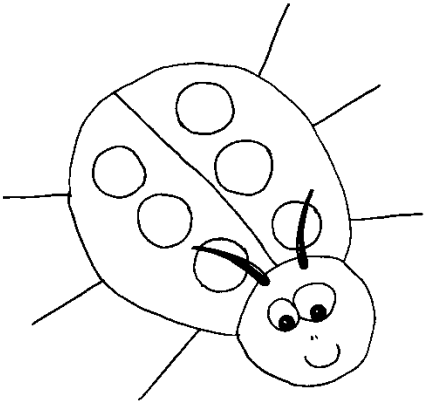




# Testing Ideas

- Business Rules
  - Decisions
  - Limits
  - Constraints
  - Process Models
  - Transaction logic
  - Getting things done
  - Value



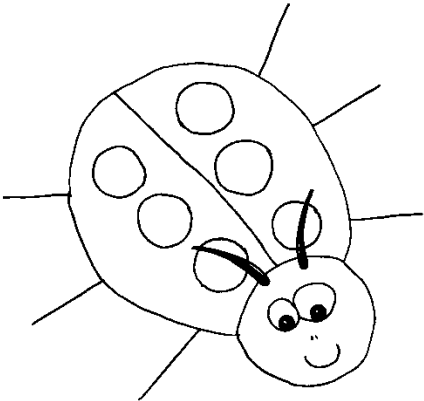


# Testing Ideas

- Combinations
  - Multiple variables
  - Selections
  - Options
  - Configurations
  - Permutations
  - Pareto
  - Pairwise

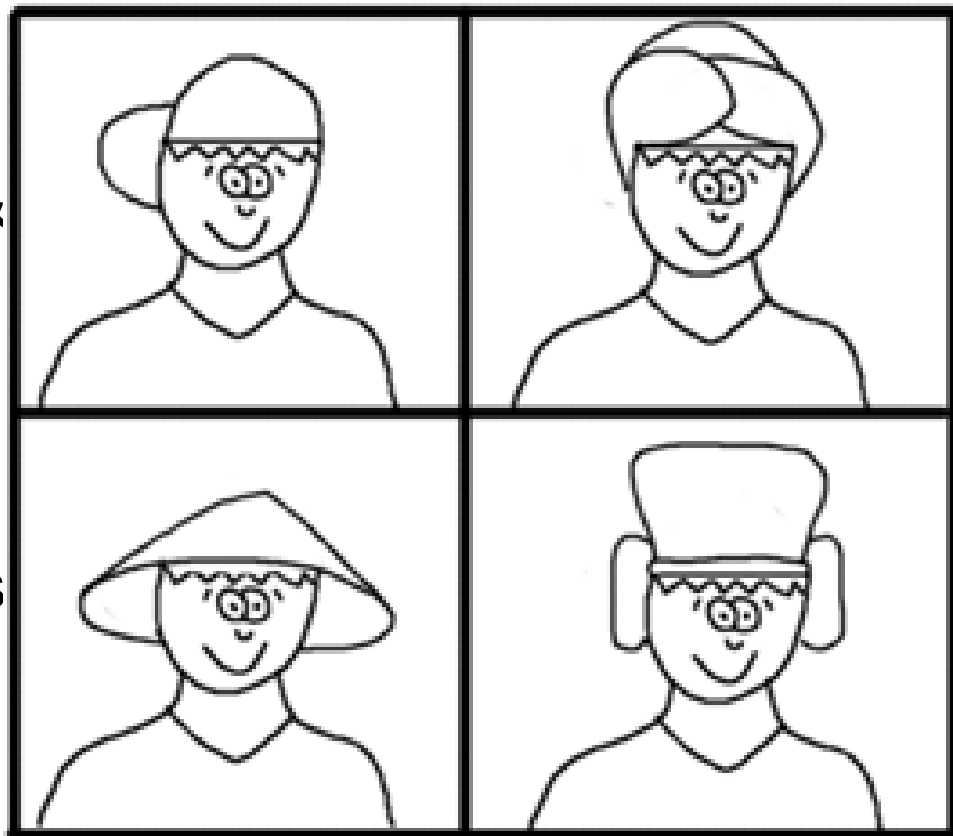


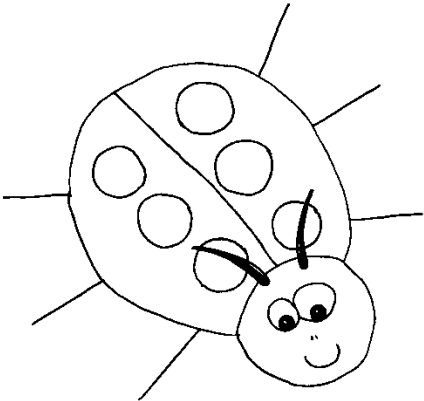




# Testing Ideas

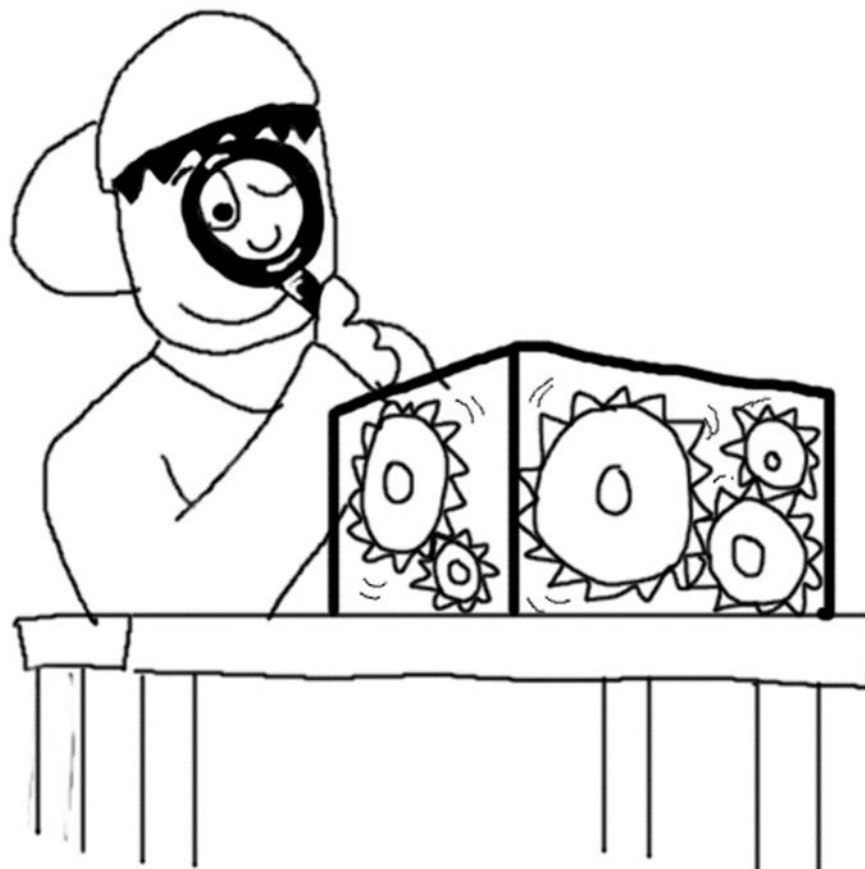
- Internationalization & Localization
  - Language
  - Culture
  - GUI
  - Locale Specific Rules
  - Collation
  - Searching
  - Sorting
  - Test coding

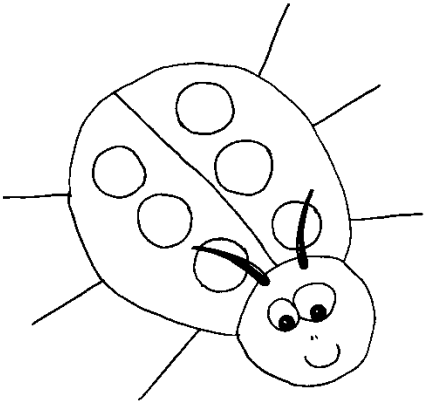




# Testing Ideas

- Unit Test
  - Code
  - Structure
  - Data
  - Coverage
  - Design

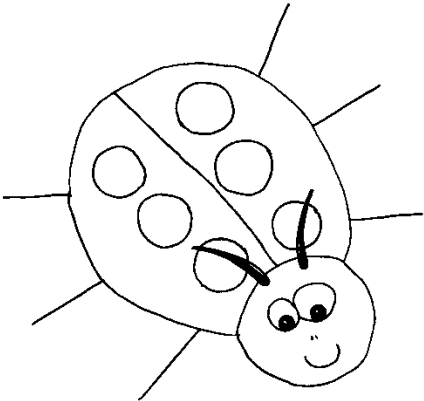




# Testing Ideas

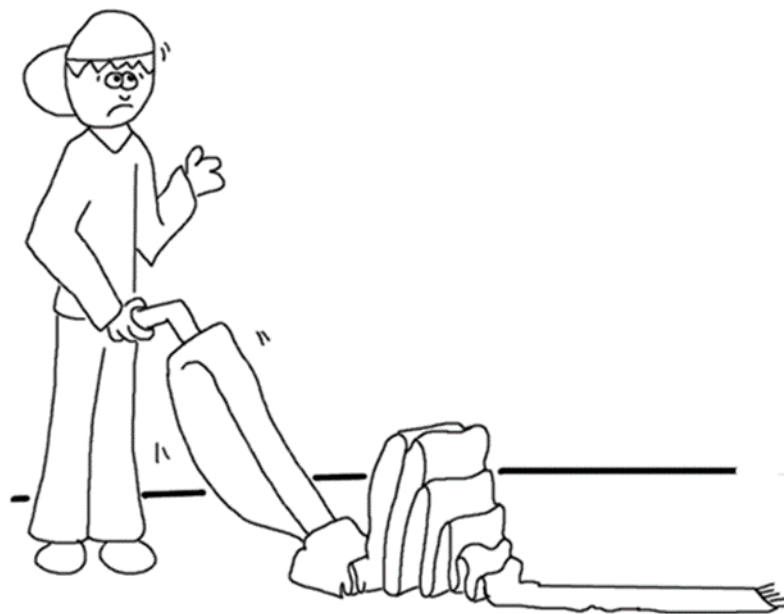
- Test Oracles
  - Truth
  - Assess correctness
  - Requirements
  - State machines
  - Subject matter experts
  - Designs
  - Domain experts
  - Heuristics
  - Validation

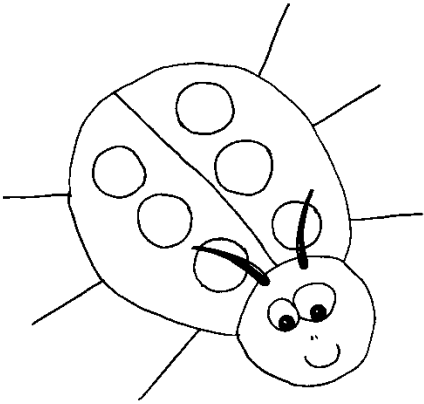




# Testing Ideas

- Boundary Tests
  - Value ranges
  - Edge conditions
  - Extremes
  - Point behaviours change
  - Limits in time
  - Security

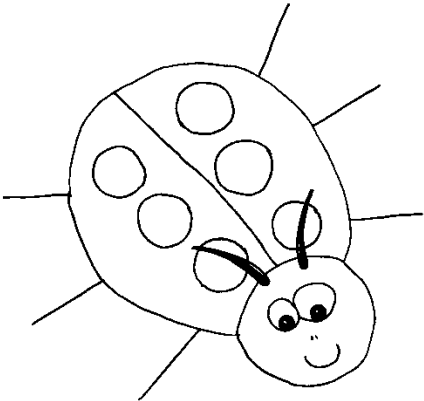




# Testing Ideas

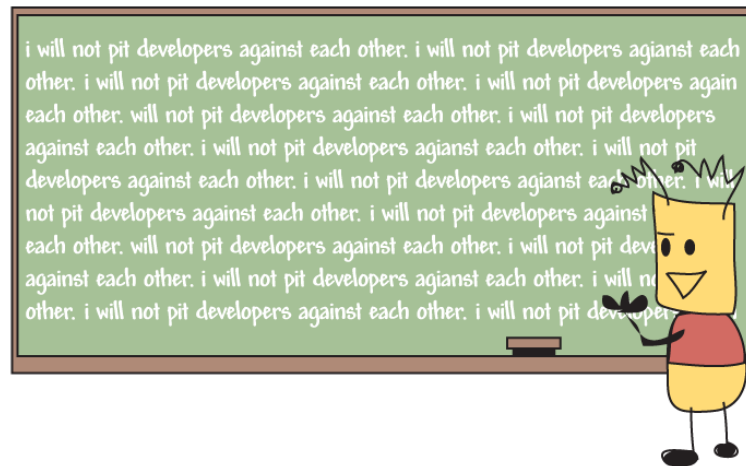
- Automation
  - Having tools to automate part of software testing can suggest test ideas
  - Repetitive
  - Hard to observe outcomes
  - Complex computations
  - Do a lot of transactions
  - Create and compare data

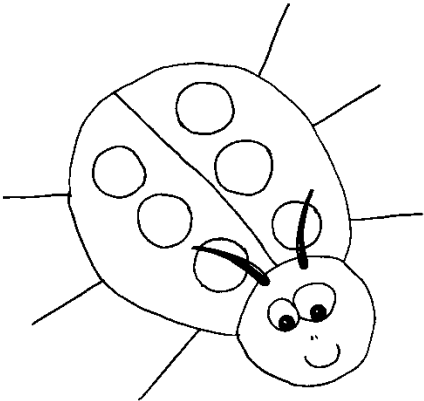




# Testing Ideas

- Regression
  - Continuous Integration
  - Smoke Tests
  - Release Readiness
  - Story Tests
  - Unit Tests
  - Observe & Control

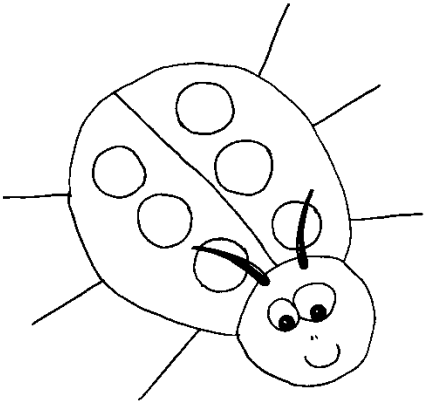




# Triage

- Criticality
- Resources
- Trade offs
- Credibility





# Which test?

- *Impact estimation*

- For each test idea guesstimate:

- benefit of implementation
    - consequence of implementation
    - benefit for not implementing
    - consequence of not implementing

- How credible is the information?

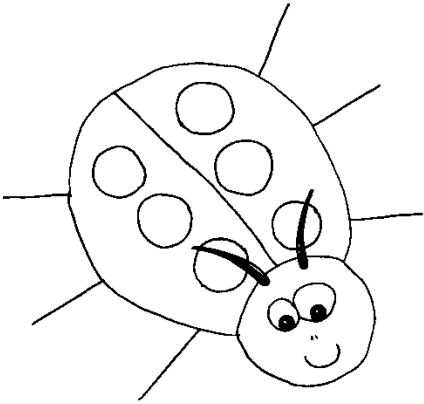




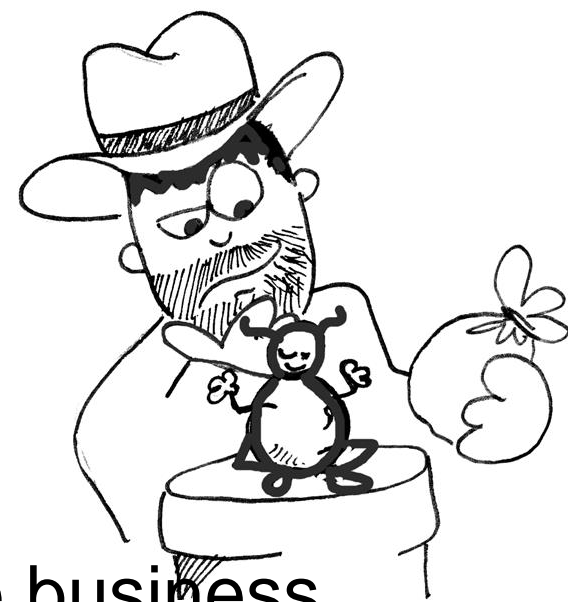
# How to Decide?

Rank	Credibility
0.0	Wild guess, no credibility
0.1	We know it has been done somewhere
0.2	We have one measurement somewhere
0.3	There are several measurements in the estimated range
0.4	The measurements are relevant to our case
0.5	The method of measurement is considered reliable
0.6	We have used the method in-house
0.7	We have reliable measurements in-house
0.8	Reliable in-house measurements correlate to independent external measurements
0.9	We have used the idea on this project and measured it
1.0	Perfect credibility, we have rock solid, contract- guaranteed, long-term, credible experience with this idea on this project and, the results are unlikely to disappear

Triage testing ideas



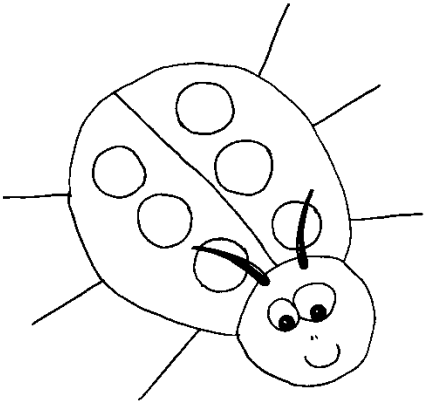
# Which test?



## *Test Idea Rejection – What If?*

–If the cost/benefit does not make business sense then consider implementing:

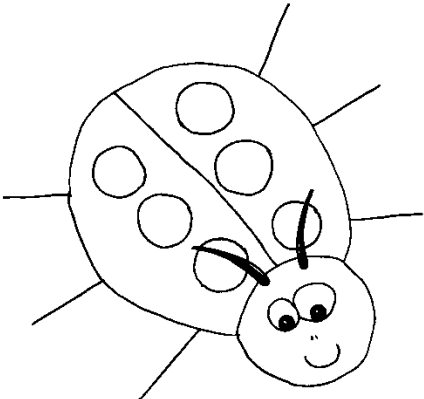
- part of the test, could that lead to part of the benefit at a more reasonable cost?
- more than the stated test, would that generate more benefit?
- a different test than the stated idea, could that generate more benefit for less cost?



# Test Triage

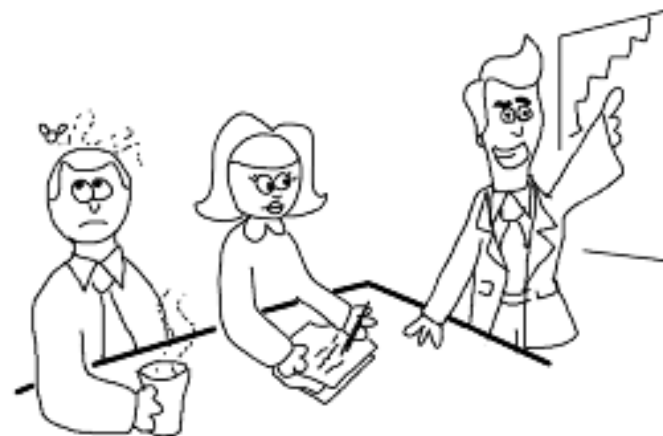
- Test Triage
  - Turbulent Projects
    - High Frequency
    - Daily +++
  - Agile Projects
    - On demand
    - At stand up meeting
  - Stable Products
    - Periodically
    - Same as “bug review”

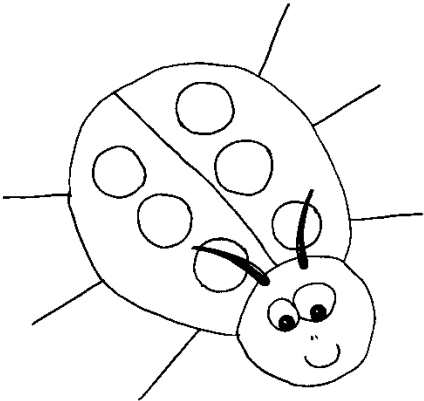




# Test Triage

- Review
  - New Context
  - New Info
  - Bugs
  - New testing ideas

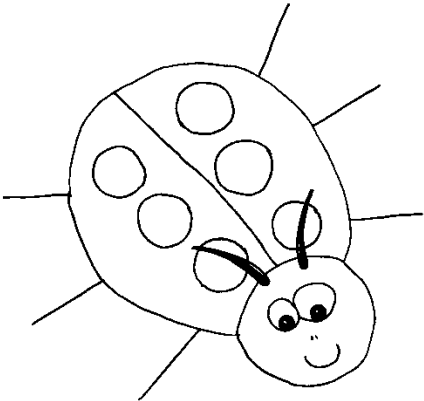




# Test Triage

- Review
  - New Context
    - Business
    - Technical
    - Organizational
    - Cultural

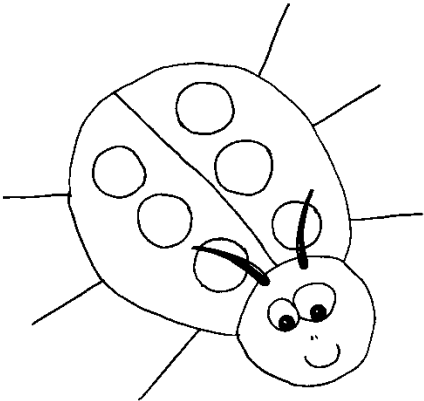




# Test Triage

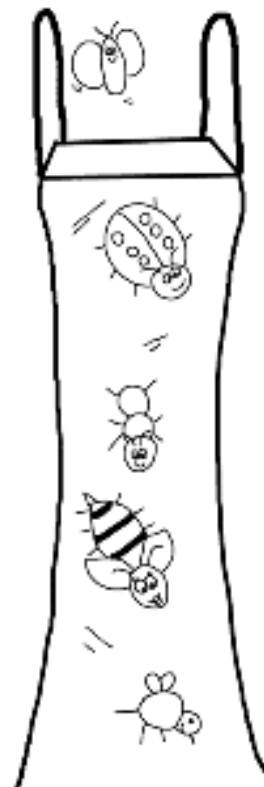
- Review
  - New Info
    - Test Findings
    - Development
    - Other

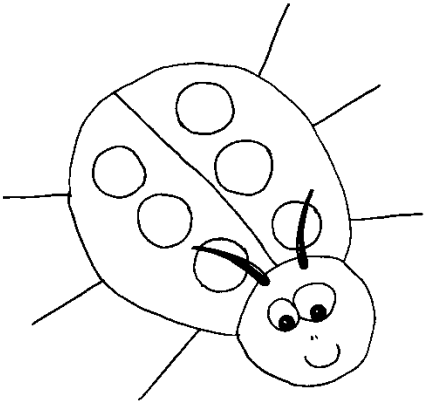




# Test Triage

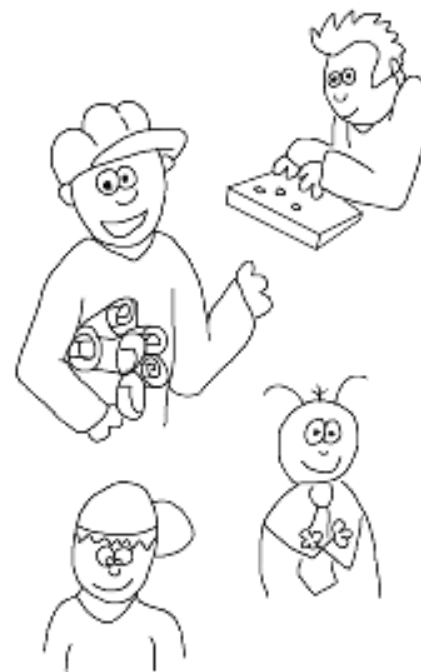
- Review
  - Bugs
    - New
    - Fixed
    - Causes
    - Patterns



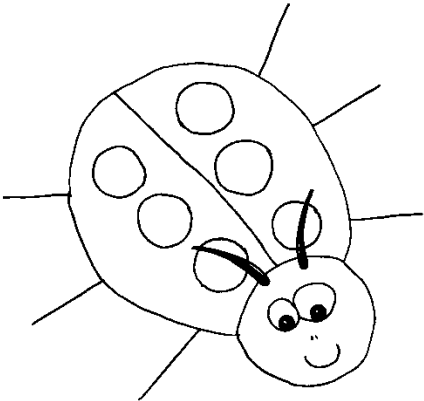


# Test Triage

- Review
  - New testing ideas
    - Testers
    - Developers
    - Support
    - Trainers
    - Administrators
    - Customers
    - Users

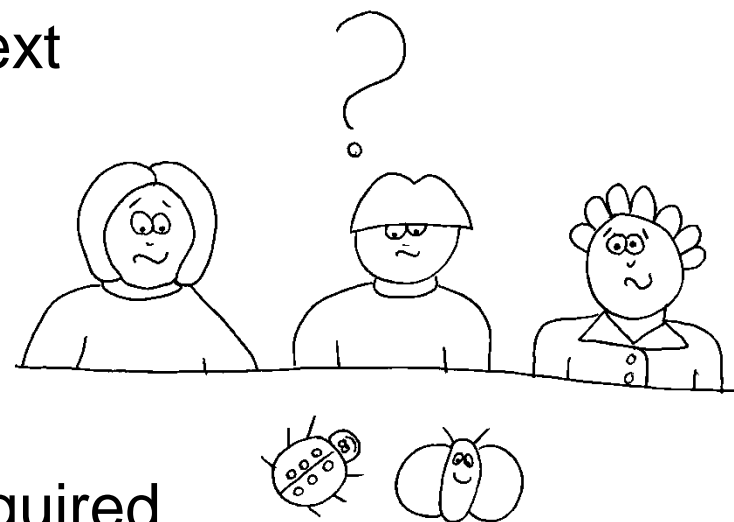


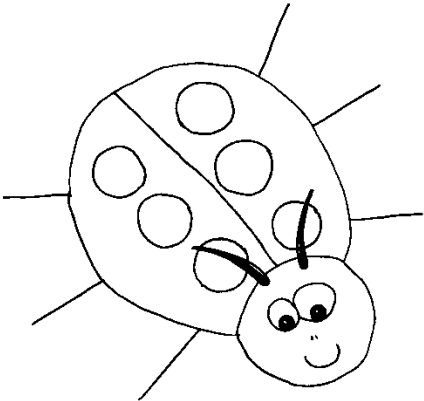




# Test Triage

- Allocate Testing Assignments to Testers
  - Make sure testers know context
  - Best thing to test
  - Best person to test it
  - Best people to explore it
  - Best lead
  - Are subject matter experts required



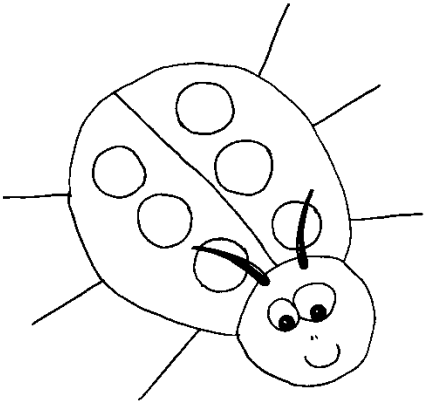


# Test Triage

## Life of a test idea

- a. Comes into existence
- b. Clarified
- c. Prioritized
  - a. Test Now (before further testing)
  - b. Test before shipping
  - c. Nice to have
  - d. May be of interest in some future release
  - e. Not of interest in current form
  - f. Will never be of interest
- d. Integrate into a testing objective

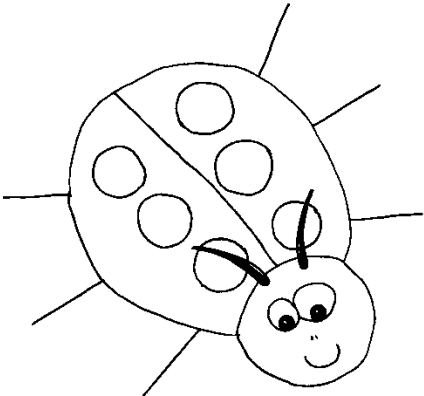




# Deciding what not to test?

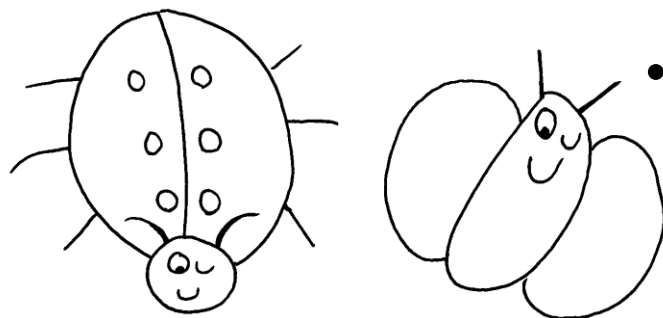
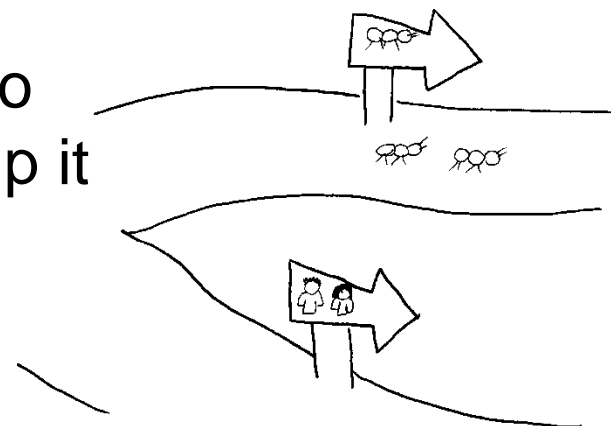
- Time pressure
  - Should we skip a test?
  - If test failed could system still be of value to some stakeholder?
  - If test was skipped could important bugs have been otherwise found?





# Bottom Line

- *My experience* is that it is better to omit a test on purpose than to skip it because you ran out of time or forgot about it!



- Systematically collecting, evaluating and triaging testing ideas helps me decide what not to test - at least for now?