

# Introduction to testing day 1 exercise

## Exercise - quality

[https://github.com/makersacademy/intro-to-testing/blob/main/phase1/03\\_group\\_quality.md](https://github.com/makersacademy/intro-to-testing/blob/main/phase1/03_group_quality.md)

- 1\* Developer (the person writing the code)
  - Ibrahim
- 1\* Product Manager/Owner (the person who knows what the customer wants)
  - Joao
- N\* Testers, for however many other people are in your group
  - Adam

## Planning i.e. at the very start

- What are your responsibilities?
  - What are your main concerns? What matters most to you at this stage?
  - What can you do to help improve the quality of the program?
  - What other things can you effect - are there processes, tools, lines of communication, etc. where the quality of those can be improved? Could those improvements indirectly improve the quality of the program?
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## Ibrahim

I-

- after receiving basic model/plan from owner
  - how realistic the time scales are
  - how many staff (relative to the time)
  - costs
  - consider tools/languages and methods
  - consider platforms that 'the product' will be used on
  - feedback to the owner to provide them the info from the dev's expertise to allow the owner to make an informed decision
- I -
- depending on the technology that has been agreed on - having the appropriate talent

- realism in all areas
- what is the first priority
  - and the ones after that
  - I -
- solid development
- TDD
- making sure to communicate with other team members throughout
- speaking with QE to integrate testing
  - I -
- begin with the right tools
- consider the language
- consider those needed to develop it
- Consider an appropriate model - talked about some of the positives of the AGILE model - with morning standups and such promoting good communication
- pair programming

## Joao

J -

- lay out a plan for what needs to be done - speak with the customer and understand what they want
- make a plan of action
- risk assessments of all kinds
  - J -
- budgets
- cost
- time
- the customer
- resources
- contract specifics
- profit
  - J -
- be really obnoxious and constantly micromanage staff so can feed this back to customer
- facilitate communication
- get the best set of expectations possible

- get an accurate picture of what is needed from the customer so it can be translated into reality (realistic too)
- set realism to costs, and time frames and such
- J -
- 'good' management style generally - good team cohesion
- ensure that team management is strong
- good diagramming - to make sure that the overall process and project/product is well organised

## Adam

A -

- main test creation -
  - what to test
  - when to test
  - how to test
- test design
- test execution
- defect reporting and tracking
- test closure and sign off
- work with the owner and the dev to understand needs
- making everything intuitively readable
- prepping for the maintenance phase of any process

A -

- test planning
- test designing
- ^ both in the planning stages
- ensuring the the team is aware of the need for testing and its integration
- promoting testing generally

A -

- tests - bug prevention removal
- tracking of defects and bugs
- improving the overall longevity of the code

A -

- extra levels of automatic integrated testing

## Late on i.e. after most of the development is done, soon before it will be shipped

- What are your responsibilities?
- What are your main concerns? What matters most to you at this stage?
- What can you do to help improve the quality of the program?
- What other things can you effect - are there processes, tools, lines of communication, etc. where the quality of those can be improved? Could those improvements indirectly improve the quality of the program?

### Ibrahim

- no new development
- feature freeze
- but working close with the others to make sure any defects/bugs that can be removed are removed as fast as possible
- security is built in properly
  - don't want to release a product that is dangerous
  - company rep etc

### Joao

- become more aggressive with time management
- pay cuts for slackers
- everyone is working weekends
- indepth look at what is happening
- wide team meeting - re contact the client/customer
- make sure what we have an good product, that it matches the spec  
this would all be done throughout too

- is there a need for early access/ or beta alpha etc
- checking the tests through
- test report sign off
- defect report if needed

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## Important points

- a lot of how we would operate would probably be based on how the company operates
- and the project itself
- MVP - minimum viable product
  - not everything, but we have achieved enough this time round
- lots of the points we raised would need to be a consideration throughout the process not just at a phase by one person
  - 3 Ps
    - people
    - process
    - product
- disagreements
  - nope
- difficulties
  - no real knowledge of the product or project
  - potentially bad staff
  - environmental factors
  - staff sickness
  - employment based issues
  - possibility of poor staff
  - role redundancy planning
- questions