**DAY 1**

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Sl No | Task | Total Time | Start Time | End Time |
| 1 | Introduction and Setting the context | 15 mins | 1300 | 1315 |
| 2 | Exercise to assess the current skills | 20 mins | 1315 | 1335 |
| 3 | Team-wise feedback on the exercises | 20 mins | 1335 | 1355 |
| 4 | Requirement Analysis and its intricacies (Exercise driven) | 25 + 15 mins | 1355 | 1435 |
| 5 | Break | 10 mins | 1435 | 1445 |
| 6 | The fastest way to become a product expert | 30 + 15 mins | 1445 | 1530 |
| 7 | Breakaway from the traditional test cases | 30 + 15 mins | 1530 | 1615 |
| 8 | Planning your testing sessions | 20 mins | 1615 | 1635 |
| 9 | Break | 30 mins | 1635 | 1705 |
| 10 | Dive deep into testing | 60 + 15 mins | 1705 | 1820 |
| 11 | Learn about three effective ways to estimate (Exercise driven) | 20 + 15 mins | 1820 | 1855 |
| 12 | Break + Buffer | 10 mins + 10 mins | 1855 | 1915 |
| 13 | When to use automation and when to stay away | 20 mins | 1915 | 1935 |
| 14 | Save time through these tiny tools | 15 mins | 1935 | 1945 |
| 15 | Practice your reporting skills | 20 mins | 1945 | 2005 |
|  |  |  |  |  |

Welcome to **The Testing Lab Advanced**. You are the first batch who is attending the Advanced (2 Days) workshop.

Some general guidelines:

* This is a WORKSHOP, not a class. You will have to do the majority of the WORK.
* I have A LOT to discuss and share from my 15+ years of software testing experience. It is upto you to ask me questions, challenge me and get the most of this workshop.
* Forget that there are other participants in this workshop. You have PAID for this workshop and are also going to give me a part of your LIFE. Ensure that it doesn’t go to waste. **Ask questions. Be interactive.**
* I derive ENERGY from the audience.
* This entire workshop is time bound. A break of 10 minutes means 10 minutes only. We will NOT wait for you after the 10th minute.
* Will I give you any NOTES? Maybe, NOT. You take NOTES. I have given you enough space in this workbook for you to jot down your thoughts, note down the questions you might want to ask me later, and dive deep into specific topics.

All the best! We are going to LEARN together.

Do pay attention to others when they share their thoughts, experiences, contexts.

It might help you in your current CONTEXT.

I will try my best to TRAP you, make you FAIL here so that you don’t fail at your workplace.

Let us get STARTED.

**EXERCISE 1**

**You are hired to test the feature “Headers & footers” for Google Docs.**

**Time limit:** 20 mins

**Deliverable:** You are expected to present a test report of how you spent the 30 mins testing the ‘Headers & footers’.

**EXERCISE 2: REQUIREMENT ANALYSIS AND ITS INTRICACIES**

**Duration: 25 mins**

Given the requirement line from <https://trello.com/guide/trello-101>, analyze the following sections:

### Welcome to Trello!

## What is a board?

## What is a list?

## What is a card?

## What is the board menu?

**EXERCISE 3: THE FASTEST WAY TO BECOME A PRODUCT EXPERT**

**Duration: 30 mins**

How would you learn the most about the following features in Trello?

### Welcome to Trello!

## What is a board?

## What is a list?

## What is a card?

## What is the board menu?

**EXERCISE 4: BREAK AWAY FROM THE TRADITIONAL TEST CASES**

**Duration: 30 mins**

**LET US PLAY A GAME**

**Half of you will write down twenty questions to guess a number.**

**I will answer in just ‘Yes’ or ‘No’.**

**The other half of you will write only the first question and based on my answer write the second question.**

## 

**How do you plan your sessions (20 mins)**

**Heard about Charters? What is the scope of the product?**

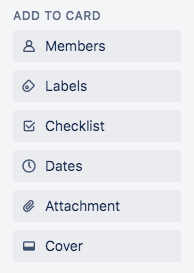
**Heard about Guidewords?**

**Do you understand Probable Bugs?**

**Do you know the Components of a Test**

**EXERCISE 5: Time to apply the learning and test**

**Duration: 60 mins**

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**As a team of 3, test these options available for each card for the following quality criteria**

* **Consistency with API**
* **Functionality**
* **Usability**

**On Web/Mobile/Both and present the TEST REPORT**

**EXERCISE 6: THREE EFFECTIVE WAYS TO ESTIMATE 20 mins**

**List out how you estimate. Then talk to one more person. Then Talk to two more people. This is known as 1-2-4 method (Liberating Structures)**

**TOPIC 7: WHEN TO USE AUTOMATION 20 mins**

**TOPIC 8: Tiny Tools 15 mins**

**TOPIC 9: Test Reporting 20 mins**

**DAY 2**

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Sl No | Task | Total Time | Start Time | End Time |
| 1 | Revisit Day 1 Learning | 30 mins | 1300 | 1330 |
|  | Plan and estimate the testing coverage for a multiplatform product | 40 mins | 1330 | 1410 |
|  | Testing Session 1 | 70 + 15 mins | 1410 | 1535 |
|  | Break | 10 mins | 1535 | 1545 |
|  | Testing Session 2 | 70 + 40 mins | 1545 | 1735 |
|  | Break | 20 mins | 1735 | 1755 |
|  | Consolidate artifacts / Q & A | 30 mins | 1755 | 1825 |
|  | Testing Session 3 | 70 + 15 mins | 1825 | 1950 |
|  | Break | 10 mins | 1950 | 2000 |
|  | Summarize and Wrap up | 40 mins | 2000 | 2040 |

**Exercise 1: Hotstar 40 mins**

**Exercise 2: Compose Tweet 70 mins**

**Exercise 3: Planefinder.net 70**

**Exercise 4:** [**https://stats.espncricinfo.com/ci/engine/stats/index.html?class=1;type=batting**](https://stats.espncricinfo.com/ci/engine/stats/index.html?class=1;type=batting) **70 mins**