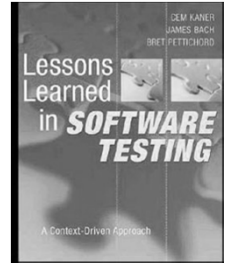
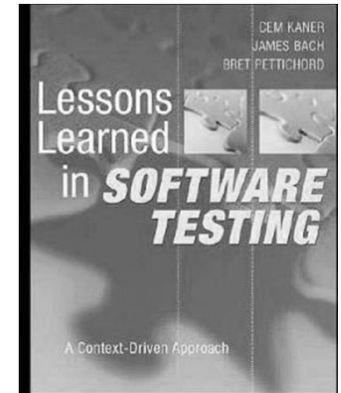

Theme 4: Reporting Bugs and Working with Others



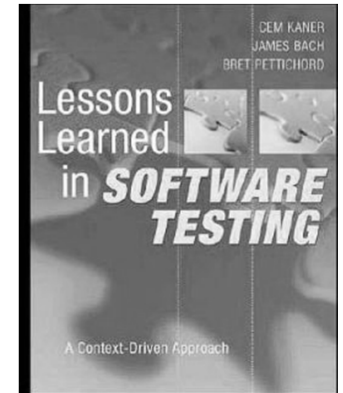
Reporting Bugs and...



- Lesson 55: “You are what you write”
 - Bug reports are the main “product” of testers
 - **Bug reports::testers as source code::developers**
 - In heavily automated testing, your test code may also be a critical product, but it had better contribute to bug reports at some point
 - (Combining points from some other lessons)
 - You need to effectively make the case that *this* bug is worth giving up resources (money, programmer time, other development or bug fixing) to fix; you are the bug’s *champion*
 - Be an honest champion!



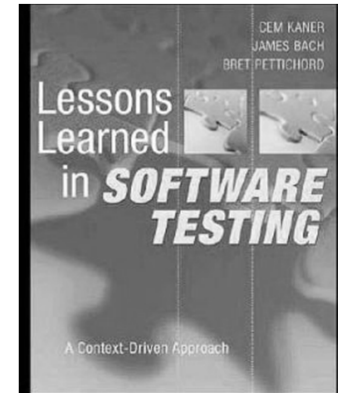
Reporting Bugs and...



- Contents of a bug report (minimal)
 - Unique ID (name/number)
 - **What is the bug?**
 - How do you make the bug happen (BE SPECIFIC)?
 - If you have code that always produces the bug, include it!
 - If you can minimize (remember delta debugging?) do so
 - What version of the software was this detected on?
 - What is the estimated severity of the bug?
 - What is the estimated priority of the bug?



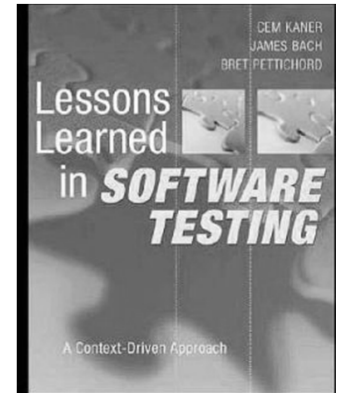
Reporting Bugs and...



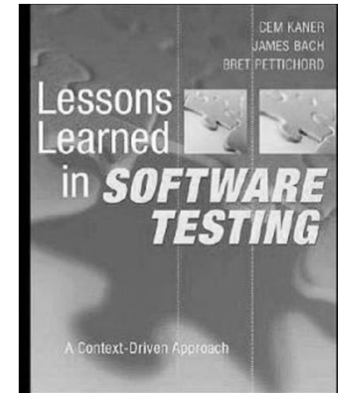
- Lesson 59: “Take the time to make your bug reports valuable”
 - Bug reports are the main “product” of testers
 - **Bug reports::testers as source code::developers**
 - In heavily automated testing, your test code may also be a critical product, but it had better contribute to bug reports at some point
 - If your reports aren’t understandable and informative, this is like producing bad, buggy code

Reporting Bugs and...

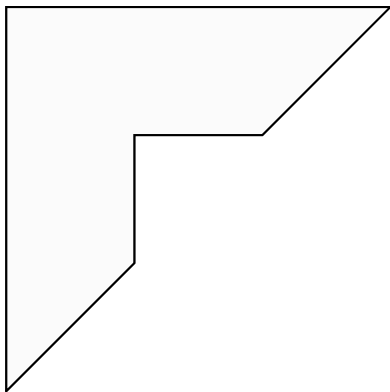
- Lesson 68: “Never assume that an obvious bug has already been filed”
 - Everyone may make this assumption...
 - And the bug will never get filed!



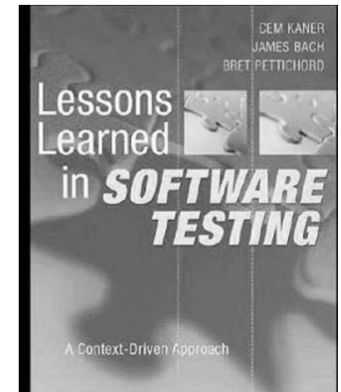
Reporting Bugs and...



- Lesson 71: “Uncorner your corner cases”
 - Programmers can sometimes ignore a test case that relies on particularly “odd” data:
 - You may try corner cases first since they are likely to fail
 - Once you find a bug, make sure you can’t reproduce it with a simpler/less weird input
 - If you can, report that version instead!



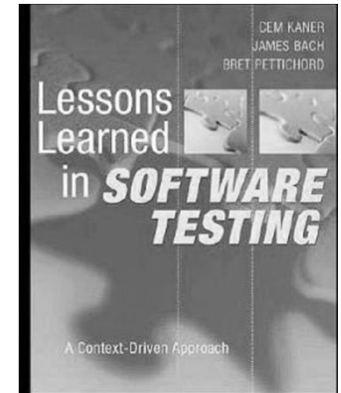
Reporting Bugs and...



- Lesson 73: “Keep clear the difference between severity and priority”
 - *Severity* is about the impact of a bug
 - Severity is about worst-case scenarios, probabilities, risks
 - Examples of high severity bugs: security compromises, incorrect results used in financial calculations, bugs that stop all testing
 - *Priority* is about how soon a bug should be fixed
 - Changes with time and circumstances
 - High severity isn't always high priority:
 - If a bug corrupts any file saved in July 2010 only, it may not be important to fix
 - High priority isn't always high severity:
 - Misspelling the company's name



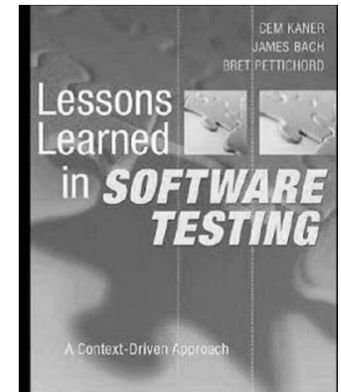
Reporting Bugs and...



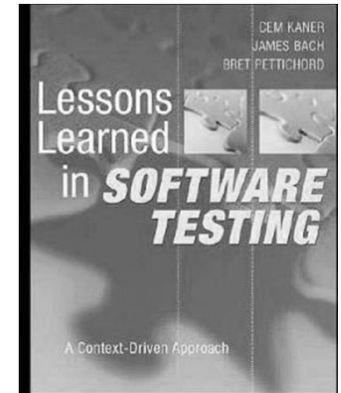
- Lesson 82: “Every bug deserves its own report”
- Lesson 83: “The summary line is the most important line in the bug report”
- Lesson 86: “Be careful of your tone. Every person you criticize will see the report”

Working with Others

- Lesson 92: “The best approach may be to demonstrate your bugs to the programmers”
 - *Seeing is believing*
 - Don't interrupt!
 - Doesn't remove need for a written report, but can make initial report much better

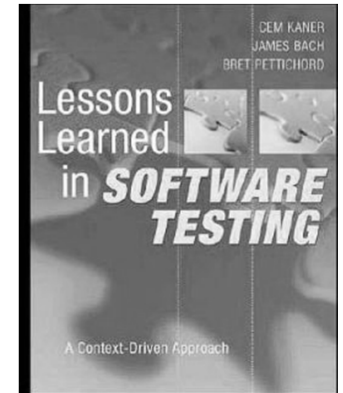


Working with Others



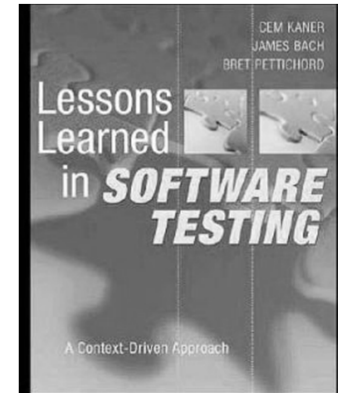
- Lesson 150: “Understand how programmers think”
 - Programmers tend to specialize
 - They often do not know the big picture very well
 - As a tester that may be your job
 - Programmers have a theory of the system
 - Report bugs in terms of programmers own models
 - Programmers often hate routine
 - They may think non-automated tests are “lame” or “wrong”

Working with Others



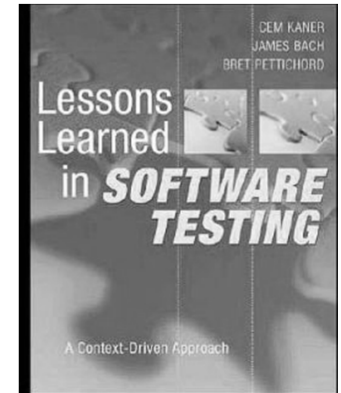
- Lesson 154: “Focus on the work, not the person”
 - Talk about the code and its bugs, not whether John Q. Programmer is a screw-up
 - Maybe he is, but that’s not your job
 - Testing is not a management position, usually

Working with Others



- Lesson 169: “Ask for testability features”
 - Code is not always as easy to test as it could be
 - If you don’t ask, programmers won’t think much about this aspect of coding
 - If you do ask, the worst that can happen is “no”
 - Programmers are often happy to make your job easier

Working with Others



- Lesson 181: “Programmers are like tornadoes”
 - Programmers will do what they will do
 - At some companies that will be great
 - At other places, it may be a problem
- You cannot solve the testing problem by declaring that programmers “can’t act that way”
 - In the Midwest houses have basements because: tornadoes
 - Cannot get away with no basement by declaring tornadoes unreasonable

