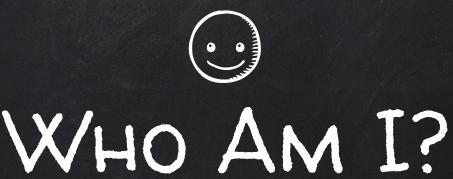


SHIFT NOWHERE: A TESTING PHASE FTW

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aretesting/navigating

Template: Slides Carnival Ursula

http://www.slidescarnival.com/ursula-free-presentation-template/804



WHAT DO I MEAN BY "A TESTING PHASE"?

A distinct set of test activities collected into a manageable phase of a project, e.g., the execution activities of a test level.

ISTQB Glossary

- X A testing phase is a distinct period of testing effort, typically scheduled after the development phase is complete (signed off).
- X This deliberate phase is found in all SDLCs, including waterfall and agile.



WHY FIGHT THE INDUSTRY STANDARD?

- X A testing phase has always been a feature of software development lifecycles. There are phases for requirements/specification, design and development, so there must be a testing phase! It's a best practice.
- X Most software development teams still make use of a testing phase.
- X But the sound and proven idea of a testing phase is currently under attack by the "shift left" and "shift right" movements.

"Overall, the testing phase is an essential part of the software development process, as it helps ensure that the software is of high quality and fit for its intended purpose."

Source: the ultimate arbiter of truth (aka ChatGPT)



- X It doesn't make sense to start testing until all the requirements have been coded.
- X Trying to test earlier likely results in the need for retesting after further changes are made to the software under test. This is wasteful.
- X The "Shift left" movement tends to ignore the downsides of testing too early.
- X A dedicated testing phase help to prevent you from testing too early and so is also more efficient.



- X Late changes to the software under test are a problem if there is no scheduled testing phase that only starts once all development is complete.
- X The "Shift right" movement suggests that testing in production is a good thing, but there are many risks involved in doing so. Why take these unnecessary risks?
- X A dedicated testing phase help to prevent you from testing too late, by scheduling testing at the optimal time, i.e. *after* development is complete but *before* release to production.



- X Testers need to be independent arbiters of quality and a testing phase supports the required distance between other team members (e.g. developers) and testers.
- X To adequately control quality, a testing phase is required. Only then can testing fulfil its key role as the gatekeeper of quality.
- X A dedicated testing phase provides essential gatekeeping, ensures quality and results in meaningful sign-off on the software under test.



- 1. Industry standard & best practice
- 2. Prevents testing too early
- 3. Prevents testing too late
- 4. Enables essential gatekeeping