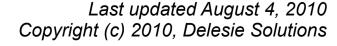
## The Art of Visualization

Presented at CAST 2010



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### NATURAL LANDSCAPES INC.

Natural Landscapes Inc. has commissioned you to create a software program that educates children about the importance of natural environments.

### A Requirement

The program load screen contains an image of a beautiful summer meadow with blue and red flowers in green grass, some woodland animals and birds under a shining sun.

## What Was Created

Attribution: David Barnholdt

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# What They Wanted



#### Problems With Written Communication

- Obscures Key Words
- Wastes Time
- Difficult to Remember
- Doesn't Stimulate Brain Creativity

### The Result...

Lack of Concentration

**Frustrated** 

**Bored** 

**Write More** 

**Misunderstand** 

#### In Business Terms



### "Creative thinking

may mean simply the realisation that there is no particular virtue in doing things the way they have always been done."

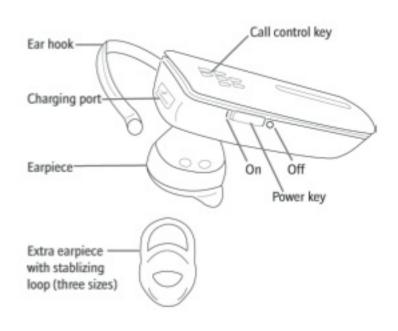
- Rudolf Flesch

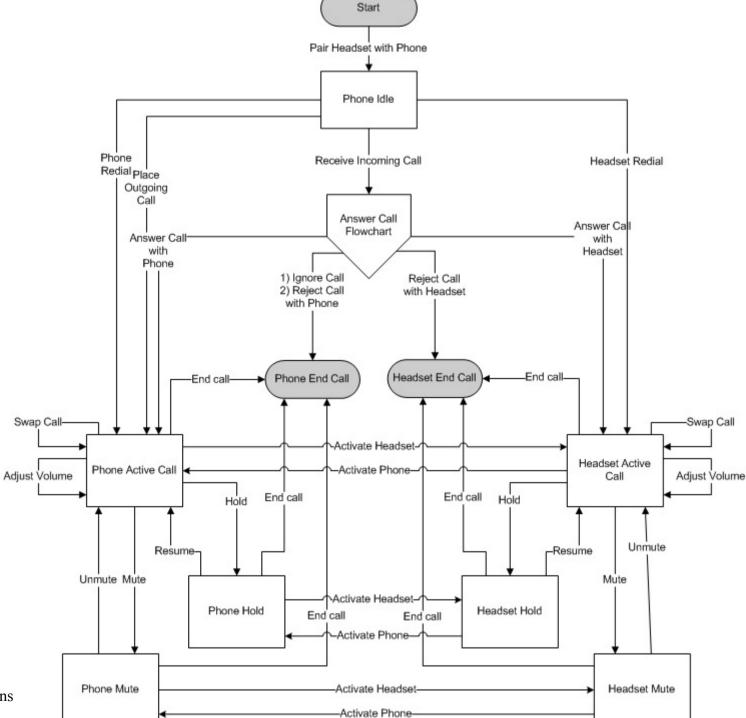
## Handsfree Regulation



#### Hands-Free Solutions

The user can answer, hold, resume, and end phone calls on their smartphone using a hands-free headset.





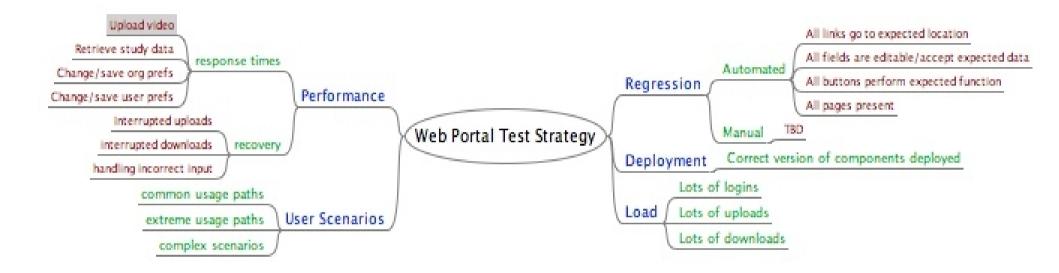
Is this simple?

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## Heavy Test Strategies

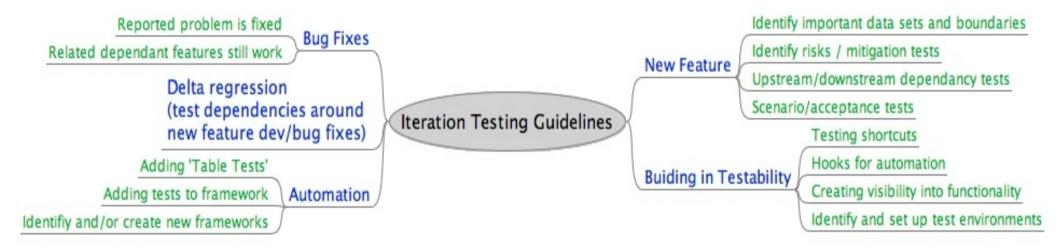
Test Strategy Contents	
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2.1 Pre-Requisites and Recommendations.	8
2.2 Test Execution Activities.	C
2.3 Testing Teams Involved.	
2.4 Test Environments	
2.5 Global Entry and Release Criteria	
2.6 Regression Testing.	
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3 Roles and Responsibilities	
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8 Supporting Documentation and Links	
9 Glossary of Terms.	

## Simplify Test Strategies



Attribution: Josh Assad. Used with permission.

### Simplify Testing Guidelines



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### Why Use Visual Models

**Enhance** Capture communication Confirm missed customer details needs Obtain customer approval **Understand** legacy Easier software to modify Make decisions

Increase Collaboration

Training Material

Learn & Understand Software

Isolate Problems & Bugs

Models Help Testers

Create Shared Understanding

**Test Strategies** 

Record Test Sessions / Results

**Design Documentation** 

### Try Visual Modeling

**Flowcharts** 

Whiteboard /
Napkin
Drawings

**Informal UML** 

**Mind Maps** 

**Use Cases** 

Sequence Diagrams

**UI Flow Diagram** 

**Decision Tables** 

#### "Genius...

is the capacity to see ten things
where the ordinary man sees one, and
where the man of talent sees two or three,
plus the ability to register that multiple
perception in the material of his art."

- Ezra Pound

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#### Recommended Resources

- Ambler, Scott W. <u>Agile Modeling</u>. Wiley, 2002.
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