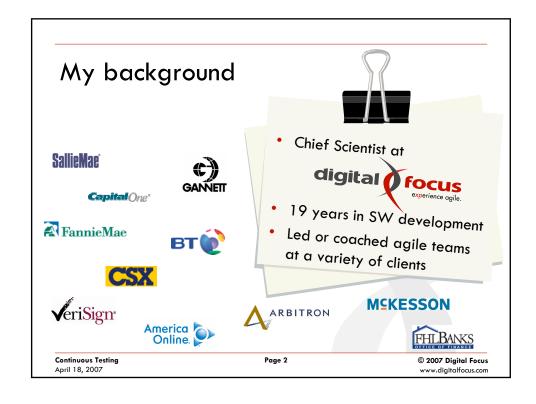
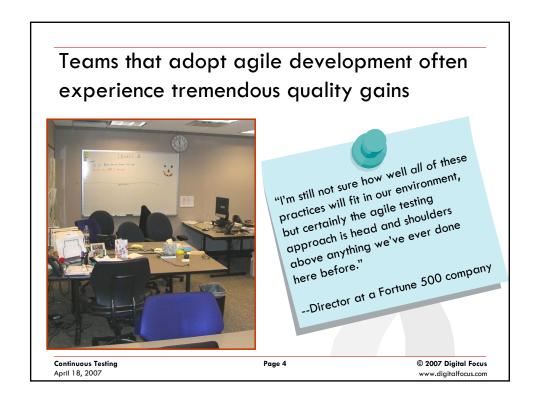


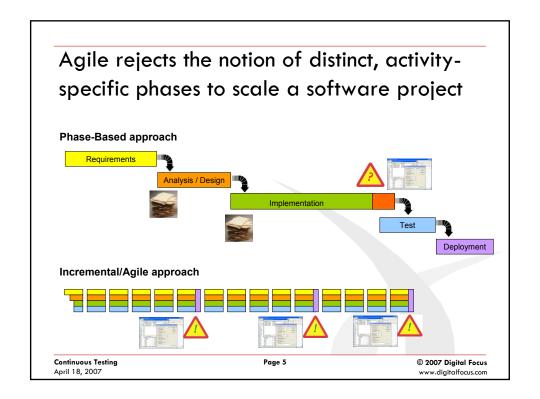
Software Test & Performance April 17-19, 2007

Continuous Testing in Agile Software Development

Jeff Nielsen Digital Focus http://www.digitalfocus.com







Candle dipping illustrates the process of "growing" a product incrementally



Continuous Testing April 18, 2007

Page (

© 2007 Digital Focus www.digitalfocus.com

With agile, testing is a continuous part of the team's day-to-day work

At least four levels:

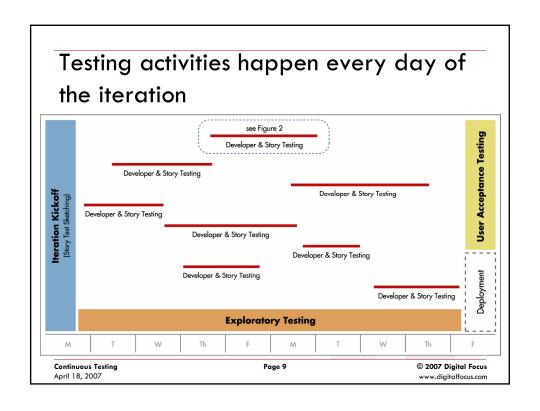
- ✓ Developer testing
- ✓ Story testing
- ✓ Exploratory testing
- ✓ User acceptance testing

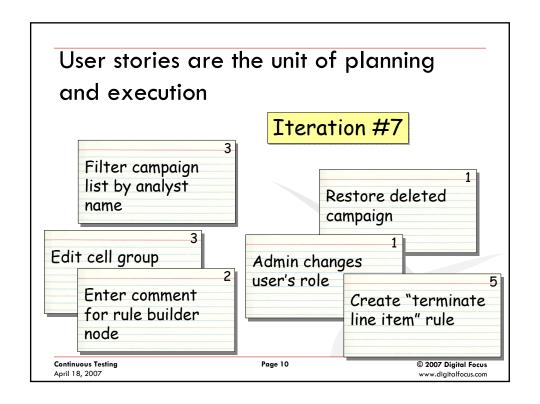
Principles

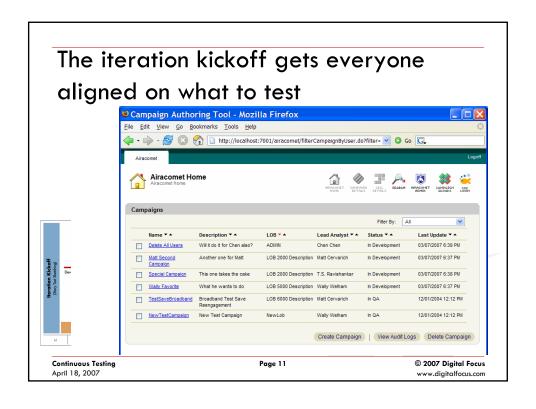
- Make the whole team responsible for QA
- Keep the system running all
 of the time
- Automate as much as possible
- Build in redundancy

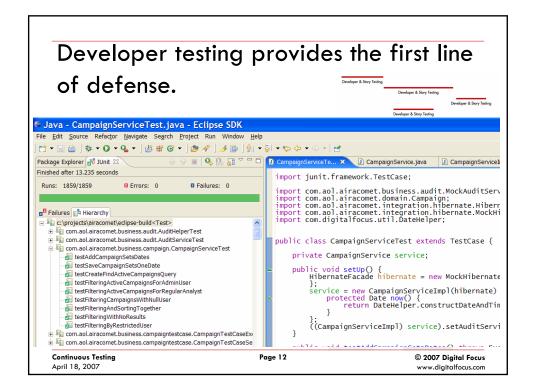
Continuous Testing April 18, 2007 Page 7

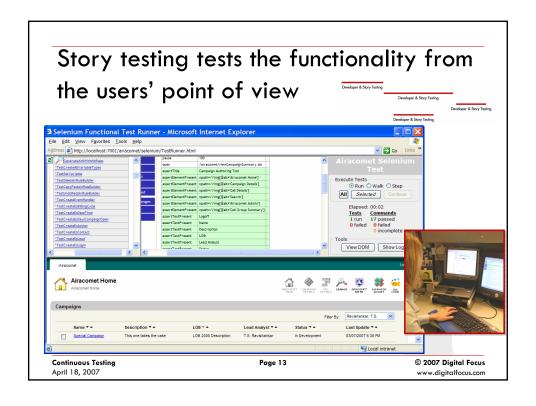
© 2007 Digital Focus www.digitalfocus.com

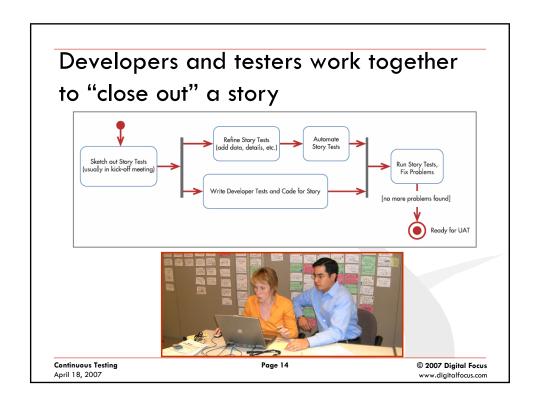












Exploratory testing finds the defects at the system's "edges"

What if we

- Change the sort, then change the filter?
- Filter by an analyst, navigate somewhere else, then return to the campaign summary page?
- Filter by analyst, then click "Create Campaign"
- Delete the last campaign for an analyst?
- Dramatically increase the font size using Firefox?

