



# BU22WORDS & SKILLS

IMPORTANCE OF BASIC TESTER SKILLS:
THE REVIVAL OF TEST DESIGN TECHNIQUES?

# HI, MY NAME IS HUIB

- HAPPILY MARRIED TO KARIN, 2 BONUS DAUGHTERS: LEONIE & MEREL
- I LIVE IN DEN BOSCH IN THE NETHERLANDS
- **™** 25+ YEARS EXPERIENCE IN IT
- EXPERIENCE AS DEVELOPER, TESTER, CONSULTANT, MANAGER, TRAINER & COACH
- EXPERT & INNOVATOR @ QUALITY ACCELERATORS & @ DE AGILE TESTERS
- RAPID SOFTWARE TESTING INSTRUCTOR
- FASCINATED BY MINDSET, THINKING, BEHAVIOUR & COLLABORATION
- LEGO & GAMES FREAK, BEER BREWER, SINGER IN A ROCK BAND



# IAM UERY UORRIED





## My WORRIES

- LEARNING IS NOT PART OF WOW
- STATE OF TESTING INDUSTRY

  PROCESS & STANDARD FOCUSED

  LOT OF OLD STUFF

  NO INNOVATION
- **AUTOMATION ADDICTION**
- TESTERS LACKING BASIC SKILLS
- TESTERS DON'T KNOW HOW TO TALK ABOUT TESTING
- TEAM/MANAGEMENT DOES NOT RECOGNIZE GOOD TESTING

# BU22WORDS



**Exploratory Testing** 

DevOps

Codeless automation

Shift Left

AI

Testing as a Service

Cloud based

Model-based testing

Build in Quality

And many many more...

# HOW TO TEST SYSTEMATICALLY?



# HOW SHOULD WE TEST THIS??

## HOW TESTING OFTEN WORKS

- 1. READ/DISCUSS THE USER STORY
- 2.
- 3. MAGIC HAPPENS
- 4.
- **5.** WRITE TEST CASES
- 6. EXECUTE TEST CASES
- 7. ALL TEST CASES PASSED
- 8. STORY = DONE!

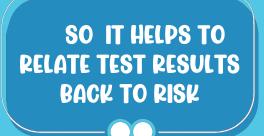




## ELEMENTS OF EXCELLENT TESTING

- 1. MODEL THE TEST SPACE (PRODUCT & CONTEXT)
- 2. IDENTIFY RISKS
- 3. CONSIDER COVERAGE
- 4. CONSIDER ORACLES
- 5. DETERMINE TEST PROCEDURES
- 6. TEST THE SYSTEM
- 7. EVALUATE THE TEST RESULTS
- 8. REPORT TEST RESULTS

MOST TESTING IS DRIVEN BY QUESTIONS ABOUT RISK



# SO HOW DO YOU DESIGN YOUR TESTS WELL??



## TESTING AND QUALITY

- TESTING INFORMS DECISIONS ABOUT QUALITY & RISK
- **QUALITY IS VALUE TO PEOPLE WHO MATTER**

QUALITY IS NOT: CONFORMANCE TO REQUIREMENTS
QUALITY IS NOT: THE BEST PRODUCT POSSIBLE



QUALITY PRODUCTS SOLVE THE PROBLEM AND ARE "GOOD ENOUGH"

#### WHAT DO YOU NEED TO DO GOOD TEST DESIGN?

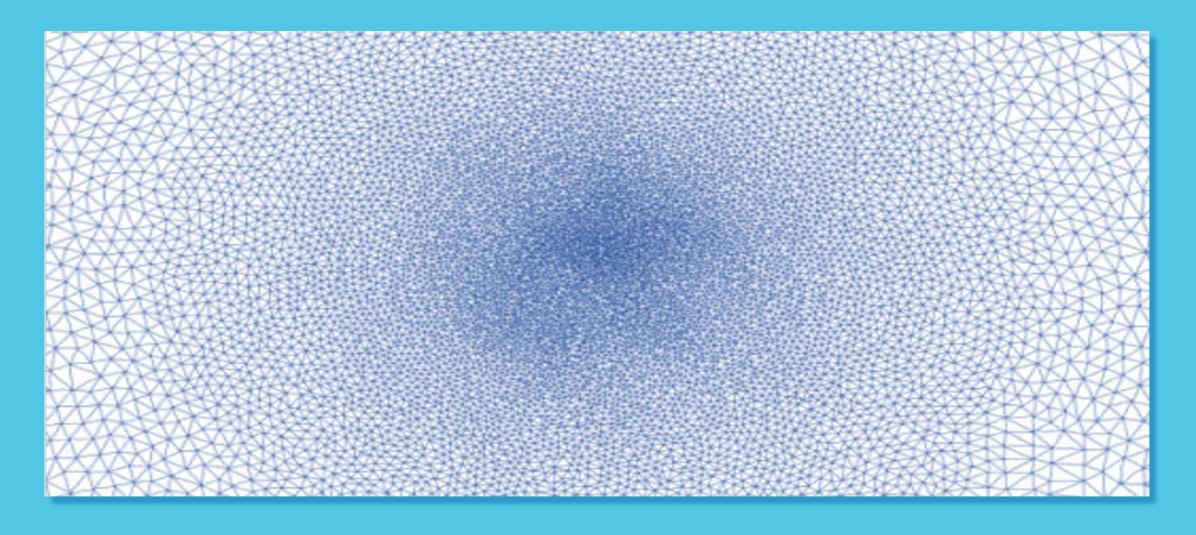
- LEARNING SKILLS
- THINKING SKILLS
- TESTING SKILLS
- TECHNICAL SKILLS
- **DOMAIN SKILLS**
- SOFT SKILLS



## SOFTWARE DEVELOPMENT = R&D!!



## SOFTWARE IS COMPLEX



#### PEOPLE ARE COMPLEX (AND IRRATIONAL)



#### DEALING WITH THIS VUCA WORLD

**VOLATILE**  $\rightarrow$  PRODUCT VISION

UNCERTAIN -> TRY TO UNDERST

COMPLEX -> LEARNING, IN 15 IV PROVISING CLARITY

AMBIGUOUS -> AGILITY TO INCOPPORATE ADAPTABILITY



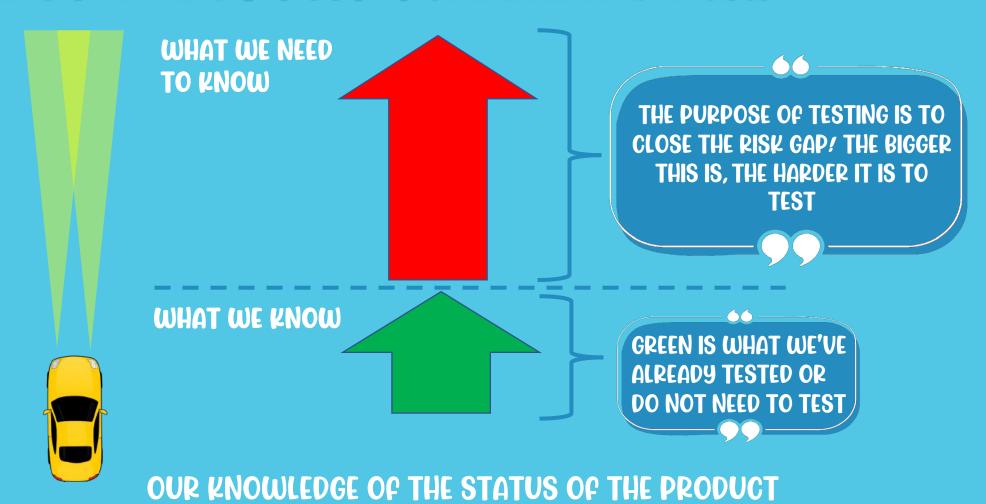
# DURING SOFTWARE DEVELOPMENT WE HAVE TO DEAL WITH UNKNOWN UNKNOWNS

- **QUALITY IS PERCEPTION**
- CUSTOMERS AND PRODUCT OWNERS DON'T KNOW OR CAN'T IMAGINE WHAT THEY WANT
- DEVELOPMENT TEAM CAN'T IMAGE WHAT CUSTOMERS WILL ACTUALLY DO
- RESEARCH: BUILDING NEW INSIGHTS & EVOLUTIONARY DESIGN, TESTING SUPPORTS THE TEAM LEARNING!
- DEALING WITH COMPLEXITY, CONFUSION, CHANGE, NEW INSIGHTS & HALF ANSWERS

WE HAVE TO LEARN CONTINUOUSLY & DEAL WITH RISKS



#### THE PRODUCT RISK KNOWLEDGE GAP



#### TESTING IS LEARNING!

- TESTING IS SO MUCH MORE THAN CREATING & EXECUTING TEST CASES
- BUT WHAT DO I HAVE TO LEARN?
- THE REQUIREMENTS MIGHT BE A GOOD START...
  BUT HOW DO YOU FULLY UNDERSTAND THE PRODUCT?



## TESTING IS IN YOUR HEAD

#### MODELS

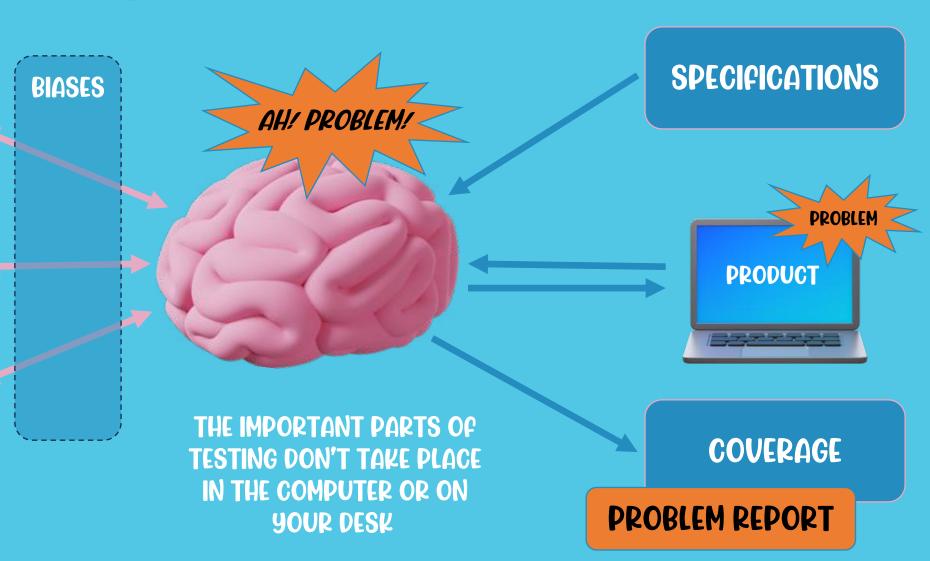
- TECHNICAL KNOWLEDGE
- DOMAIN KNOWLEDGE
- PRODUCT KNOWLEDGE
- EXPERIENTIAL KNOWLEDGE

#### **THINKING**

- VERTICAL THINKING (LOGIC)
- LATERAL THINKING (CREATIVITY)

#### **FEELINGS**

- IMPRESSIONS
- INTUITIONS
- MOTIVATIONS

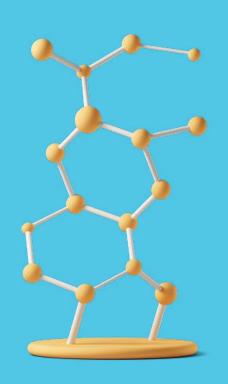


#### THE BETTER YOUR MODEL, THE BETTER YOUR TESTING

- CREATE A MENTAL MODEL\*
- **QUESTION YOUR MODEL**
- **DESIGN ACTIONS TO INVESTIGATE**
- APPLY CRITICAL THINKING ON YOUR MODEL & ACTIONS
- WORK WITH THE INTENTION TO FIND PROBLEMS

\* SINCE WE DEAL WITH COMPLEX PRODUCTS, YOU MIGHT WANT TO VISUALISE YOUR MENTAL MODELS

BAD MODEL = BAD TESTING!!



#### MAKING CHOICES ABOUT TESTING

- RISKS TO DRIVE CHOICES
- TEST STRATEGY (WHAT TO TEST AND HOW TO TEST)
  TO BE ABLE TO DISCUSS YOUR CHOICES ABOUT COVERAGE
- INVOLVE YOUR PRODUCT OWNER IN MAKING THE CHOICES



#### COLLABORATING & COMMUNICATION

#### WORK WITH YOUR TEAM

- DIVERSITY OF THINKING
- CONTENT OF UNIT TESTS IS IMPORTANT INFORMATION
- CREATING FEEDBACK LOOPS TO IMPROVE YOUR THINKING

#### CREATE INSIGHT & OVERVIEW

- HELP ANSWERING THE QUESTION:

  ARE THERE PROBLEMS THAT THREATEN THE ON-TIME, SUCCESSFUL COMPLETION OF THE PROJECT/PRODUCT??
- HELP TEAM & PRODUCT OWNER TO MAKE INFORMED DECISIONS

TO BE ABLE TO DO THIS, YOU NEED TO BE ABLE TO EXPLAIN & JUSTIFY YOUR TESTING



#### TALK BETTER TO THINK BETTER

#### REPLACE

- **VERIFY THAT**
- **VALIDATE**
- **CONFIRM THAT**
- **TEST CASES**
- PASS US FAIL
- SHOW THAT IT WORKS
- EXPECTED RESULT/ACTUAL RESULT
- AUTOMATED TESTING
- **™** WE DON'T HAVE GOOD REQUIREMENTS DOCUMENTS
- ENVIRONMENT DOWN: I GUESS WE'RE JUST HOSED
- COUNTING TEST CASES
- WE DON'T HAVE ENOUGH TIME TO TEST
- **WE HAVE TO**

#### WITH

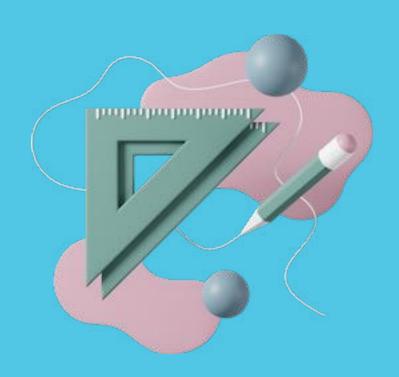
- CHALLENGE THE BELIEF THAT
- **INVESTIGATE**
- FIND PROBLEMS WITH
- TEST IDEAS / TEST FACTORS
- **▼ IS THERE A PROBLEM HERE?**
- DISCOVER WHERE IT DOESN'T WORK
- ACTUAL RESULT/ORACLE
- **PROGRAMMED CHECKING**
- LET'S TEST THIS FIND OUT WHAT IT DOES & DOCUMENT THAT
- ARE YOU OKAY WITH THIS SITUATION, DEAR CLIENT?
- **DESCRIBING COVERAGE**
- HOW CAN WE ADD TESTABILITY TO PRODUCT PROJECT
- ₩ WE CHOOSE TO

#### SUMMARY OF IMPORTANT SKILLS

- **LEARNING**
- **MODELLING**
- ANALYZING & QUESTIONING
- CRITICAL & CREATIVE THINKING
- CREATING INSIGHT & OVERVIEW
- RISK ANALYSIS
- TEST STRATEGY (DELIBARATE COVERAGE CHOICES)
- TALKING ABOUT TESTING & EVOLVING TEST STRATEGY
- COLLABORATION & COMMUNICATION
- MINDSET: CURIOUS, PROBLEM SOLVER, SERVICE PROVIDER



# SO WHAT ABOUT THOSE TEST DESIGN TECHNIQUES 900 MENTIONED?



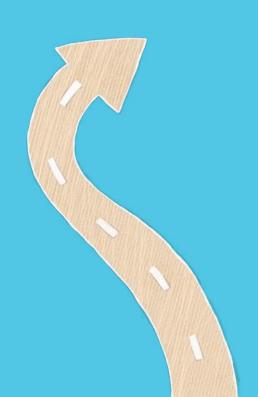
## THESE ARE SKILLS YOU NEED TO DESIGN TESTS...

- **LEARNING**
- **MODELLING**
- ANALYZING & QUESTIONING
- CRITICAL & CREATIVE THINKING
- CREATING INSIGHT & OVERVIEW
- RISK ANALYSIS
- TEST STRATEGY (DELIBARATE COVERAGE CHOICES)
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#### THE GENERAL TEST TECHNIQUES: "WAYS TO TEST..."

- FUNCTION TESTING
- **DOMAIN TESTING**
- **STRESS TESTING**
- FLOW TESTING
- **SCENARIO TESTING**
- **CLAIMS TESTING**
- **USER TESTING**
- RISK TESTING
- **AUTOMATIC CHECKING**



#### HOW MUCH IS ENOUGH? DIVERSE HALF-MEASURES!

- EVERY TECHNIQUE FINDS DIFFERENT TYPES OF BUGS
- WE CAN'T DO ANY TECHNIQUE PERFECTLY
- WE CAN'T DO ALL CONCEIVABLE TECHNIQUES

USE "DIVERSE HALF-MEASURES"— LOTS OF DIFFERENT POINTS OF VIEW APPROACHES TECHNIQUES EVEN IF NO ONE STRATEGY IS PERFORMED COMPLETELY

## SO HOW DO I LEARN THESE SKILLS?

- DELIBERATE PRACTICE
- CONTINUOUS LEARNING

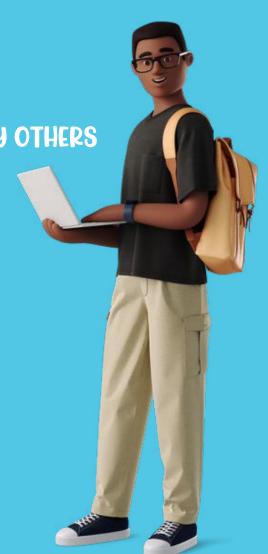




#### "FORMAL" EDUCATION

- RAPID SOFTWARE TESTING
- RAPID TESTING APPLIED
- STUFF BY PEOPLE LIKE ROB SABOURIN, FIONA CHARLES, JAMES LYNDSAY AND MANY OTHERS
- EXPLORATORY TESTING / SBTM
- **BBST**
- MINISTRY OF TESTING CLASSES
- AUTOMATION IN TESTING (RICHARD BRADSHAW & MARK WINTERINGHAM)
- TEST AUTOMATION UNIVERSITY
- WORKSHOPS AT CONFERENCES
- CPAT / CSAT
- ISTQB??





#### SELF EDUCATION

- **BOOKS**
- **BLOGS**
- **▼** SOCIAL MEDIA/TWITTER
- **PODCASTS**
- **▼ VIDEOS**
- **ONLINE COURSES**
- **PAIRING**
- **EXPERIMENT**
- **WRITE**

- **COMMUNITIES**
- **MEETUPS**
- **CONFERENCES**
- **REFERENCES**
- VIDEO MENTORING COACHING



#### WHERE TO START?

- FIRST: KNOW WHAT TO LEARN AND FOCUS
- SECOND: GET HELP AND PRACTICE!
- THIRD: REFLECT OFTEN\*

#### MAYBE WRITE A PERSONAL DEVELOPMENT PLAN?

- WHO AM I
- WHAT ARE MY SKILLS
- WHAT DO I WANT
- WHAT DO I NEED
- HOW DO I GET THERE



#### I LEARNED A LOT FROM:

- OBSERVING OTHERS
- OBSERVING MYSELF
- **EXPLAINING, PRESENTING, TEACHING & COACHING**
- **PAIRING**
- WRITING MY BLOG
- KEEPING A JOURNAL
- ALWAYS HAVING A NOTEBOOK WITH ME
- DISCUSSING & DEBATING TESTING
- TRYING NEW STUFF (EXPERIMENT)
- My coaches and mentors
- REFLECT OFTEN





QUESTIONS?
REMARKS?
PEEDBACK?
STORIES?

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EVERYTHING I DO COMES WITH LIFETIME TECHNICAL SUPPORT SO CONTACT ME IF YOU HAVE QUESTIONS OR NEED HELP EVEN IN TEN YEARS OR LATER...



## THANK YOU



#### SLIDES:

SOME OF THE SLIDES ARE TAKEN FROM RAPID SOFTWARE TESTING:
https://www.rapid-software-testing.com

#### PICTURES:

- MEGAPHONE https://www.vecteezy.com/free-vector/megaphone
- WORRIED <a href="https://www.pexels.com/photo/man-in-blue-and-brown-plaid-dress-shirt-touching-his-hair-897817/">https://www.pexels.com/photo/man-in-blue-and-brown-plaid-dress-shirt-touching-his-hair-897817/</a>
- ANGRY https://www.pexels.com/photo/close-up-photo-of-an-upset-man-7927244/
- BUSINESSMAN, BUSINESSWOMAN, R&D, LEARNING, BRAIN, LAPTOP, MODEL, BOY, GIRL, YOUNG WOMAN, YOUNG MAN https://icons8.com/illustrations/author/zD2oqC8ILBBA
- DESIGN https://icons8.com/illustrations/author/CkHJmwURlxnt
- EMOTIONS https://www.pexels.com/photo/collage-photo-of-woman-3812743/
- COLLABORATION & THINKING ALL PICS FROM www.pexels.com
- ► RISK https://icons8.com/illustrations/author/IZpGtGw5182N
- THANK YOU https://icons8.com/illustrations/author/ODexzOcCgAMh

## MORE INFO & REFERENCES



- RAPID SOFTWARE TESTING: <a href="https://www.rapid-software-testing.com">https://www.rapid-software-testing.com</a>
- HUIB SCHOOTS CREATING A TEST STRATEGY: https://www.huibschoots.nl/wordpress/?p=2726
- HUIB SCHOOTS TEST STRATEGY ASK ME ANYTHING:
  <a href="https://www.ministryoftesting.com/dojo/lessons/testing-ask-me-anything-test-strategies-huib-schoots">https://www.ministryoftesting.com/dojo/lessons/testing-ask-me-anything-test-strategies-huib-schoots</a>
- CONSIDERATIONS WHEN TESTING A SOFTWARE APPLICATION IN A CONTEXT-DRIVEN WAY: http://www.huibschoots.nl/wordpress/?p=2781
- HUIB SCHOOTS & VINCENT WIJNEN CREATING A CULTURE OF LEARNING: <a href="https://bit.ly/learningculture\_atd2022">https://bit.ly/learningculture\_atd2022</a>
- HUIB SCHOOTS & PAUL HOLLAND AUTOMATION ADDICTION: <a href="https://youtu.be/ZcwxzvGWFc0">https://youtu.be/ZcwxzvGWFc0</a>
- HUIB SCHOOTS & ALEX SCHLADEBECK LET'S STOP TALKING ABOUT TESTING LET'S START THINKING ABOUT VALUE: <a href="http://www.huibschoots.nl/wordpress/?p=2763">http://www.huibschoots.nl/wordpress/?p=2763</a>
- ANNE-MARIE CHARRETT QUALITY IS A TEAM RESPONSIBILITY: https://youtu.be/mBC3ssLIJfQ
- \*\*COLLECTED USEFUL LINKS ON MY WEBSITE: http://www.huibschoots.nl/links