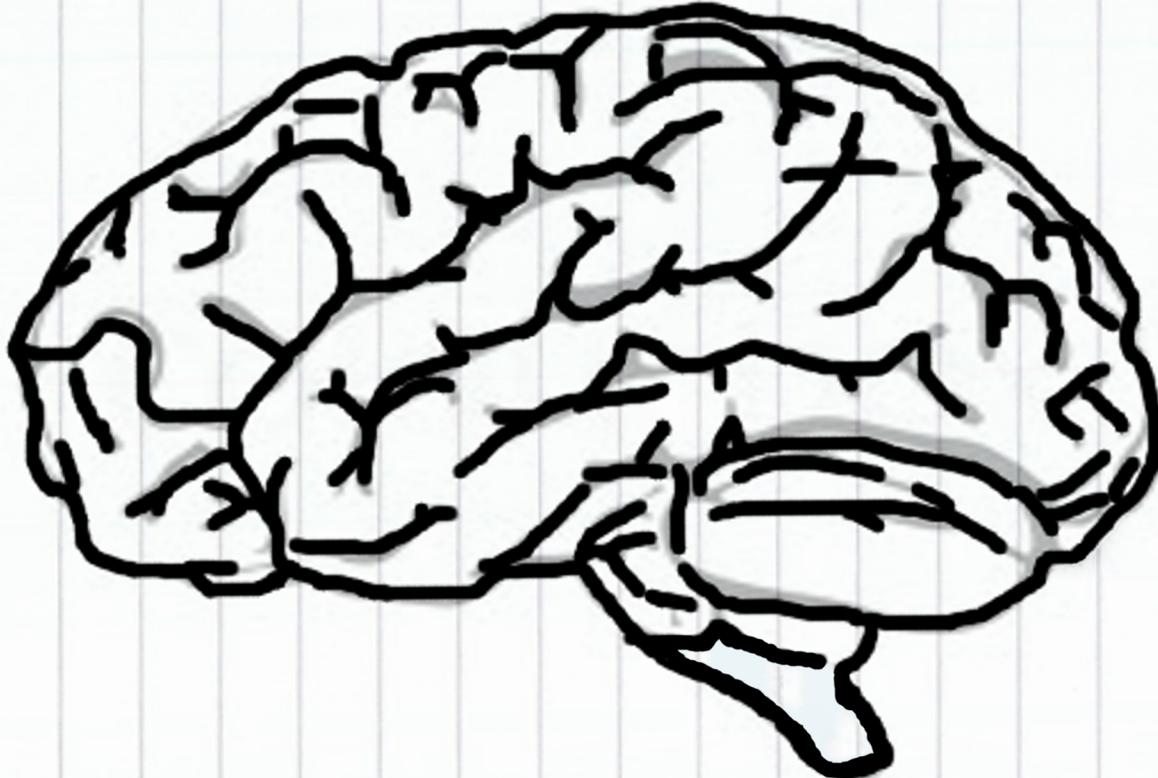


"I can't praise this book enough" Andy Glover

Andy Glover "This is probably the best book you'll ever read"

# \* CARTOON TESTER \*

## Vol. I



**Cartoons about Software Testers**

BY ANDY GLOVER

# The Cartoon Tester

## Volume I

Andy Glover

This book is for sale at <http://leanpub.com/thecartoontester>

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This is a [Leanpub](#) book. Leanpub empowers authors and publishers with the Lean Publishing process. [Lean Publishing](#) is the act of publishing an in-progress ebook using lightweight tools and many iterations to get reader feedback, pivot until you have the right book and build traction once you do.

©2013 - 2014 Andy Glover

*For testers, when you're having a bad day at the office*

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# Quotes

Andy Glover's Cartoon Testing Book has the power to cut across all schools of thought and unite all of us.

– *Pradeep Soundararajan, CEO, Moolya*

What's black and white and has bugs all over? A truly awesome collection of testing comics. – *Rosie Sherry, Boss Boss at Ministry of Testing*

Testing is complex and messy, that's why we can laugh and learn with Andy's cartoons.

– *Rikard Edgren, thetesteye.com*

@cartoontester writes one of my favourite blogs. Inventive and thought provoking. Wish I thought of it.

– *Dan Billing, thetestdoctor.blogspot.com*

Loving your cartoons. Great job!

– *Ankur, blog reader*

Simply fantastic!!! =D

– *Roxa, blog reader*

Passion.

I am passionate about testing.

Andrew Glover is passionate about testing.

I think testing is about social responsibility.

I think testing is about doing the right thing well.

I think testing is about life, the universe and everything.

But above all I think testing is fun.

Testing is all about people - and the occasional bug.

Andrew's wonderful pointed and poignant cartoons help me focus on what matters and reminds me of why I love what I do!

Andrew's art - the cartoons - all have an important message shared in a light meaningful tone.

More of us need to share The Cartoon Tester and live the life and love the art of Andrew Glover.

When I spend time lamenting the slings and arrows of outrageous fortune I find solace in the mindful enterprise that is found in Andrew's work.

I wrote "I am a bug" - and every year (since 1998) - I add about 20 new images to my collection - I seek important messages expressed through metaphors - I know the value of communicating with visual models - and Andrew's work inspires me and helps me think WAY OUTSIDE of the BOX.

Share - laugh - cry & enjoy.

Read The Cartoon Tester - THEN READ IT AGAIN - and get your boss to read it too!

Never give up - never surrender.

– *Robert Sabourin, Author of I am a Bug*

# Foreword

I love visual storytelling.

Perhaps one reason why my office has more comics in it than books - not such a hard thing to believe since comics take up less space than books. And perhaps I don't own many books. And perhaps many of my books are actually old pulp magazines like "The Shadow" and "Doc Savage", the precursors to the super hero comics. So, well, perhaps.

But back to my point, I love visual storytelling. And thus was honoured to be asked to write a foreword to Andy Glover's first collected book of cartoons.

Comics and cartoons can fully exemplify the old adage "show don't tell". Where the visuals add as much or possibly more than the actual dialogue, and the message of the piece can't hide behind layers of verbosity.

I've written a few comics myself, but unlike Andy I always take a multi-panel approach. With multiple panels I can split the story into introduction, dramatic build up, and possibly a few side jokes prior to the denouement. And if my end panel or punchline happens to be weak, that's OK since I can use the early panels for jokes or emphasis.

Andy doesn't always allow himself that luxury. A single panel removes the safety net for the writer. Single panel cartoons are hard.

With a single panel cartoon, everything is on the page at the same time. So the caption, the payoff, the surprise reveal is visible at the start. And it still has to work as an unexpected surprise to provide the humorous punchline that cartoons rely on.

Cartoons have to build a picture that we scan from top to bottom, find visually engaging and entertaining, but aren't complete without the caption so that when we read the author's final words, we laugh, and the cartoon makes sense as a complete system.

And when a cartoon is really good, we don't notice the in jokes and extra details in the picture until after we've read the caption, and then we revisit the cartoon for a repeat reading and it offers additional insight.

Single panel cartoons are hard. Andy makes them look easy.

Part of what makes Andy's comics and cartoons look easy is the drawing style that Andy has adopted, after all, everyone knows how to draw a stick man. But Andy's fooling you. Don't let him fool you.

The stick man helps make Andy's drawings appeal to everyone.

The stick man art form slyly whispers "nothing controversial here", and "this is just fun kid's stuff". But like Randall Munroe's "xkcd" and Matt Feazell's "Cynicalman"; Andy Glover's stick man

cartoons make you drop your guard and leave you wide open to his sucker-punch backed points about testing.

And remember, Andy Glover is no mere dilettante, he is not just some ‘artiste’ that walked off the street to poke his nose into the serious World of Software Testing. Andy lives and breathes Software Testing in his day to day work life. He takes it seriously enough that he is prepared to look at it through comedy eyes, and distill testing lessons into a punch line for the rest of us.

Everyone knows Software Testing is a serious subject, but who knew a testing book could be such fun? Well, of course, “The Shadow knows”, and now it is your turn to know that too.

The stick man isn’t the point. The Visual Storytelling is the point, and Andy Glover makes it look easy.

Enjoy,

– ***Alan Richardson***

– ***www.evitester.com***

# Introduction

This book contains cartoons.

I thought long and hard about what else I should include in the book. I wondered if I should write lots of wise words about testing. Perhaps a chapter discussing test strategy followed by a few chapters on different test techniques, all alongside the cartoons.

I then did a bit of research. I have a few cartoon books of my own (Calvin and Hobbes, xkcd and The Far Side to name a few), so as a good little tester I browsed through them. The stand out feature in all of them is that they contained many cartoons and few words. The main reason I still have these books is because I like them, so it's a no-brainer that the Cartoon Tester book should feature cartoons and not much else.

So if you're looking for a book to learn about a specific software test type, technique or approach you've got the wrong book. Nevertheless, don't worry, I think you might still find this book useful! (If you are still looking for a book to help you test, email me and, if you catch me on a good day I'll recommend some of the better testing books to you.)

Having said that, I have written a few words here and there about how some of the cartoons came about and how and why I started all this silly business of drawing stick people doing testing (see the chapter title 'In the beginning'). This is for those of you who like a bit of background. For the rest, skip those parts and enjoy the cartoons!

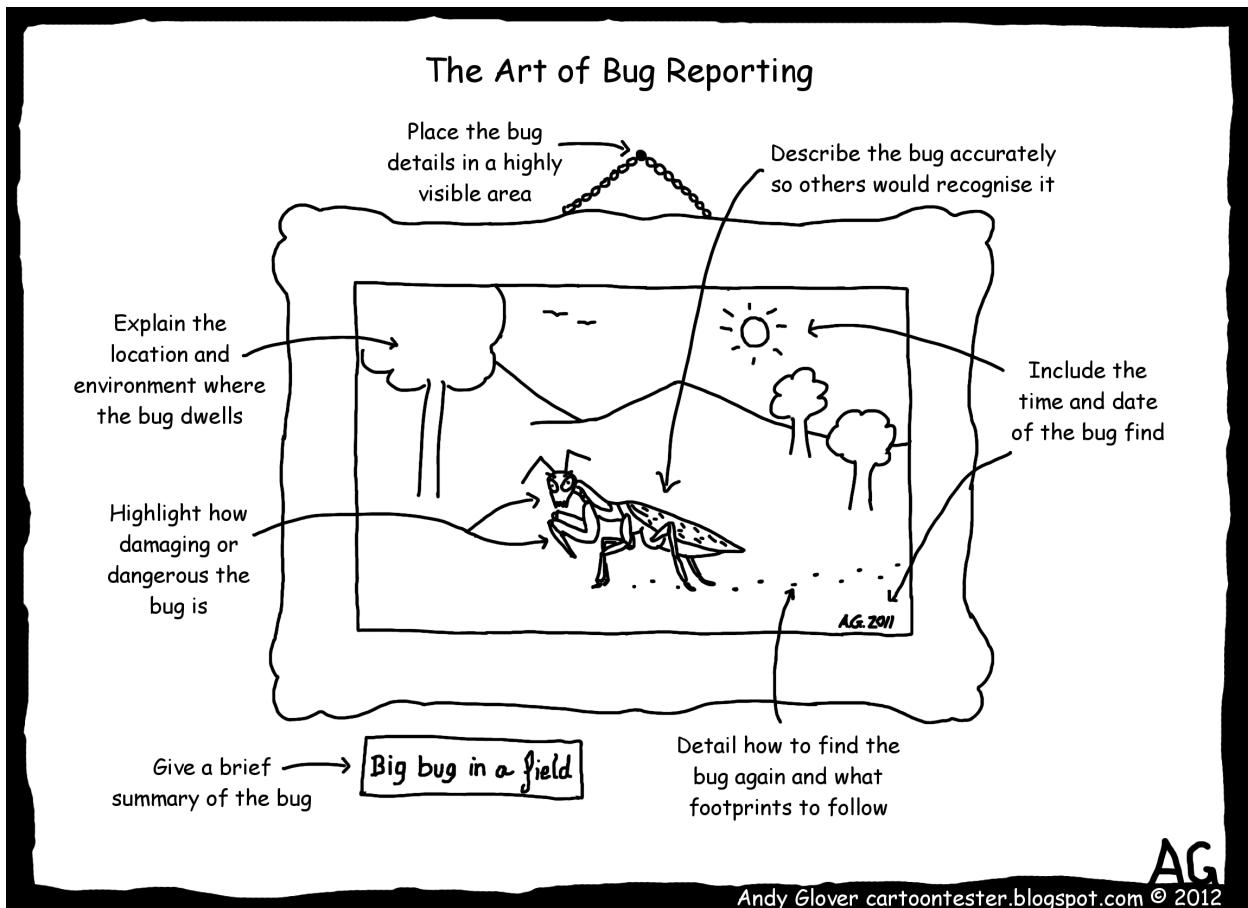
Most books contain a section about what kind of people should read it. This book is aimed at testers, nay, it's aimed at humans who do software testing as their main job or as part of their job. Testing is a messy business. On some days being a tester is a very tough job, and other days is just plain tough. But there's a time for everything. Humans love to laugh, giggle or have a little chuckle, my hope is that at least one cartoon in this book will do that for you.

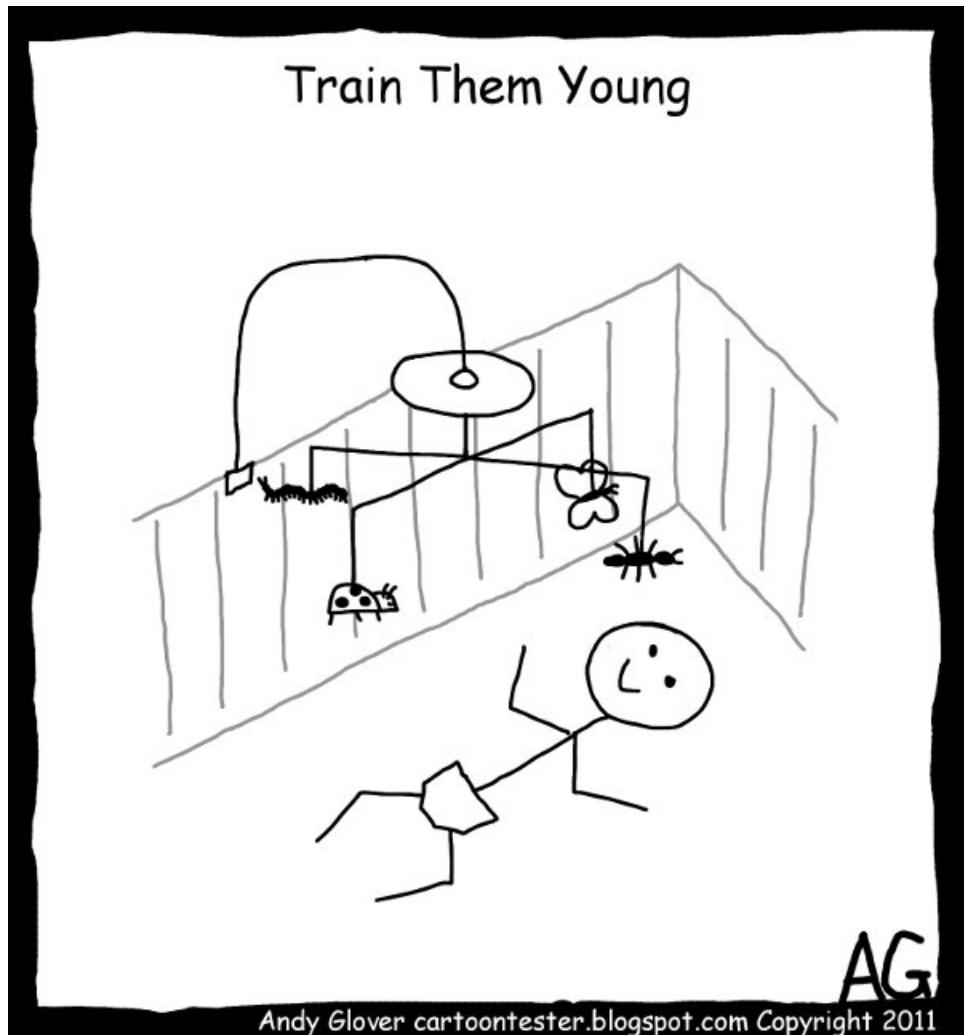
The cartoons in the book have been taken from my blog so you could, in theory, just look at that. But I like books, whether electronic or real physical books made of paper, and I don't think I'm alone. So I've collated many of my cartoons and placed them here. Now I'm not an advocate for multitasking but I think this book is especially designed for this - you can enjoy looking at the cartoons while commuting (unless you're driving), while sunbathing or if you're anything like me, you can read the book while sitting on the toilet!

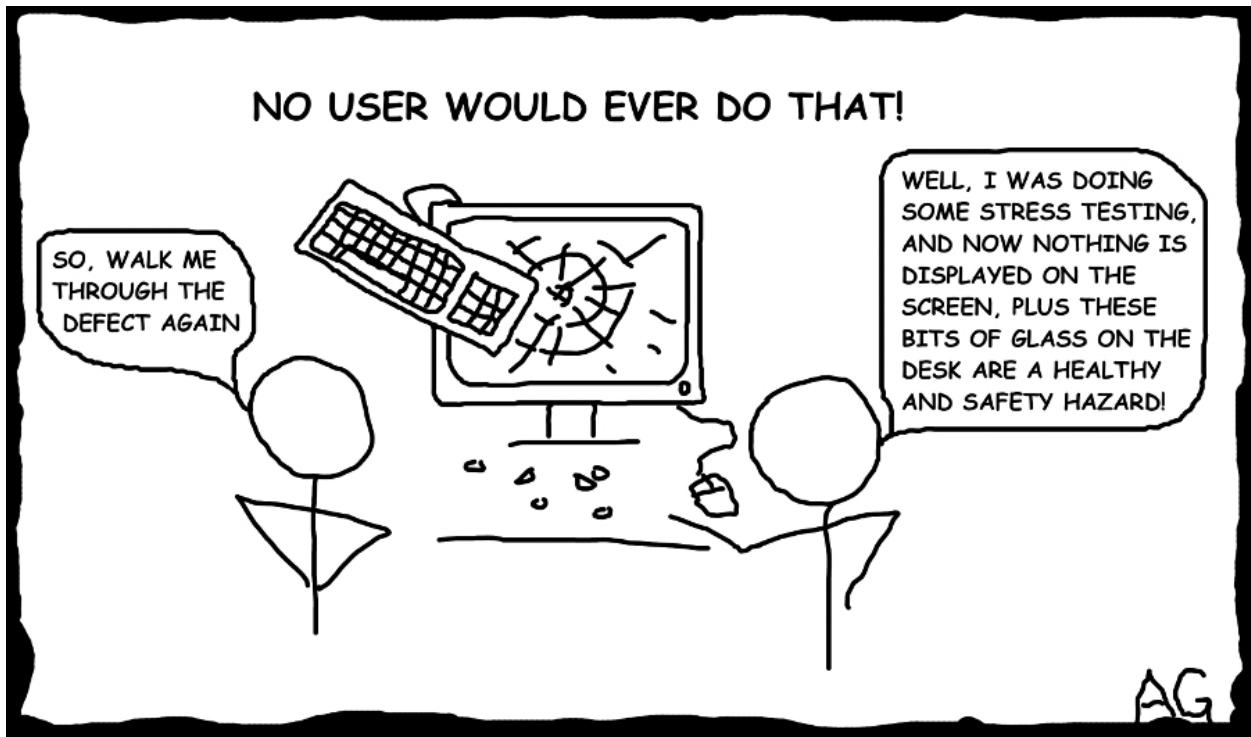
A word of caution. Some cartoons are better suited for newbies to testing, other cartoons are for those who've been in testing for the long haul. If you come across a cartoon you don't understand, don't worry, go the next one, you'll soon find one that you can relate to.

Anyway, I've ended up writing more than I expected. I'll stop now with just one final word: Enjoy!

# Cartoons #1







## How to successfully measure the tester's performance

Weigh how many bugs one tester found compared to ..

Bugs found by Jo

~~as often~~

Not Fair! I'm a very important bug!!

Bugs found by Jim



Some bugs are more critical than others.  
Ensure the bug's weight is proportional in criticality.

~~as often as ever~~

that's better!



Some testers are more experienced.  
Ensure less experienced testers have a handicap.

~~as often as ever~~

Yeah but their software was huge, so more bugs to find.



Software projects differ in complexity. Give a smaller leverage for complex projects .

~~as often as ever~~

I don't want to brag, but we only had one day to test.



Some projects allow little time for testing. Provide a larger leverage when testing is cut short.

~~as often as ever~~

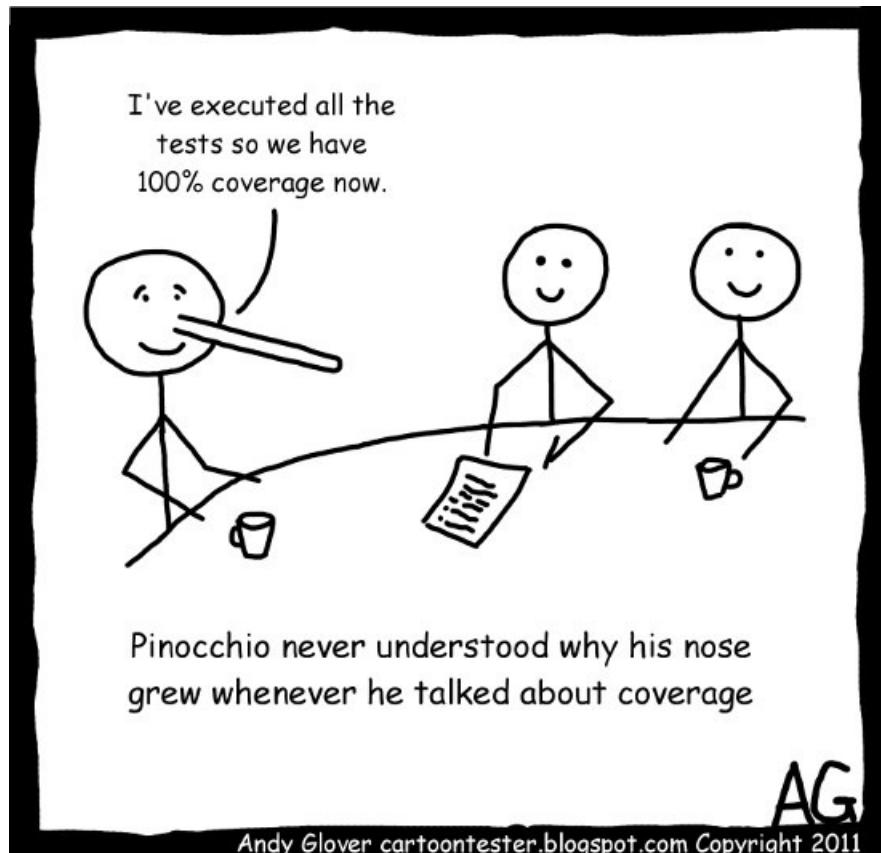
Hold on boys!

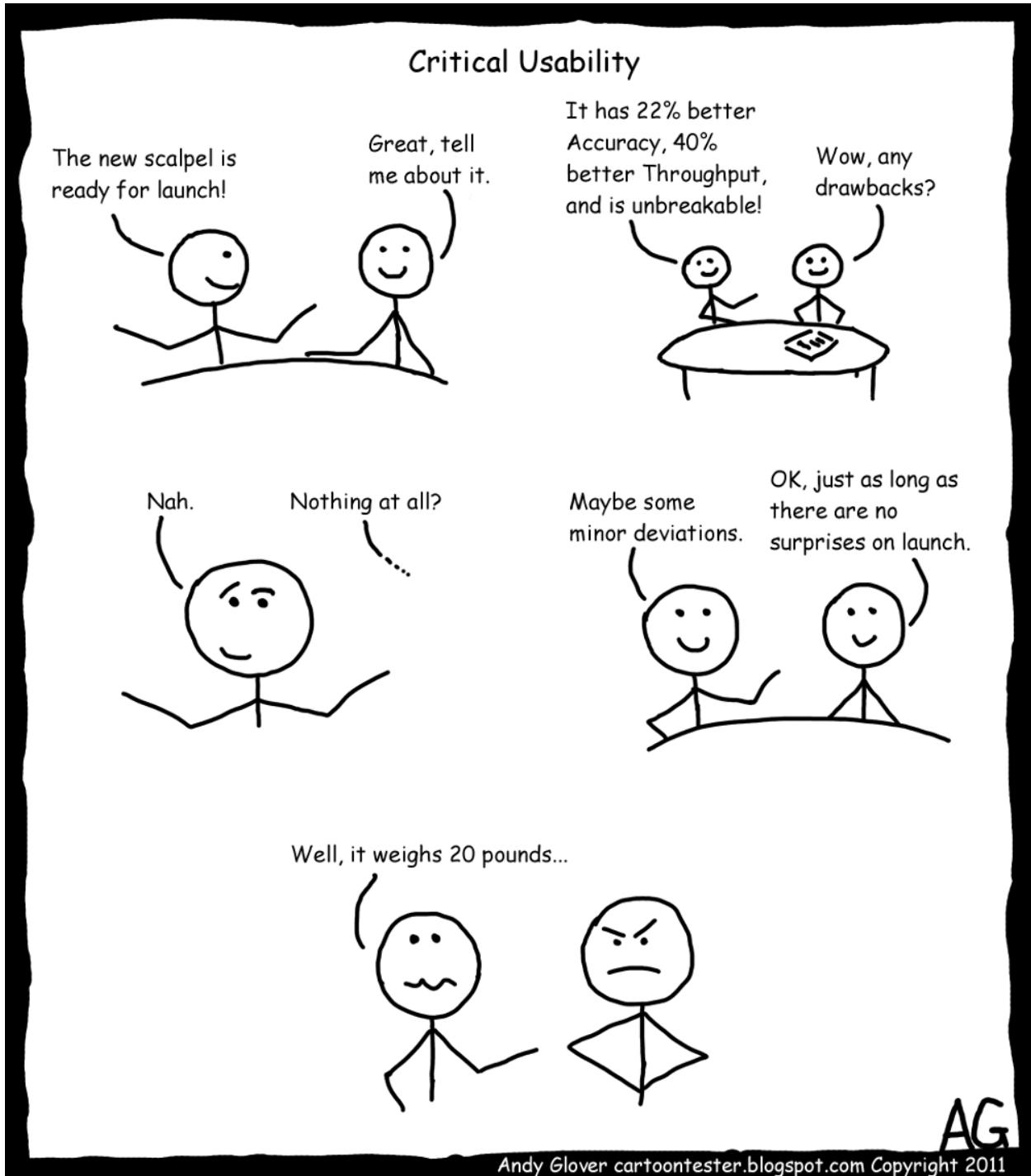
I may be biased, but I think that's the fair result.



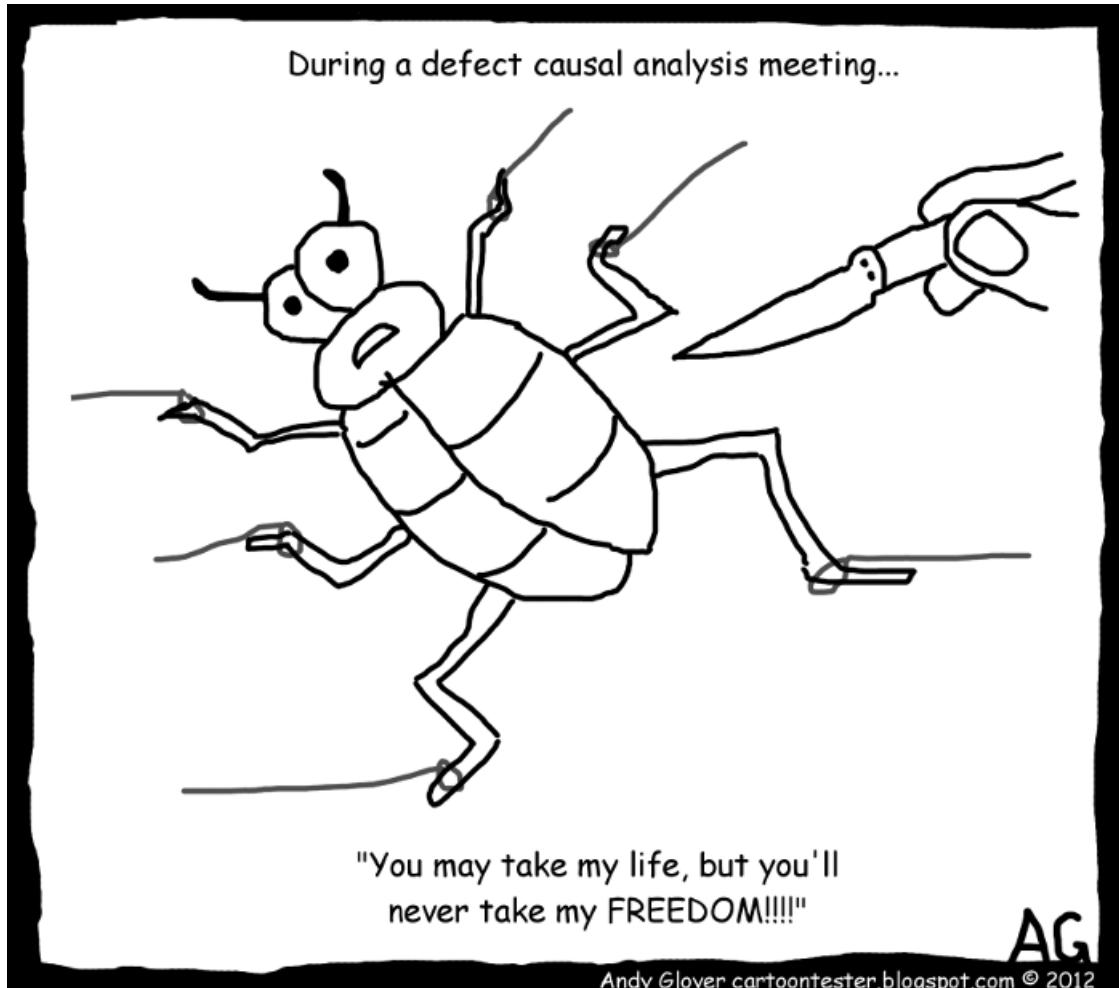
For any other project or tester variables, feel free to adjust the weight, handicap and leverage to ensure you get the results you're looking for.

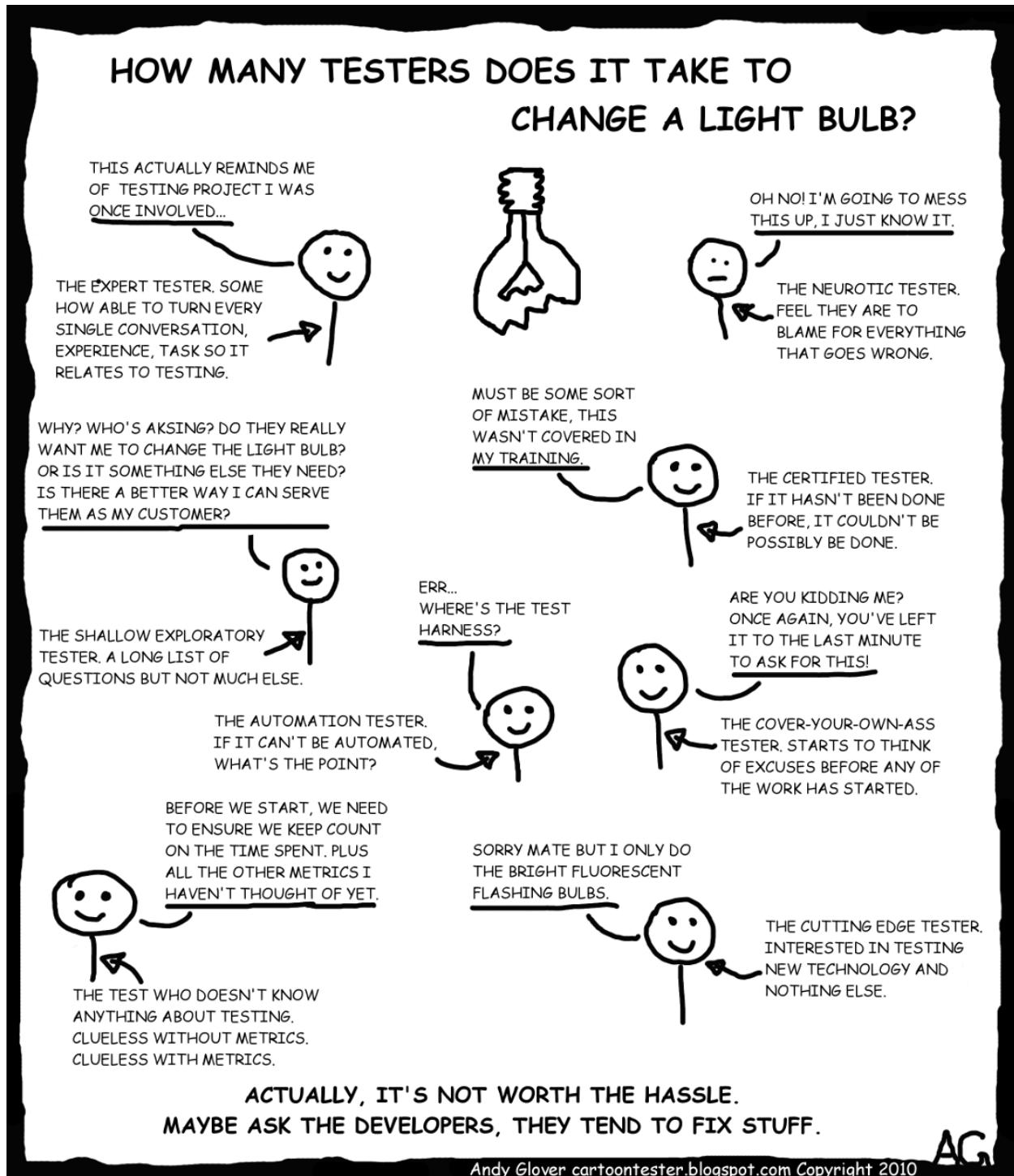
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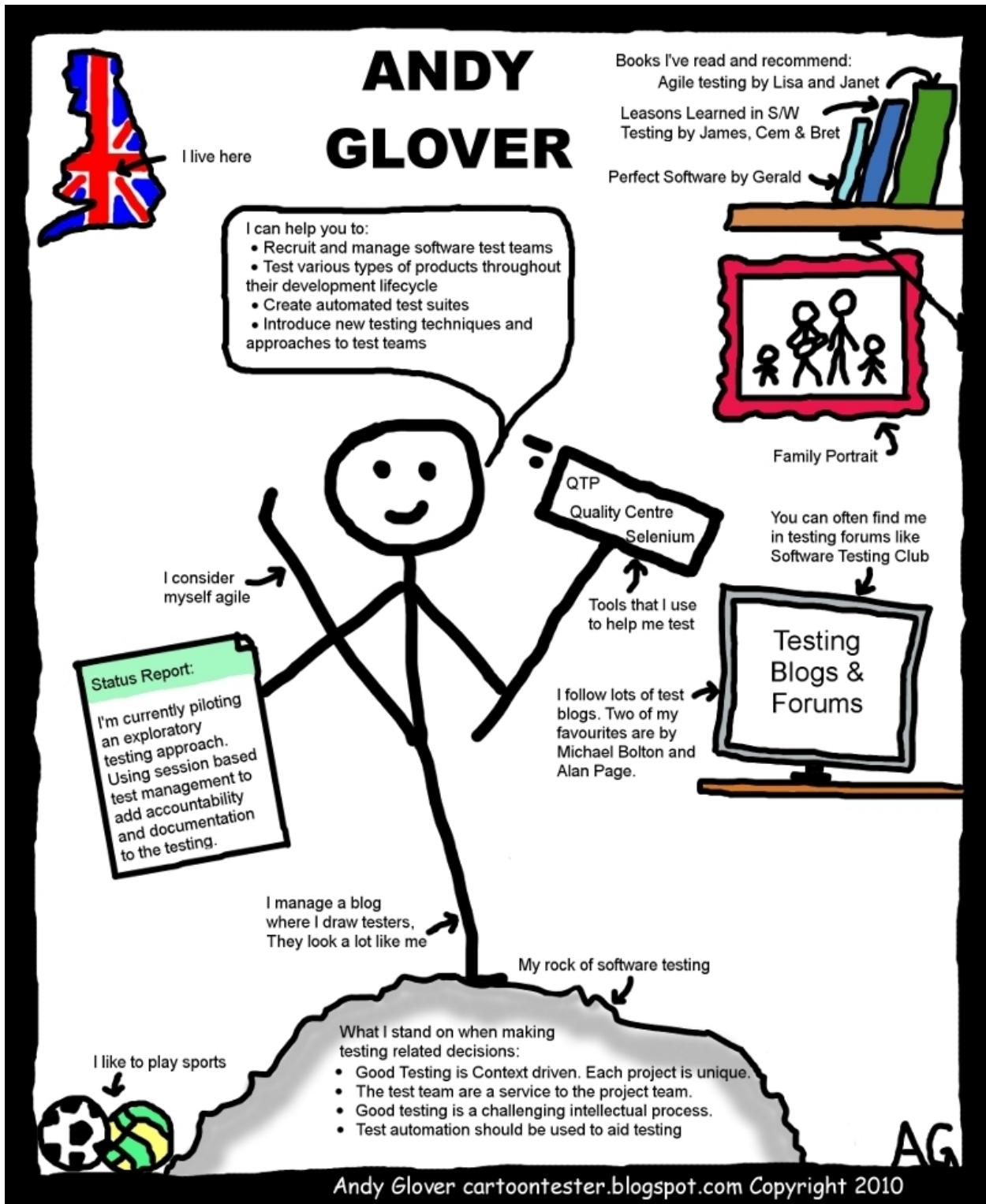




The above image was designed by a great Swedish tester, Rikard Edgren. He came up with the testing potato. It seems funny but it's a fantastic way to describe testing and coverage to both testers and to the lay person. He posts articles in TheTestEye.com site.



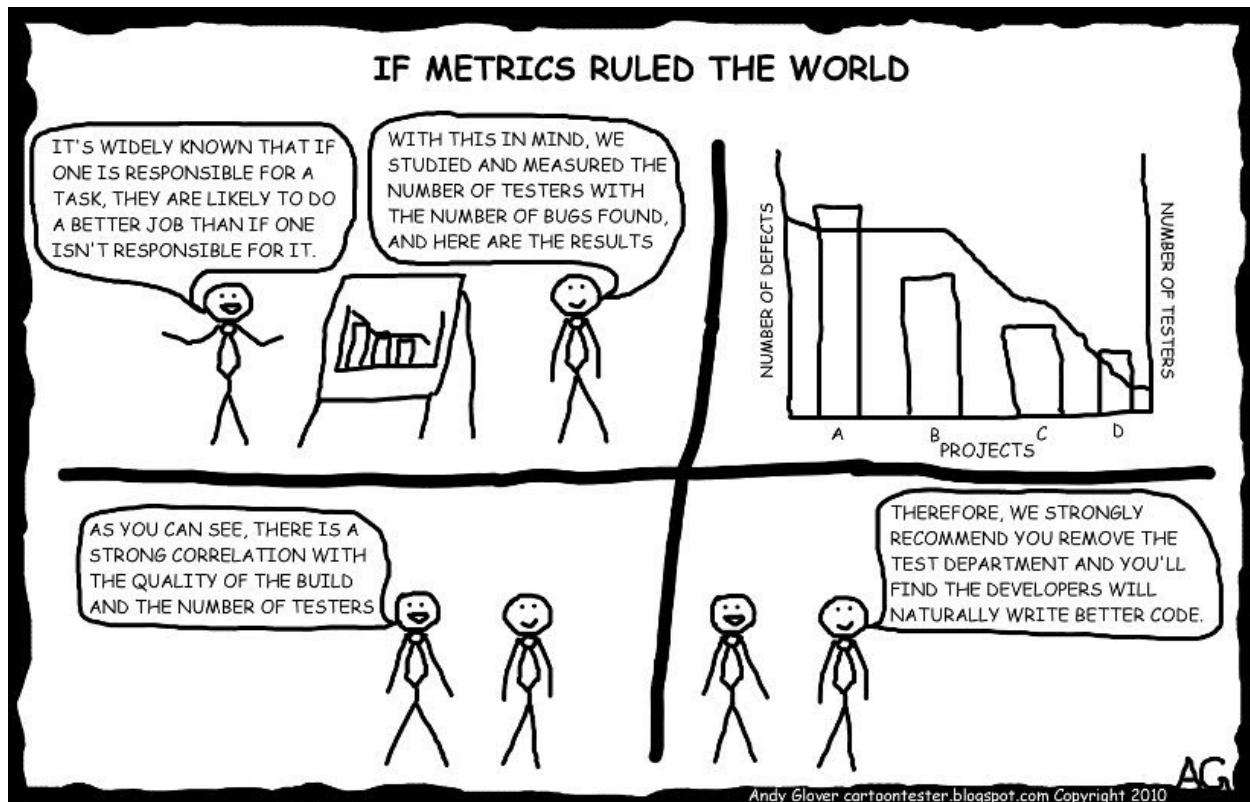




I've been interviewing testers close to 10 years now and hardly any of the CVs (i.e. Resumes) stand out. They all say pretty much the same thing. Maybe this is your opportunity to make yours stand out and shine! I drew this CV around 3 years ago... a few things have changed but not my rock of testing.



## Cartoons #2



## BUGS HAVE FEELINGS TOO

IF YOU FIND A BUG:  
REPORT IT

BUGS DON'T LIKE  
TO BE FORGOTTEN



IF YOU FIND A BUG:  
GET TO KNOW THEM

BUGS LIKE TO BE  
UNDERSTOOD



This ladybird  
has 3 spots

IF YOU FIND A BUG:  
TAKE A PHOTO

BUGS LIKE TO KEEP MEMORIES  
OF THE OCCASION



IF YOU FIND A BUG:  
REPORT IT QUICK

OTHERWISE BUGS SETTLE IN AND  
MAKE A HOME FOR THEMSELVES



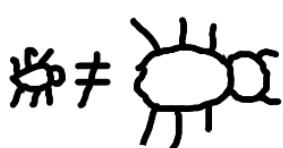
IF YOU FIND A BUG:  
GET TO KNOW THEIR FRIENDS

BUGS ARE SOCIALITES



IF YOU FIND A BUG:  
BE HONEST

BUGS DON'T LIKE  
GOSSIP



IF YOU FIND A BUG:  
NOTE HOW YOU GOT  
TO MEET THEM

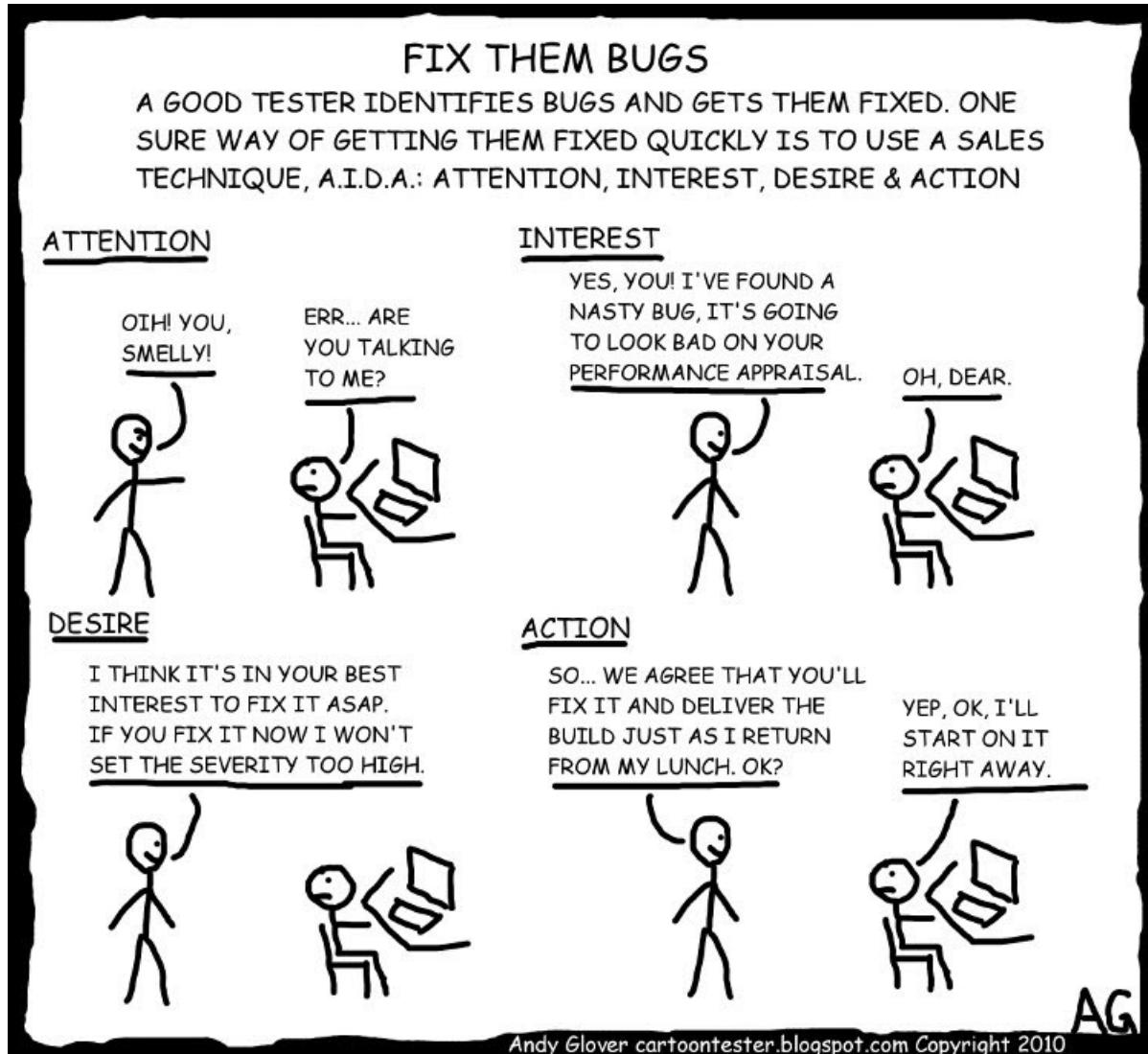
BUGS ARE ROMANTICS



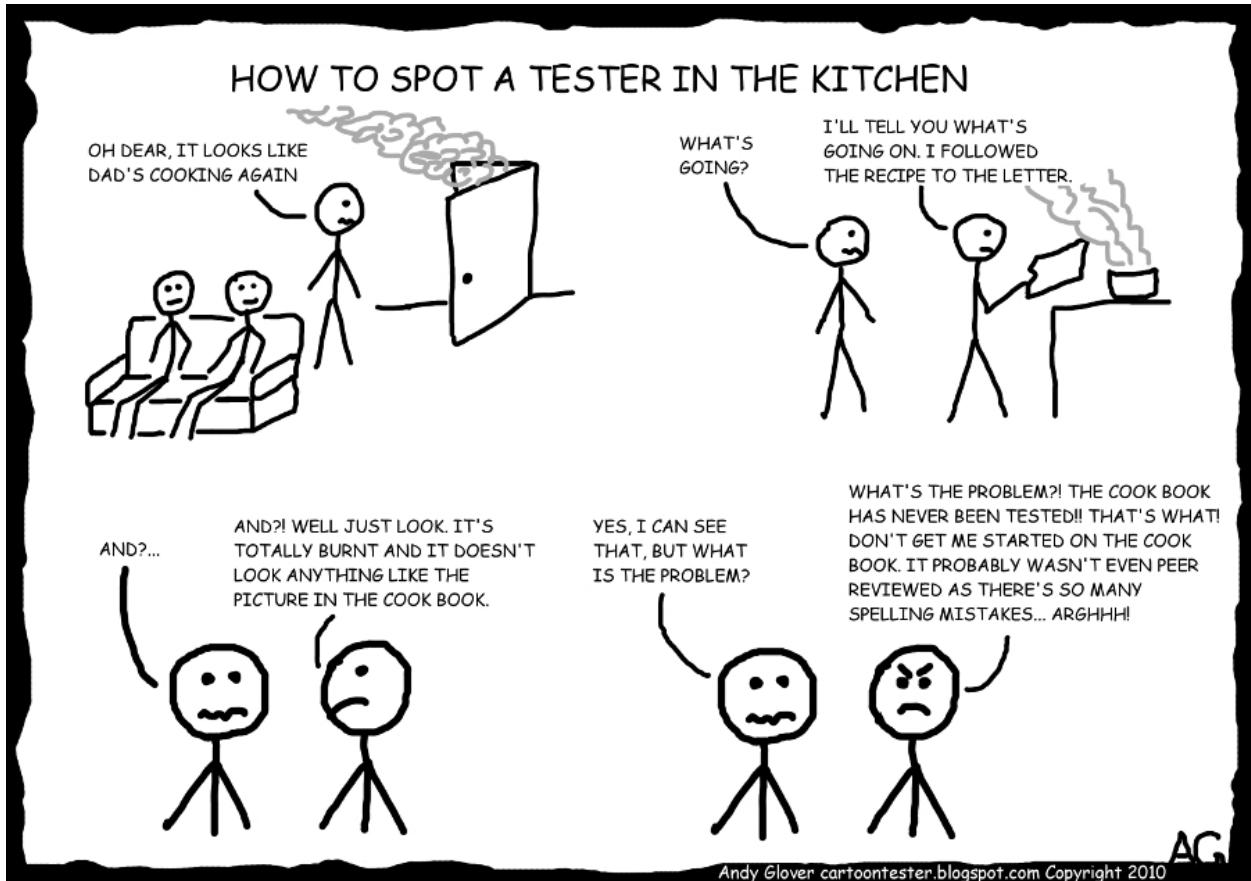
IF YOU FIND A BUG:  
DON'T IGNORE IT

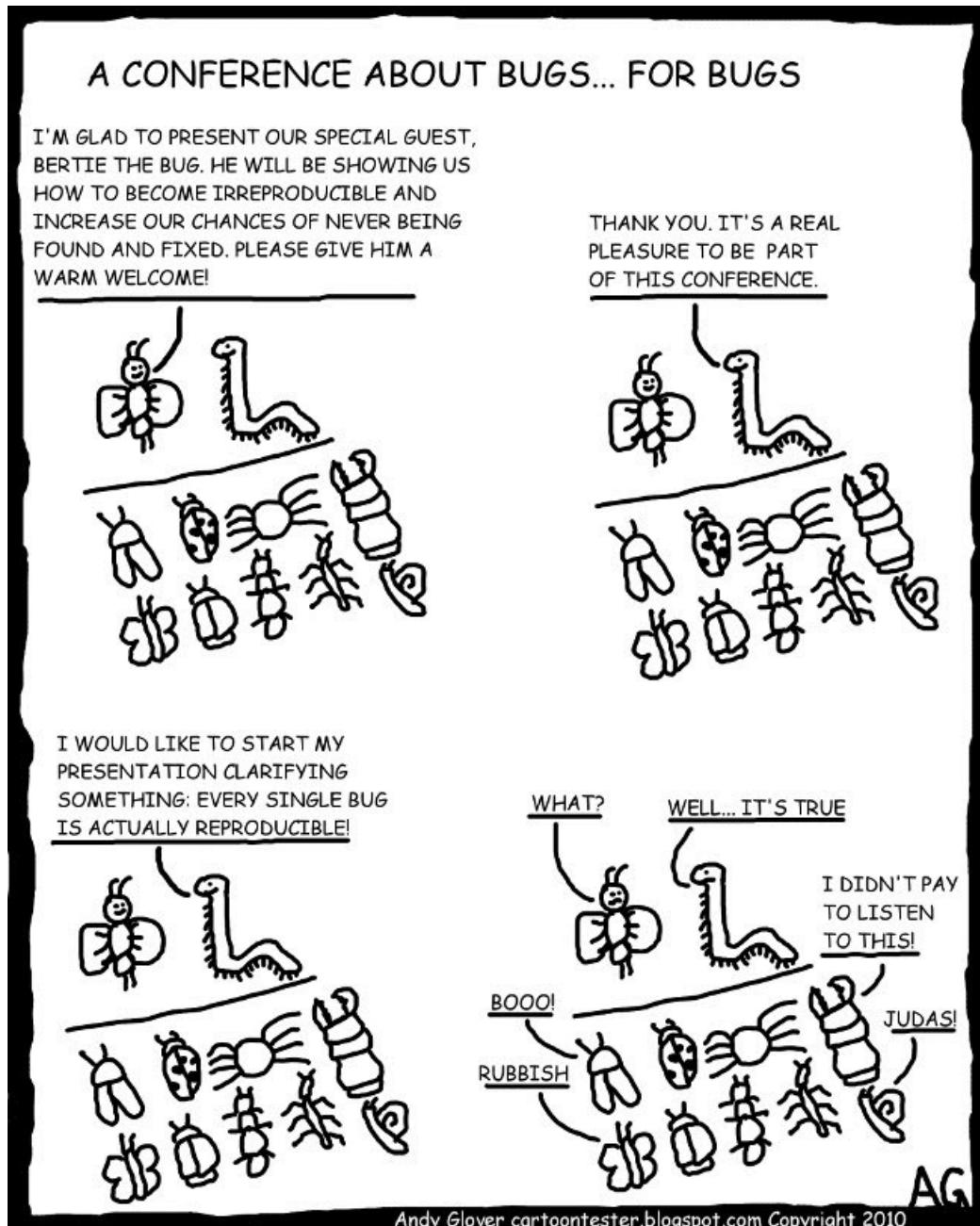
BUGS CAN BITE IF  
NOT APPRECIATED

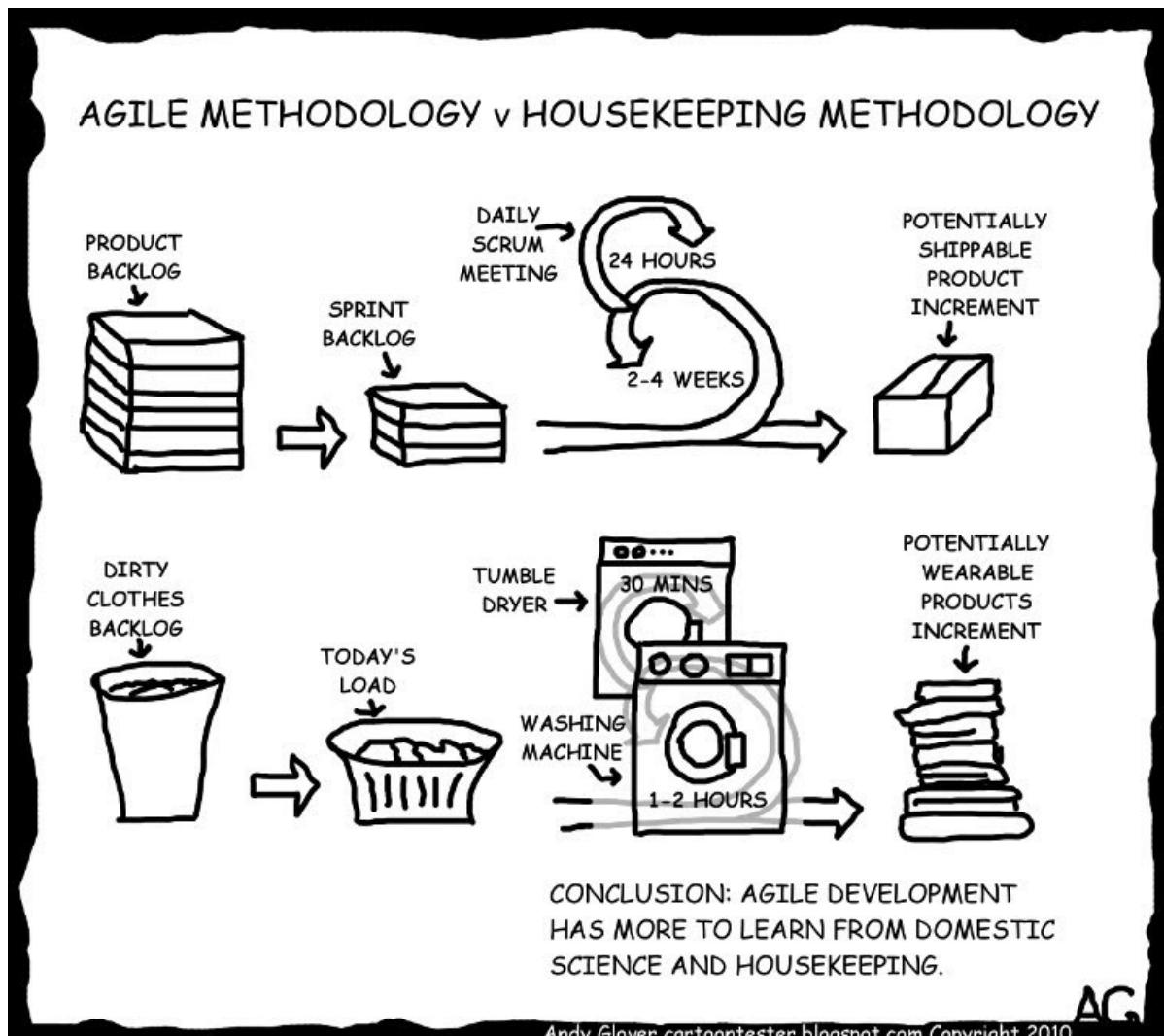


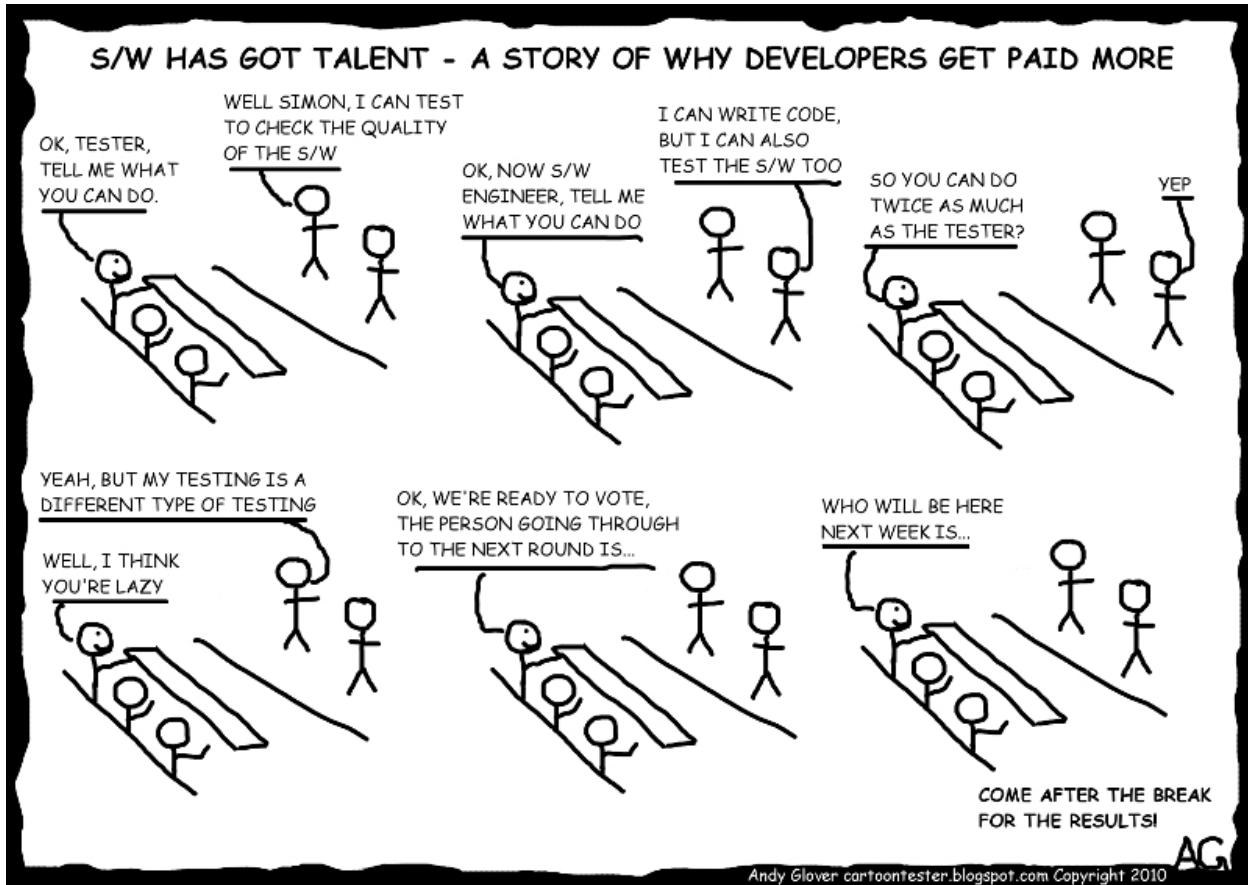


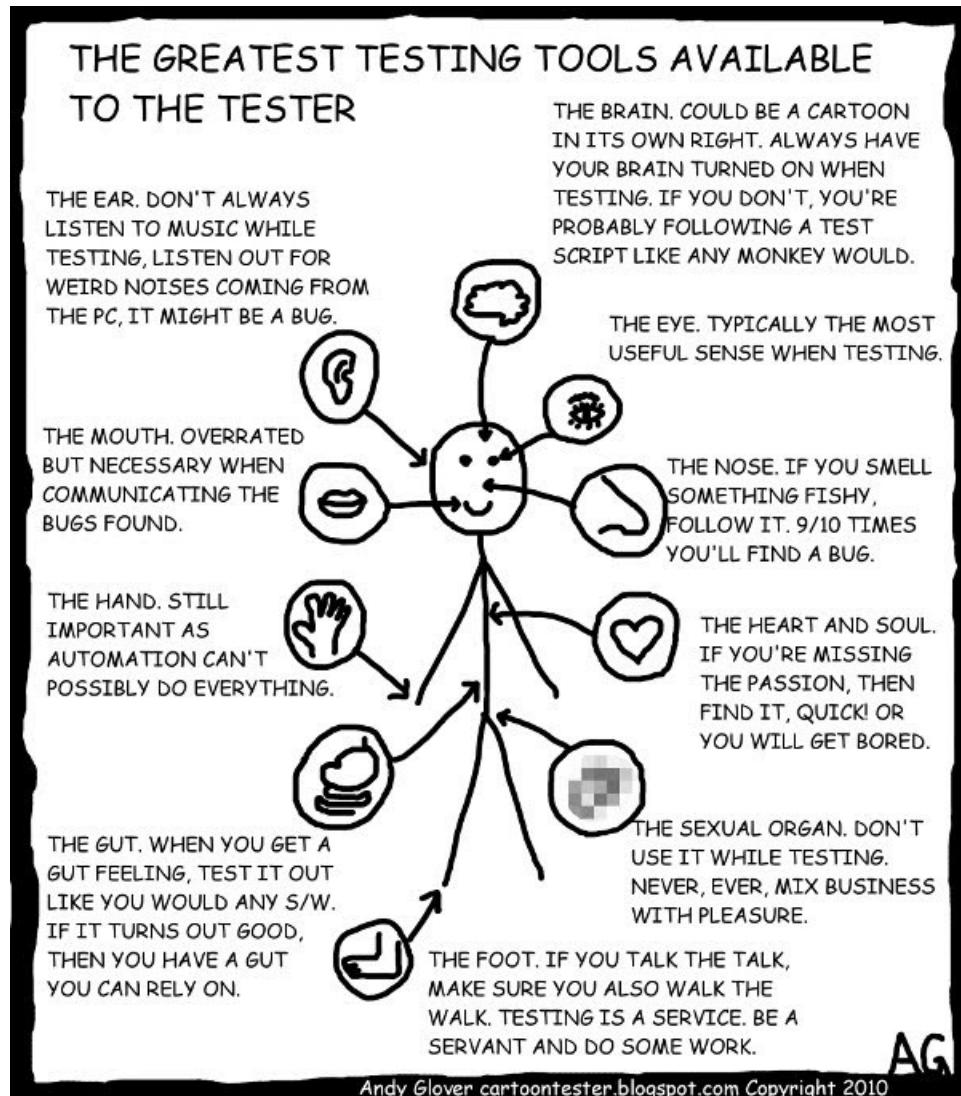
The above cartoon is one of my favourites. If I remember correctly, I got the idea after reading a blog about selling to people and realised that as testers we might need to sell our thoughts and ideas to the people we work with, like developers or project managers.











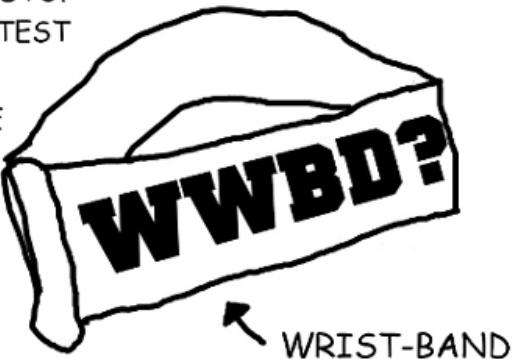
The above image is one of the all time favourite cartoons on my blog.

## NEW TEST TECHNIQUE: "WHAT WOULD BUGS DO?-ILITY TESTING"

HOW DOES IT WORK?

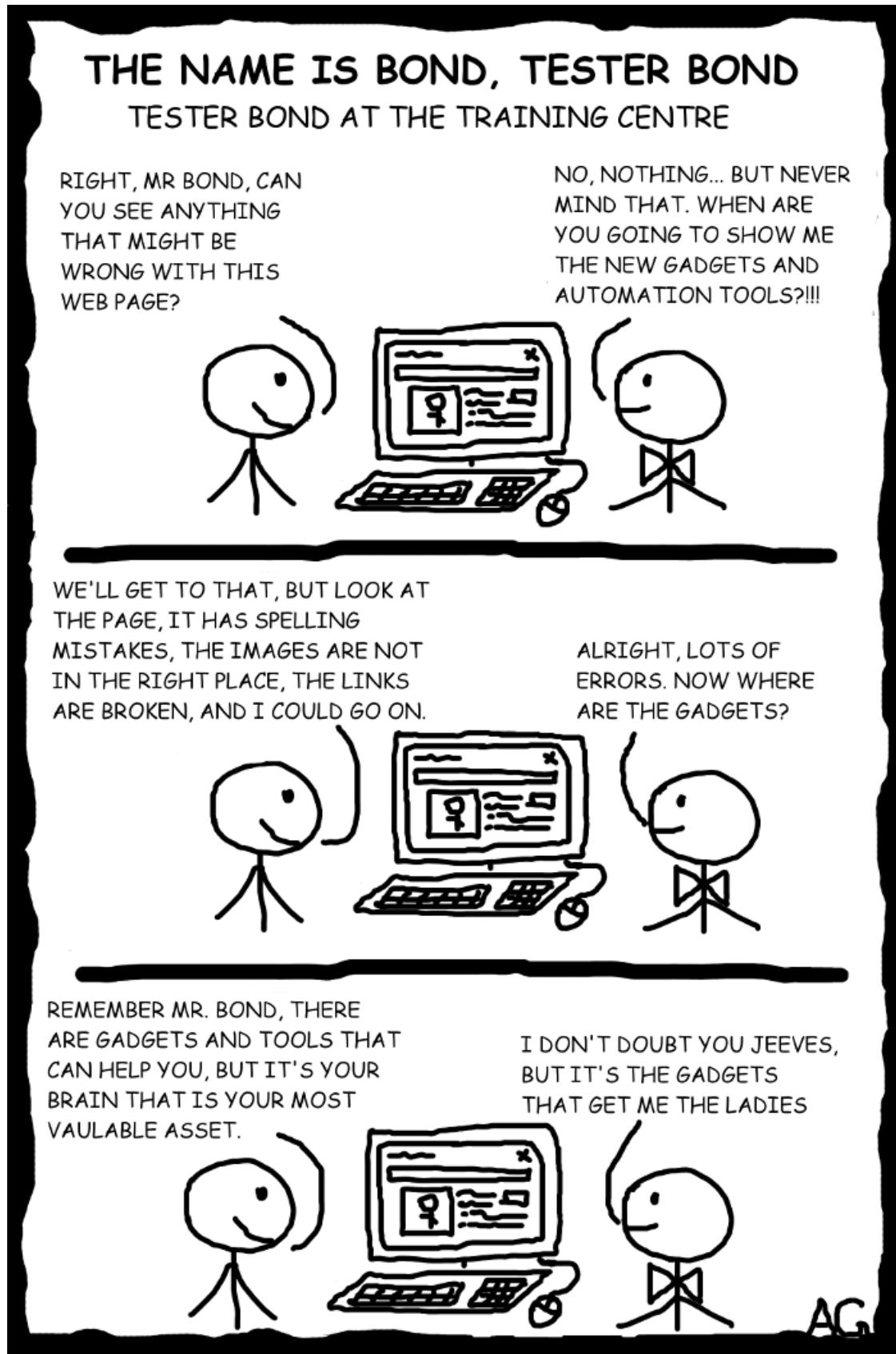
PRETEND TO BE A BUG, THEN THINK HOW IT WOULD MANIFEST ITSELF IN THE SOFTWARE. NOW TEST THE SOFTWARE TO SEE IF THE BUG DOES MANIFEST ITSELF AND CAUSE A FAILURE. AND HEY PRESTO! YOU HAVE JUST CREATED AND EXECUTED A TEST

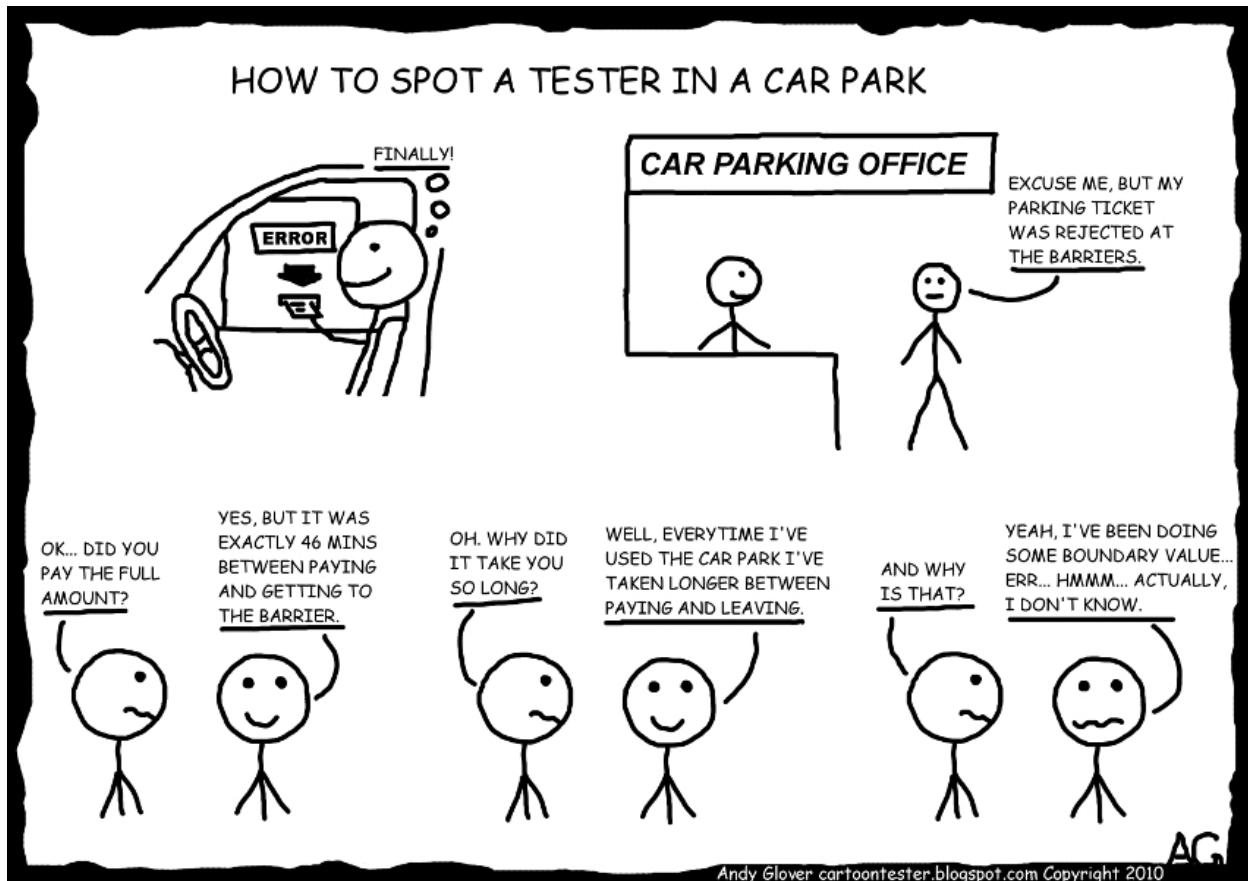
TO HELP YOU AND REMIND YOU TO USE THIS TECHNIQUE WHILE YOU TEST, BUY THIS WRIST BAND FOR \$3 + P&P



OR BETTER STILL, WHY NOT BUY THIS  
WWBD T-SHIRT FOR ONLY \$15 + P&P

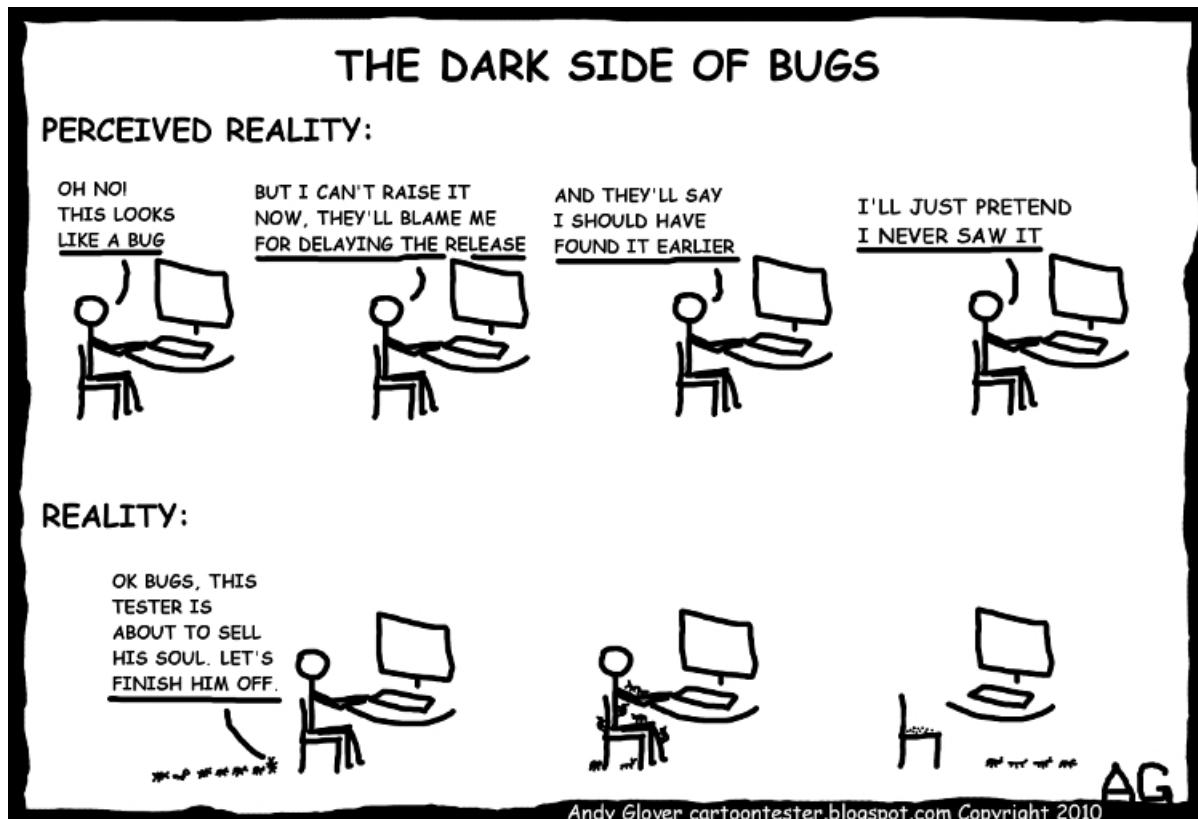
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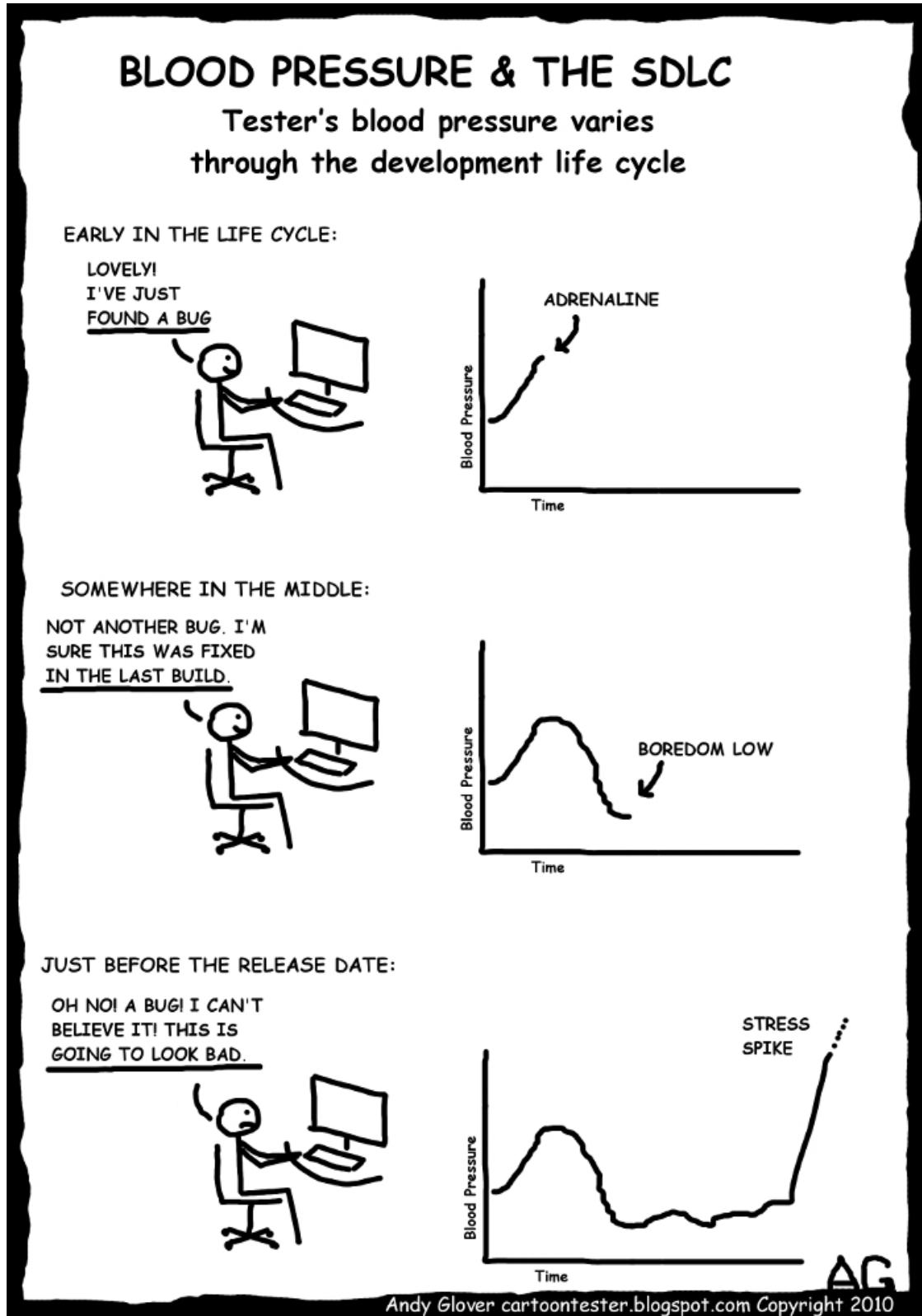


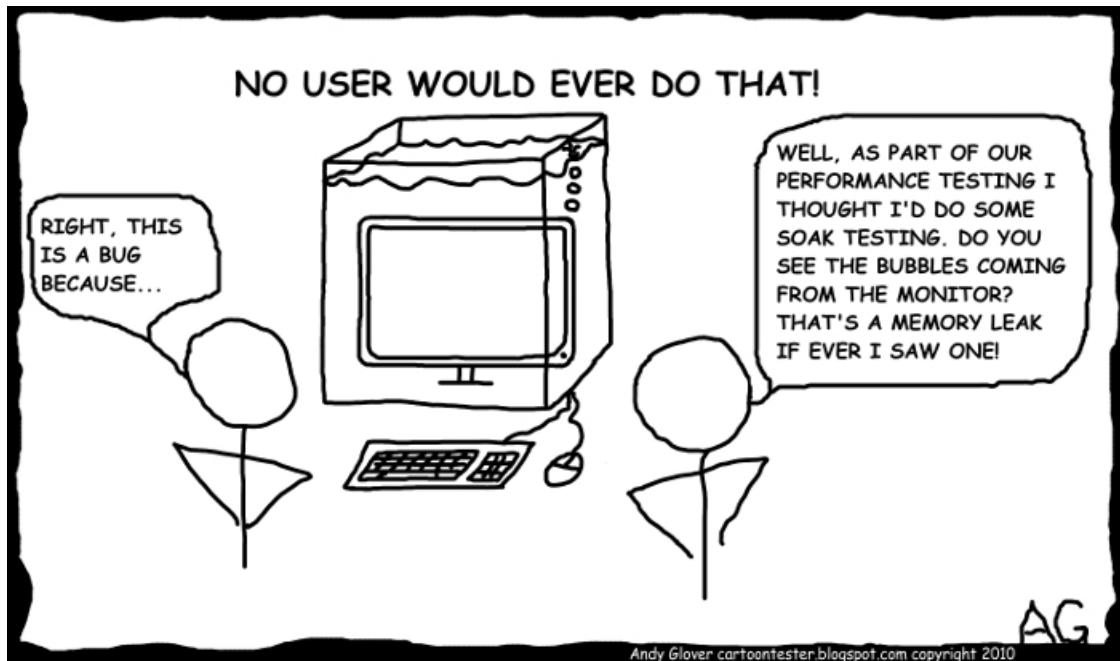


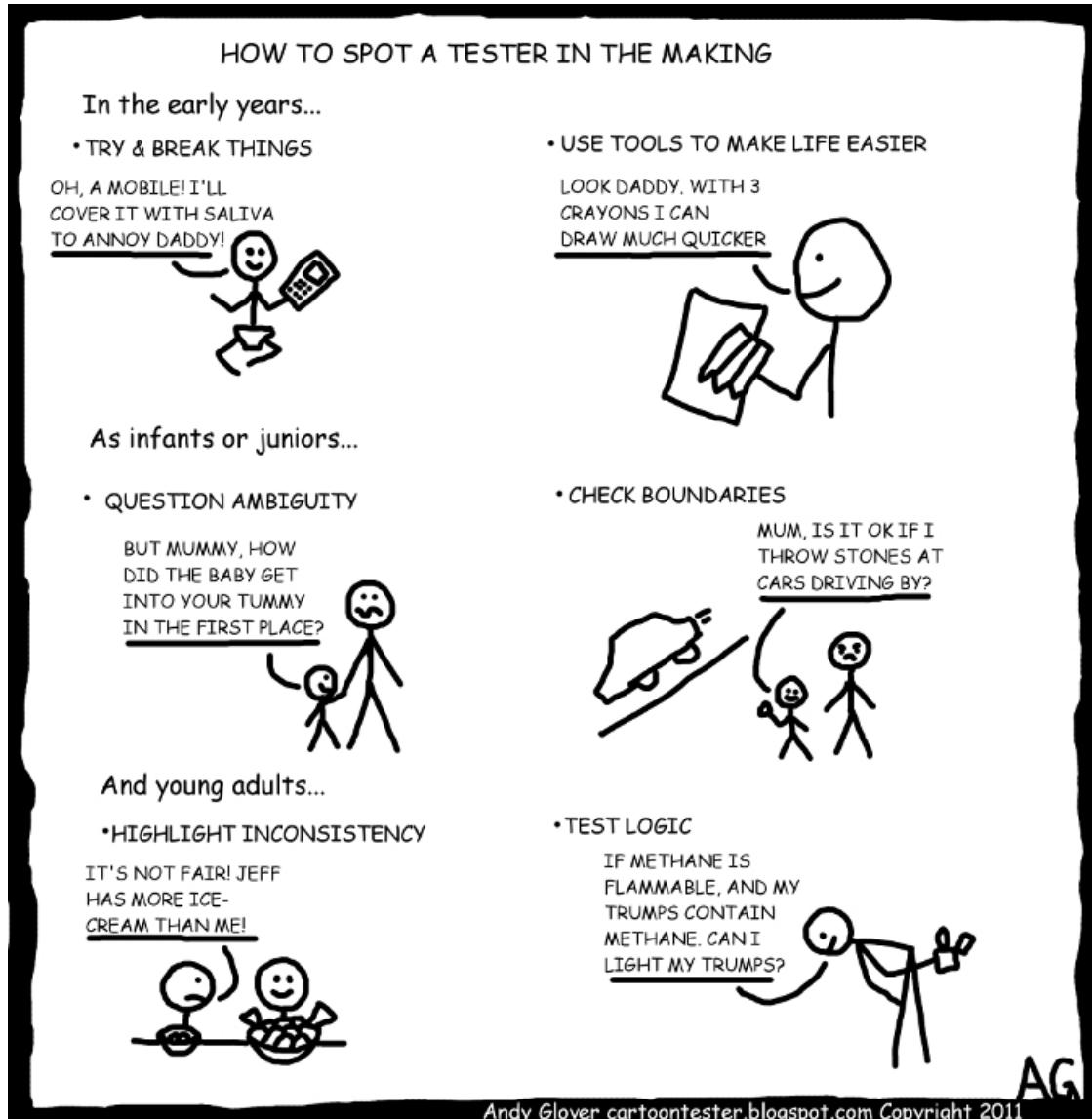
## Cartoons #3

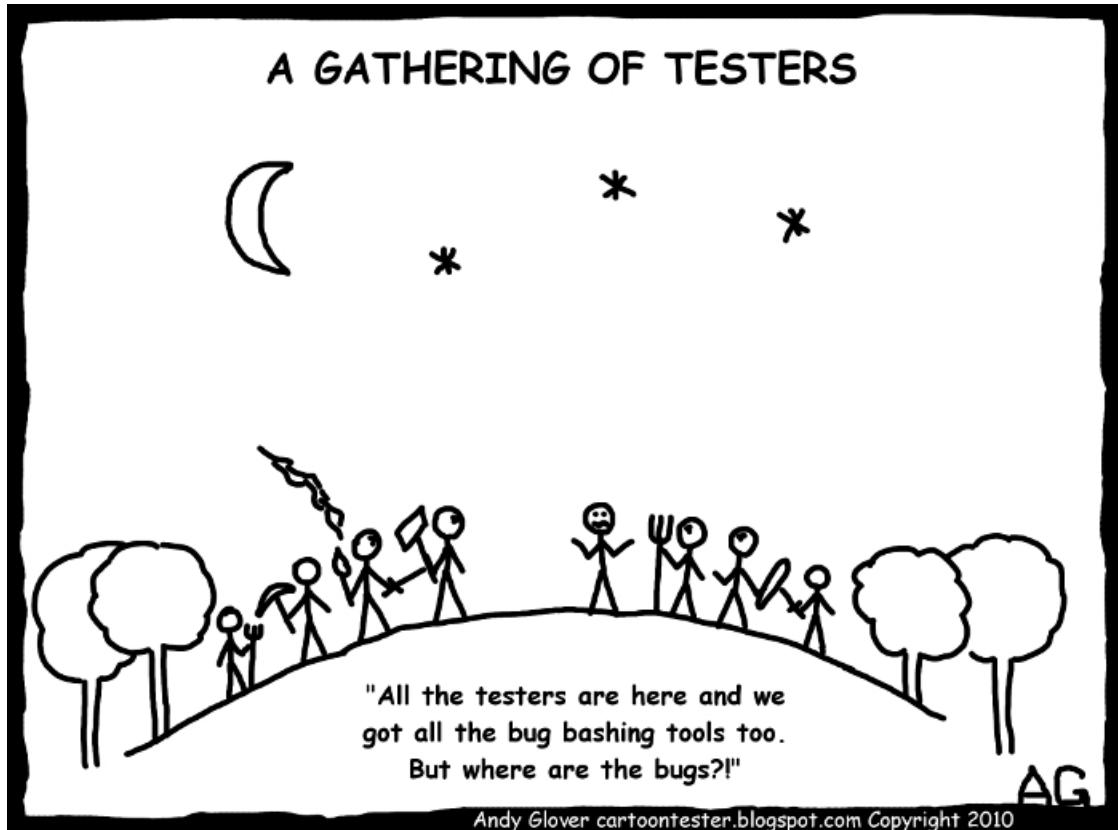


Pradeep Soundararajan (@testertested) was the creative mind behind the Dark Side and Blood Pressure cartoons. Thanks Pradeep! Did you know that Pradeep is one of the co-founders of Moolya, a Software Testing company changing the culture in the testing industry in India and abroad! Test Leadership at its best.









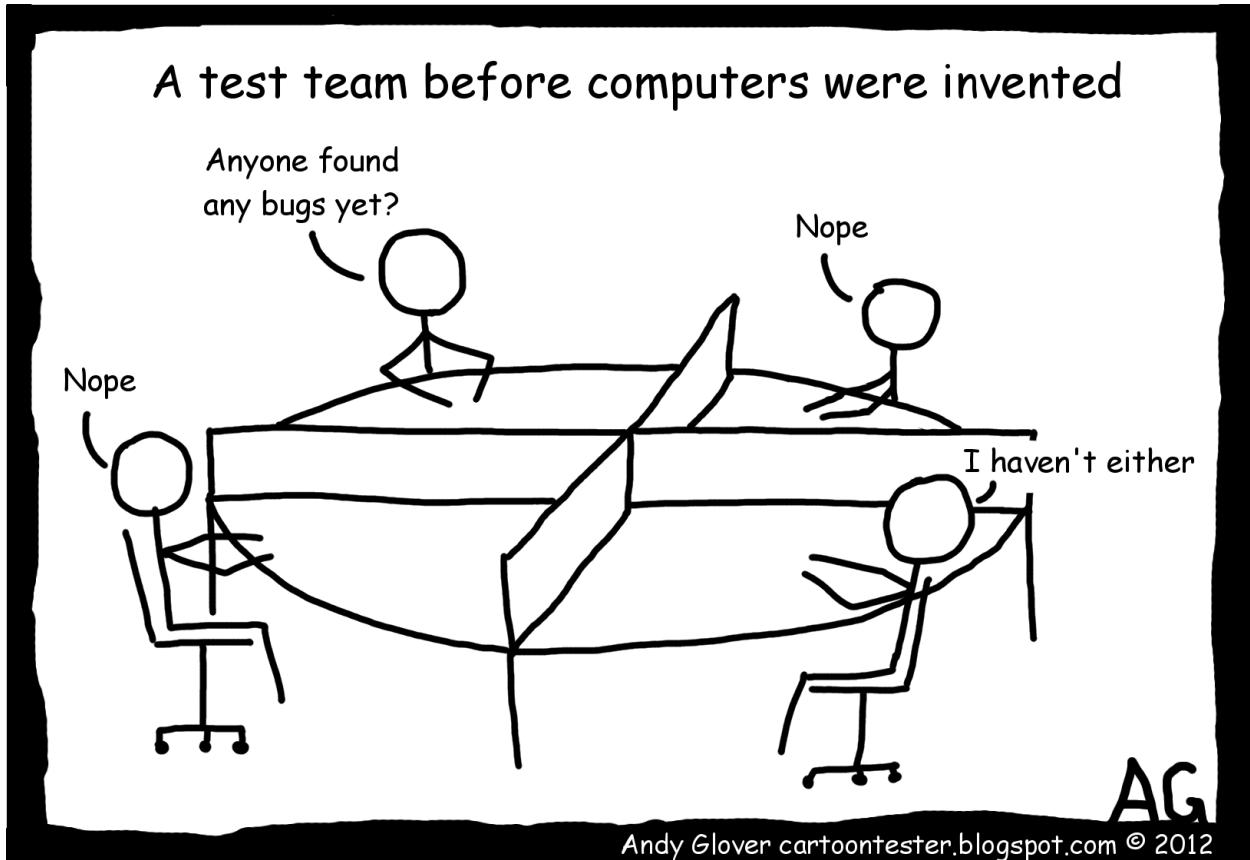
I think this cartoon needs a bit of context. I drew this cartoon for the London Tester Gatherings in England, the success of the gatherings lead to other tester meet-ups in the UK and elsewhere. In the last few years, software testing conferences have started to run testing challenges and exercises as this is often the best way to learn about our craft.

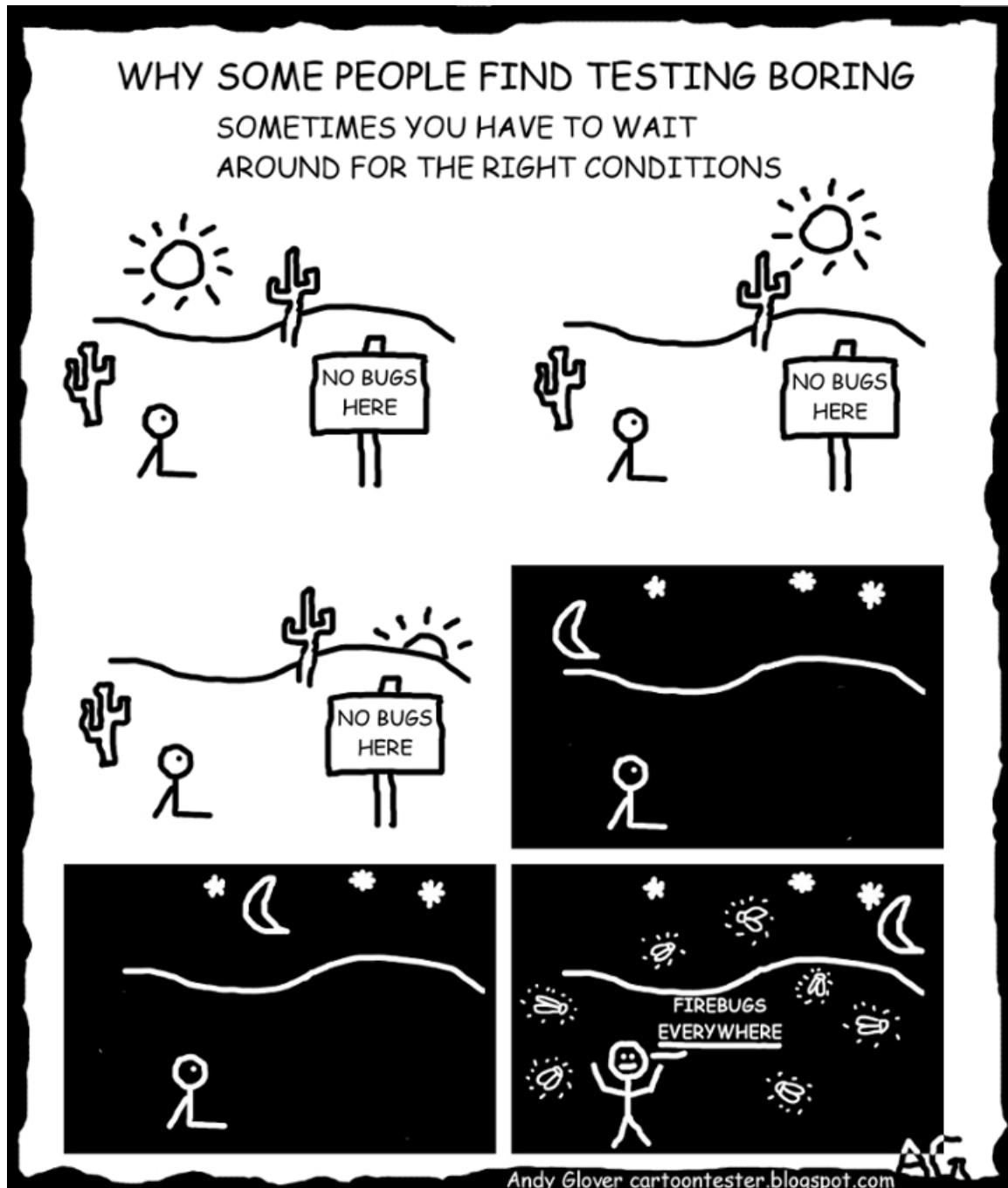


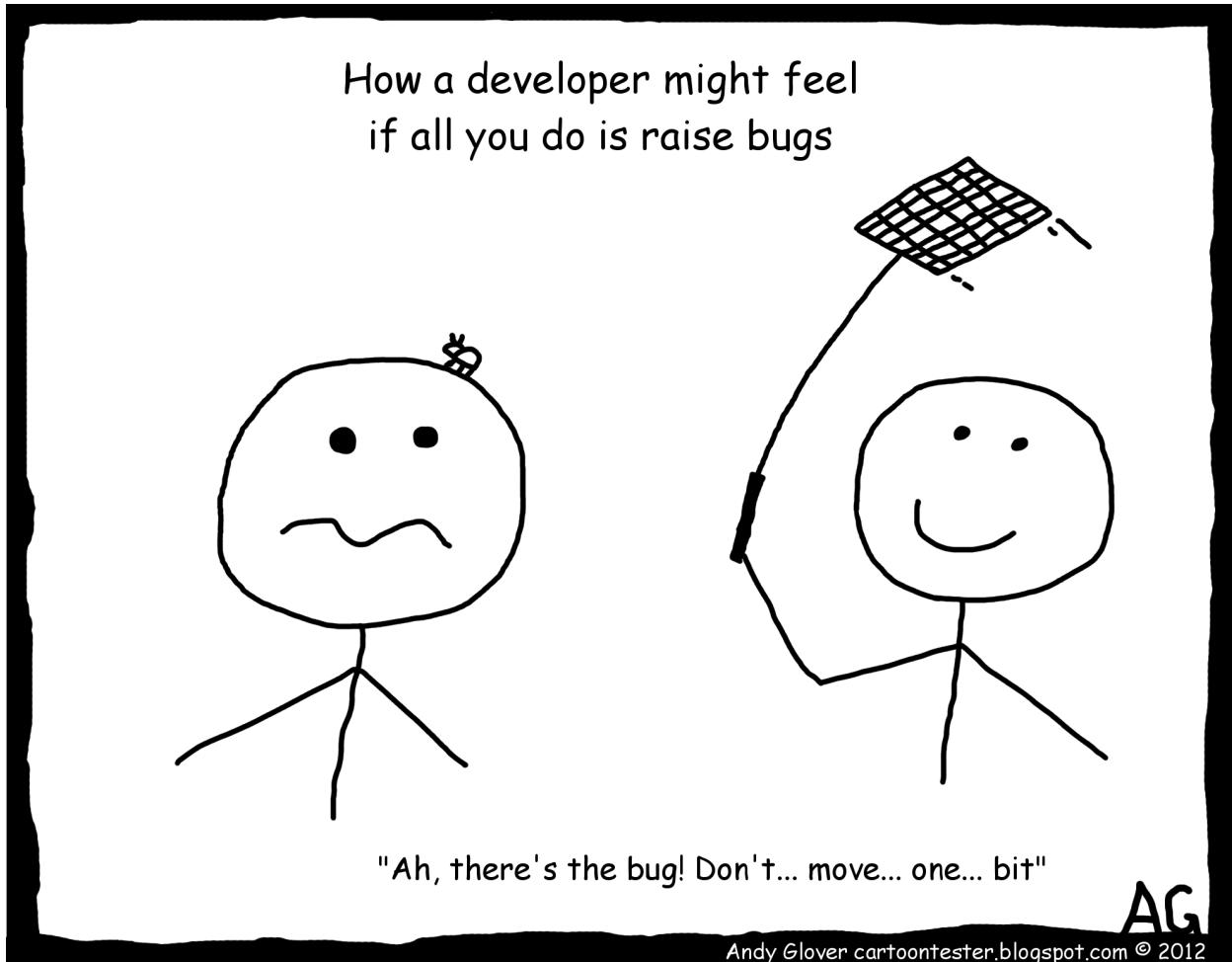
## THE DEFINITE LIST TO KNOW HOW MUCH TESTING IS ENOUGH

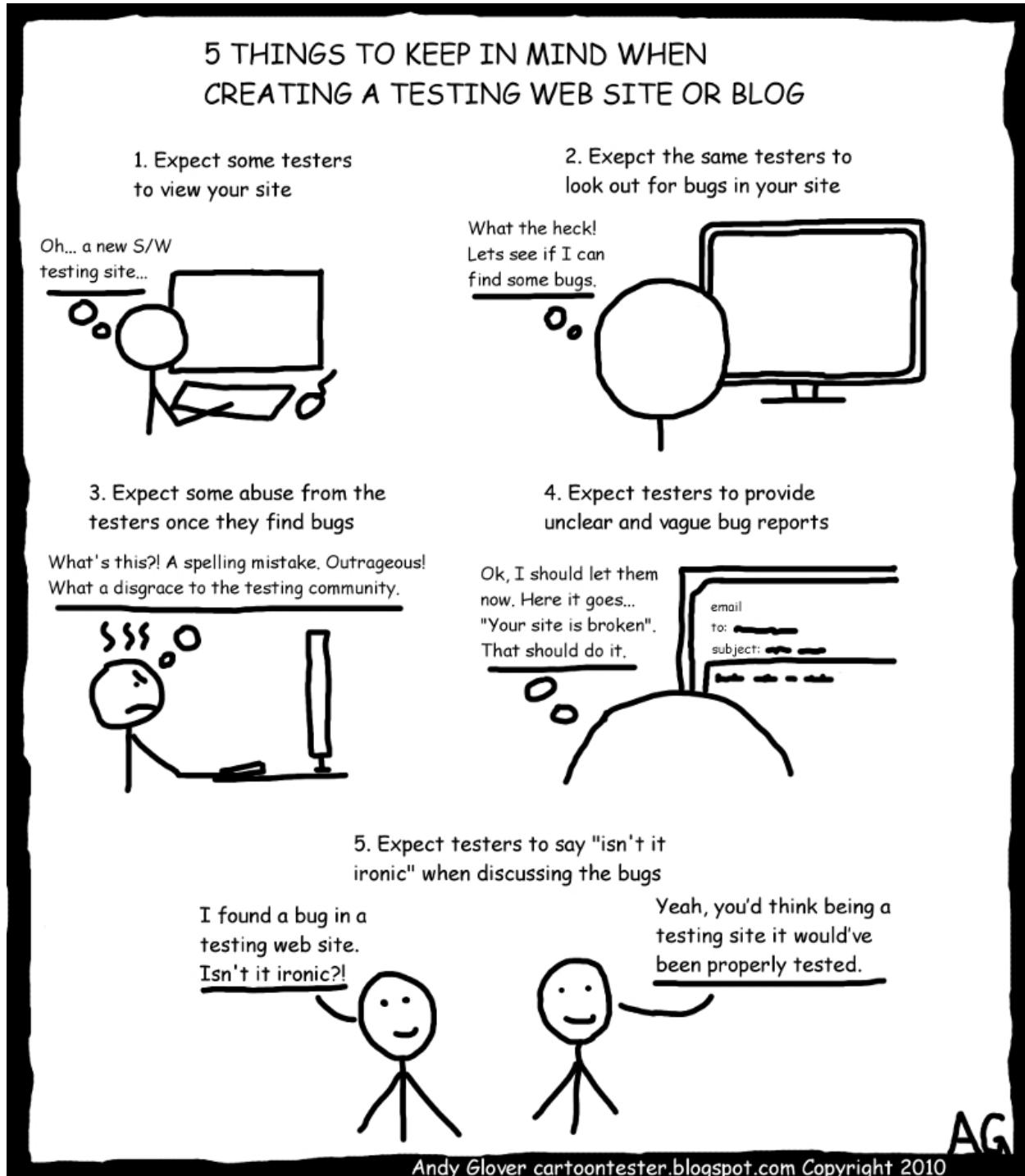
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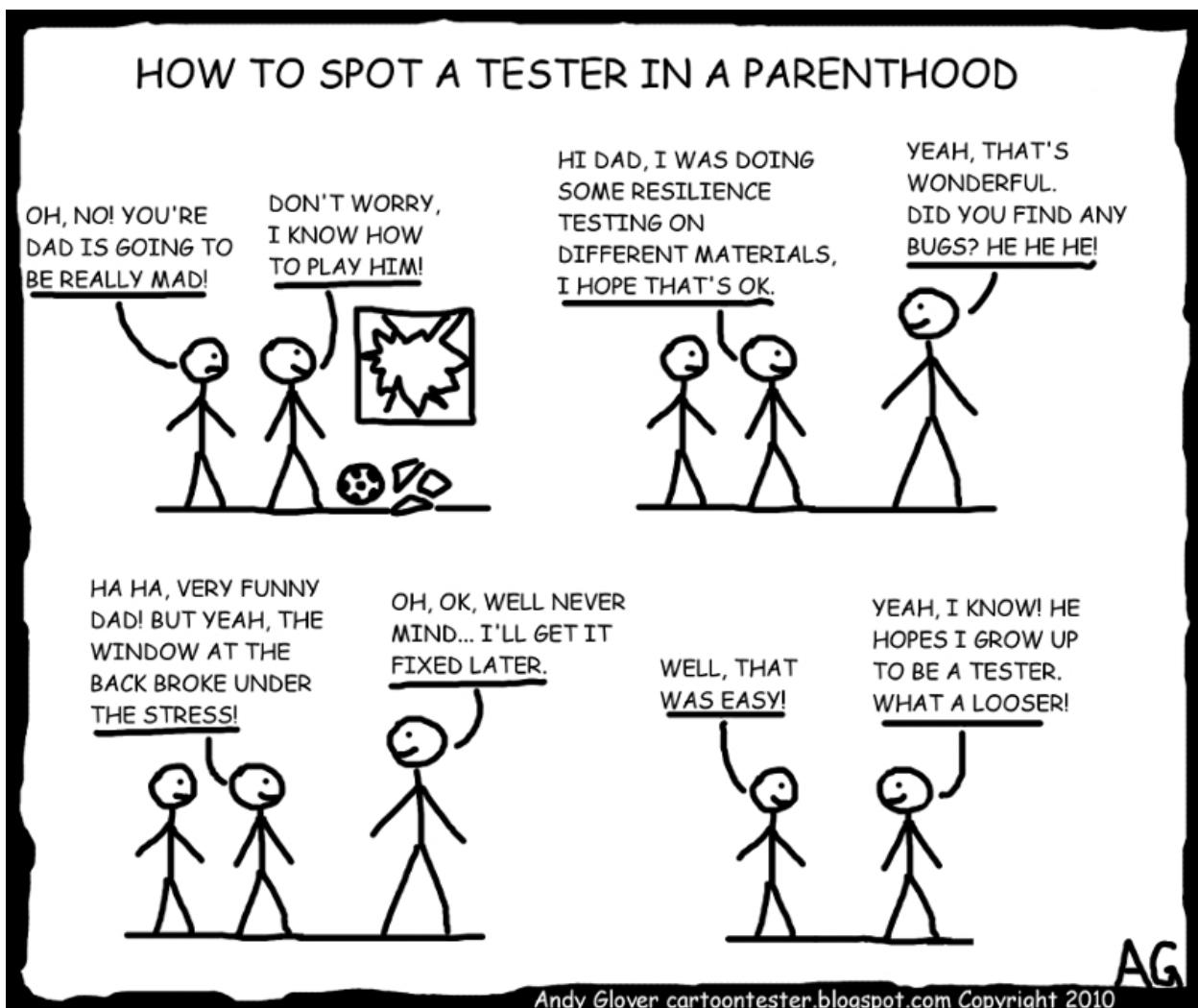


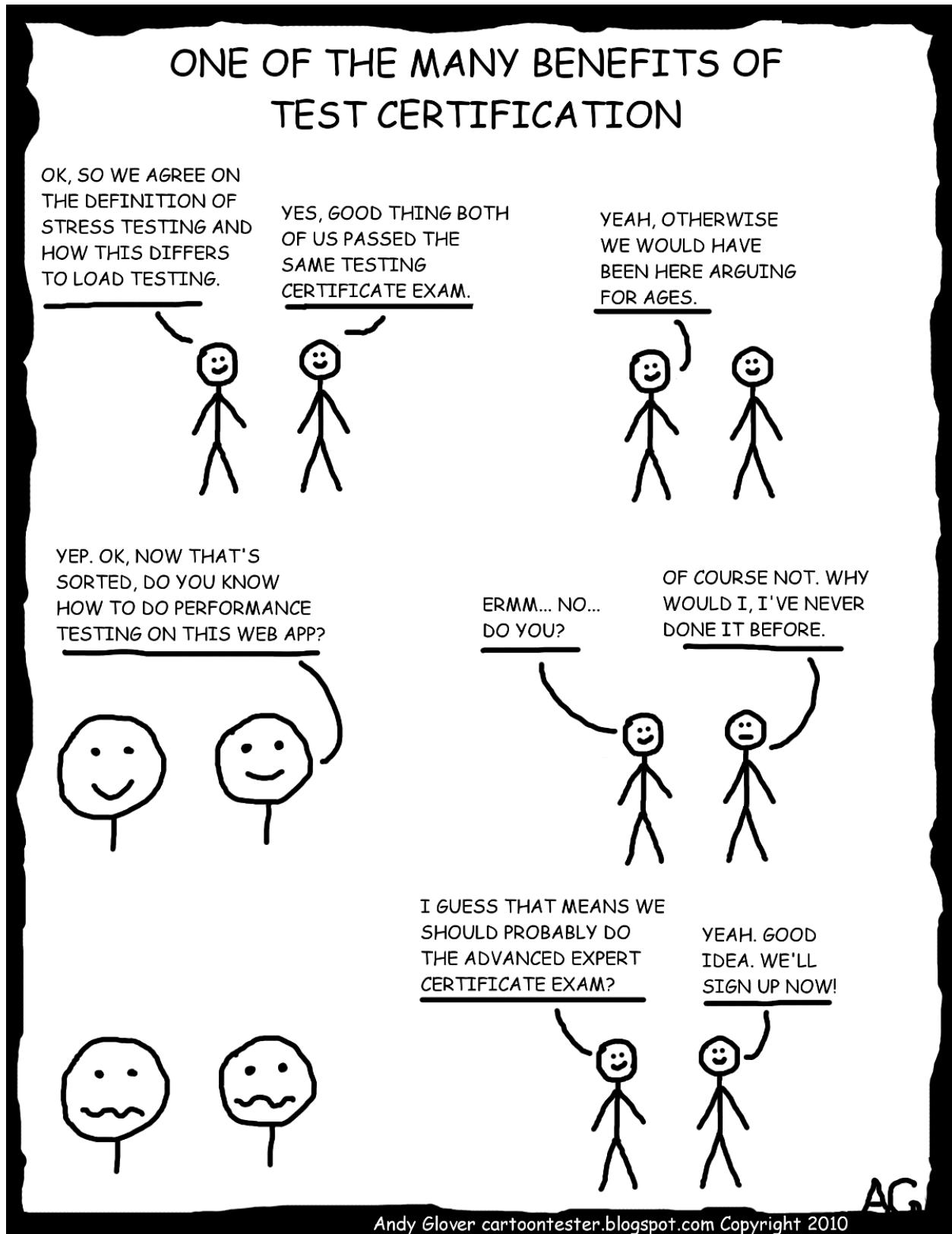




Rosie Sherry is the driving force behind the Software Testing Club and the Ministry of Testing web sites. The thing is with running web sites for testers, is that testers can't help but find and RAISE issues on the sites... but I'm sure Rosie doesn't mind... too much!

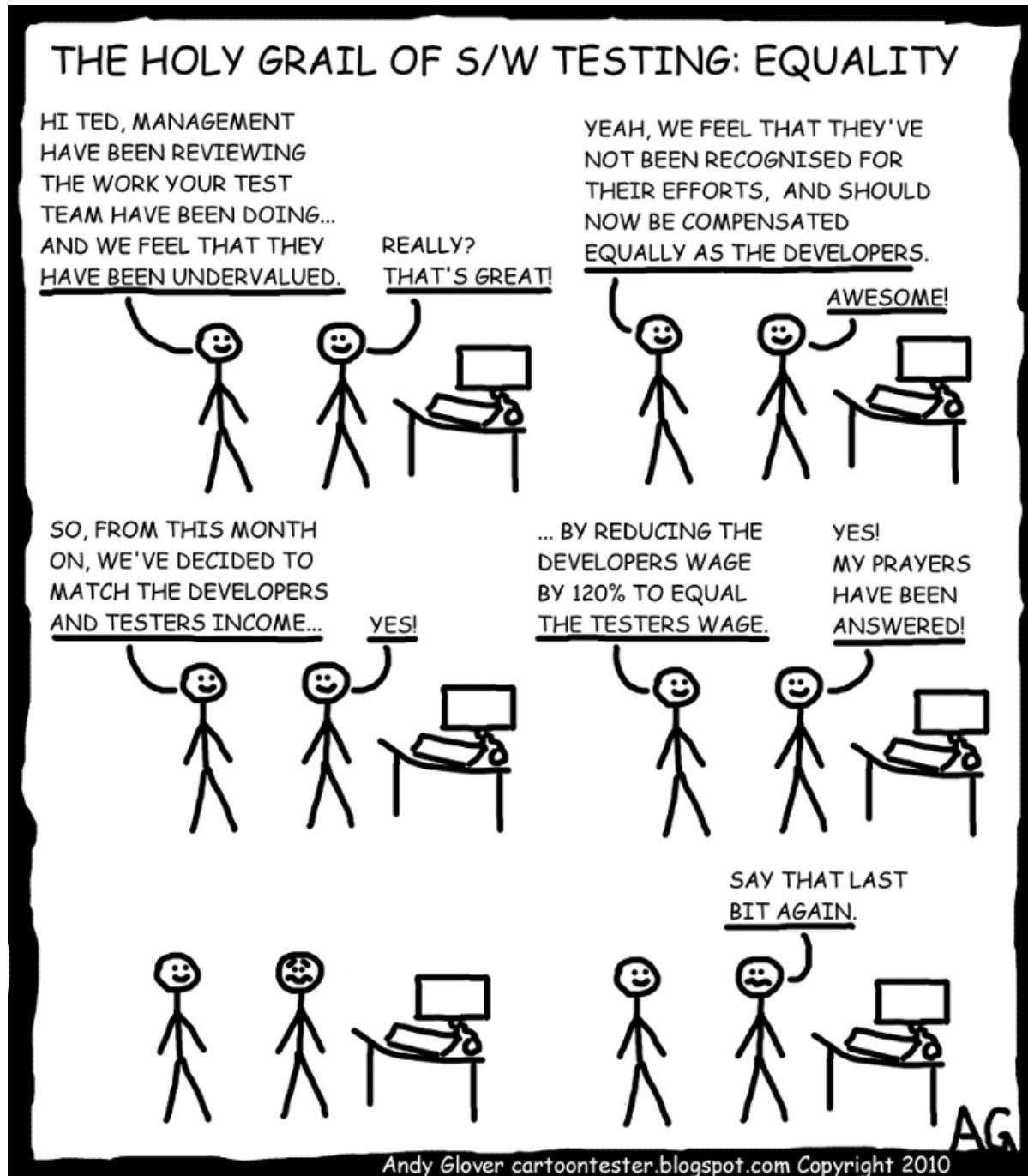
## Cartoons #4

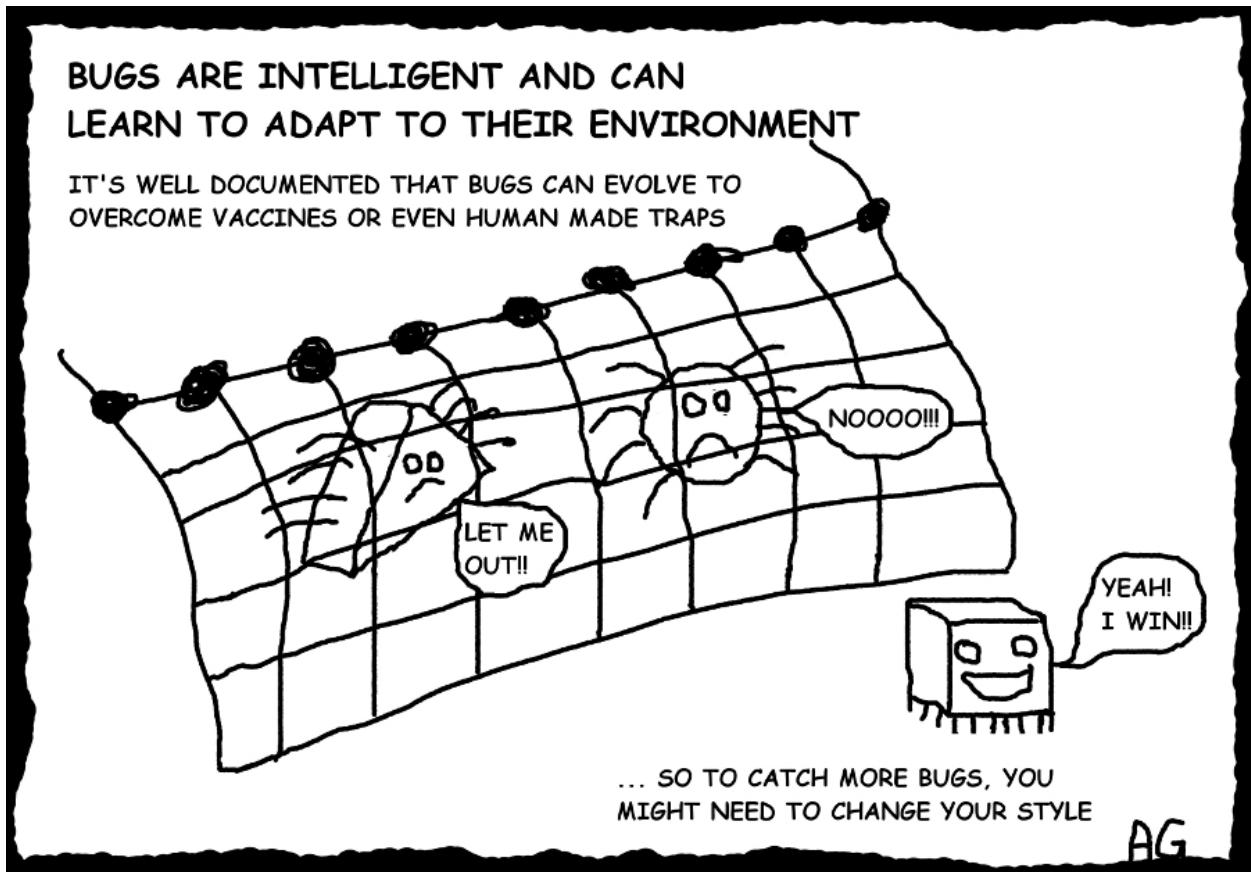


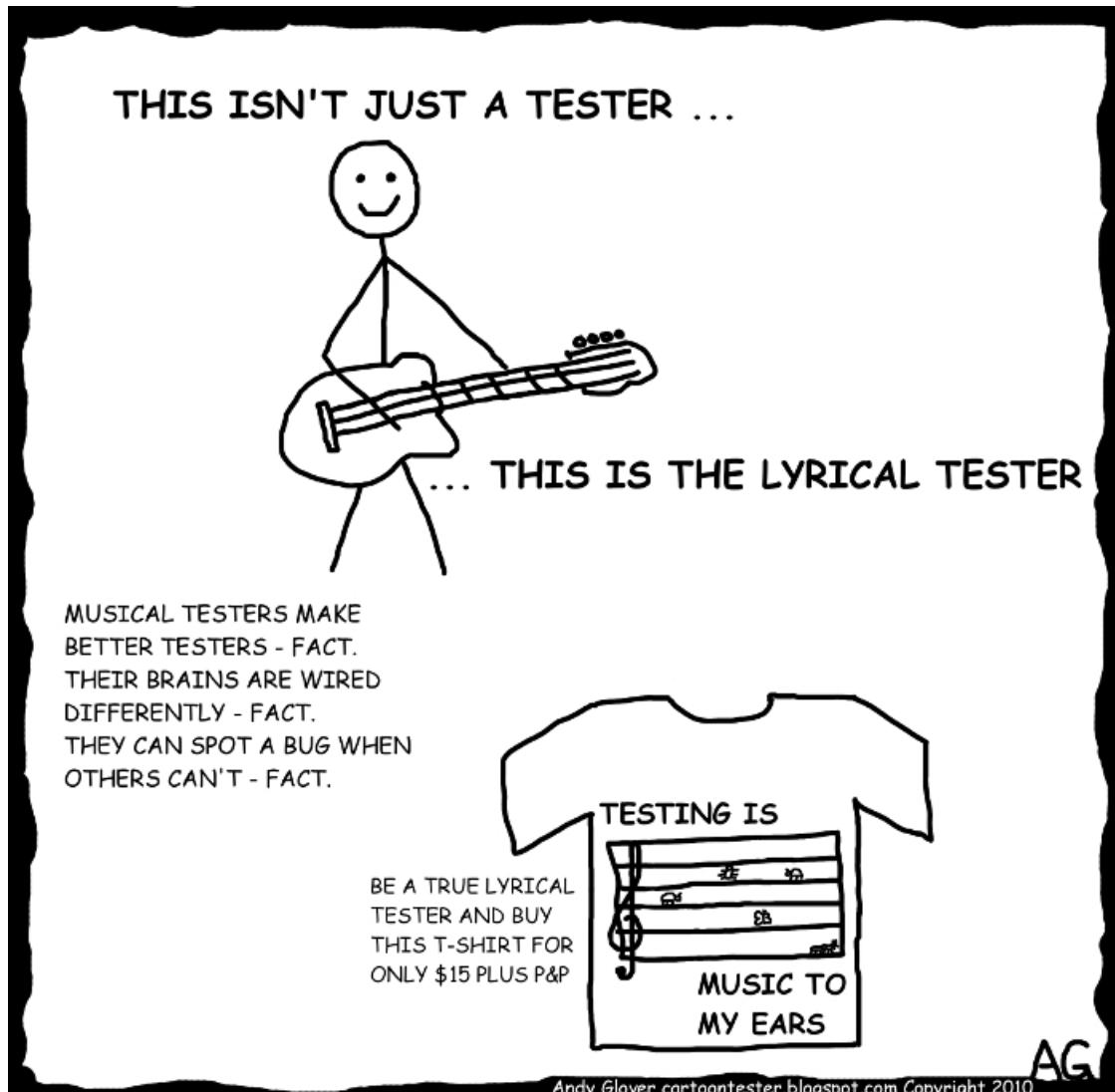


Here is my token cartoon joking about ISTQB and ISEB. Actually, I have a few more cartoons on this topic but this one is the best one in my opinion.

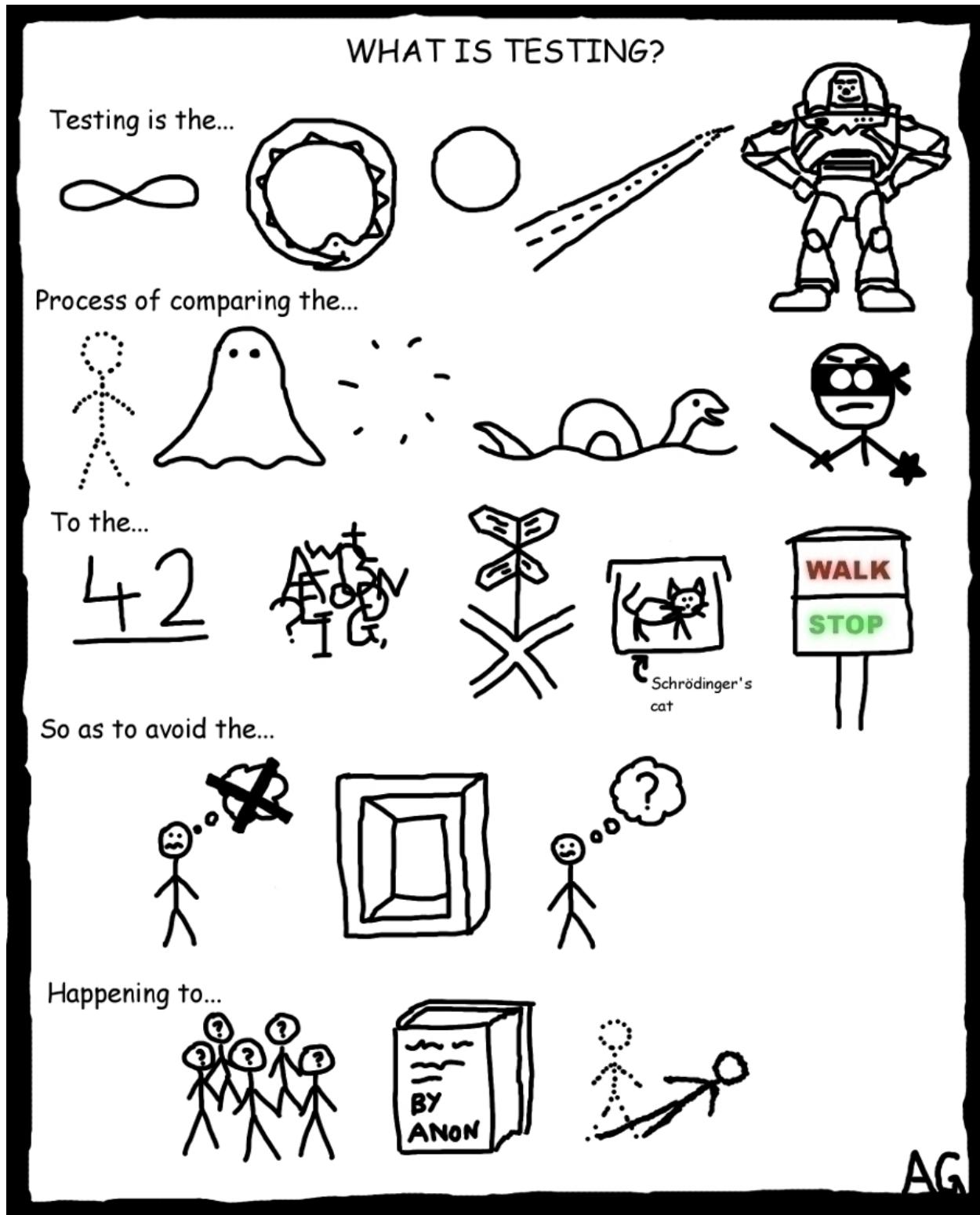




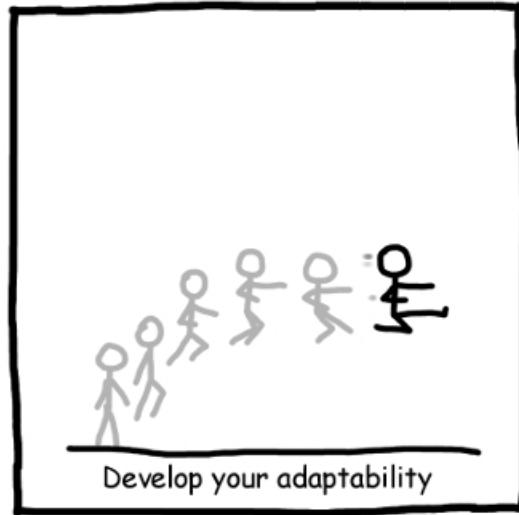
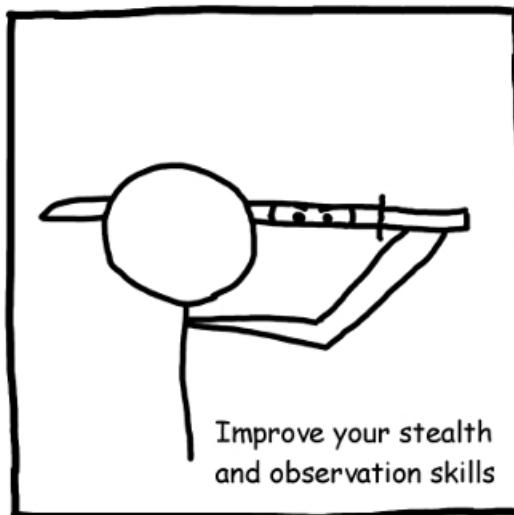




Andy Glover cartoontester.blogspot.com Copyright 2010



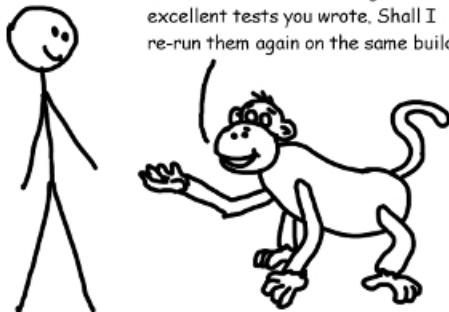
# LONDON TESTER GATHERING



## There are 3 main strategies when recruiting testers

### Strategy 1 Hire idiots that will make you look good (sometimes).

Boss, I've finished running those excellent tests you wrote. Shall I re-run them again on the same build?

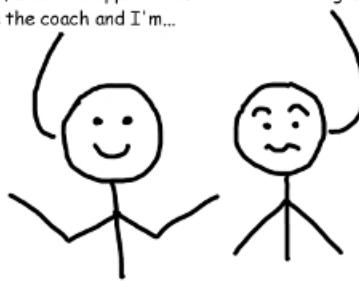


### Strategy 2

Hire people with the right skills without the experience but who are keen to learn.

Boss, teach me. I am an empty vessel. You are the master, I am the apprentice. You're the coach and I'm...

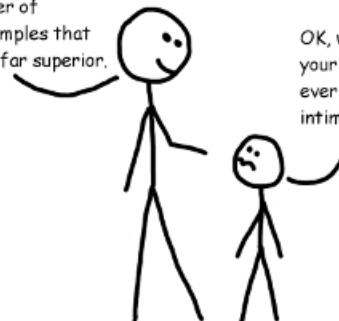
Yeah, yeah... I get the message.



### Strategy 3

Hire people with the right skills, experience and who are likely to be better than you.

Well boss, I hear what you're saying, but I can give you a number of reasons and examples that show my idea is far superior.



OK, we'll go with your idea but did I ever mention I feel intimidated by you?

AG

Andy Glover cartoontester.blogspot.com Copyright 2011

## Se7en Deadly Sins in S/W Testing

### Pride

Look, you're the developer, I'm the tester.  
Leave the testing to me, and only me.



### Wrath

That's it, yet another bug. I'm going to tell that useless good-for-nothing developer where to stick his code.



### Sloth

I've found 2 bugs already, that's enough for the week. I think I'll look at the cartoon tester blog.



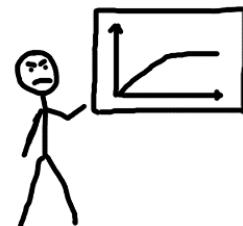
### Despair

We're never going to ship the S/W. So many bugs, so little time. I don't know where to start.



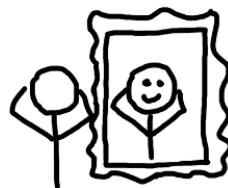
### Greed

I don't care how you do it, just raise more defects! Look at the graph, we're stagnating!



### Vanity

Look at me, I'm such a great tester. I have no need for any pesky requirements or test documentation, with its vagueness, inconsistency and outdated-ness.

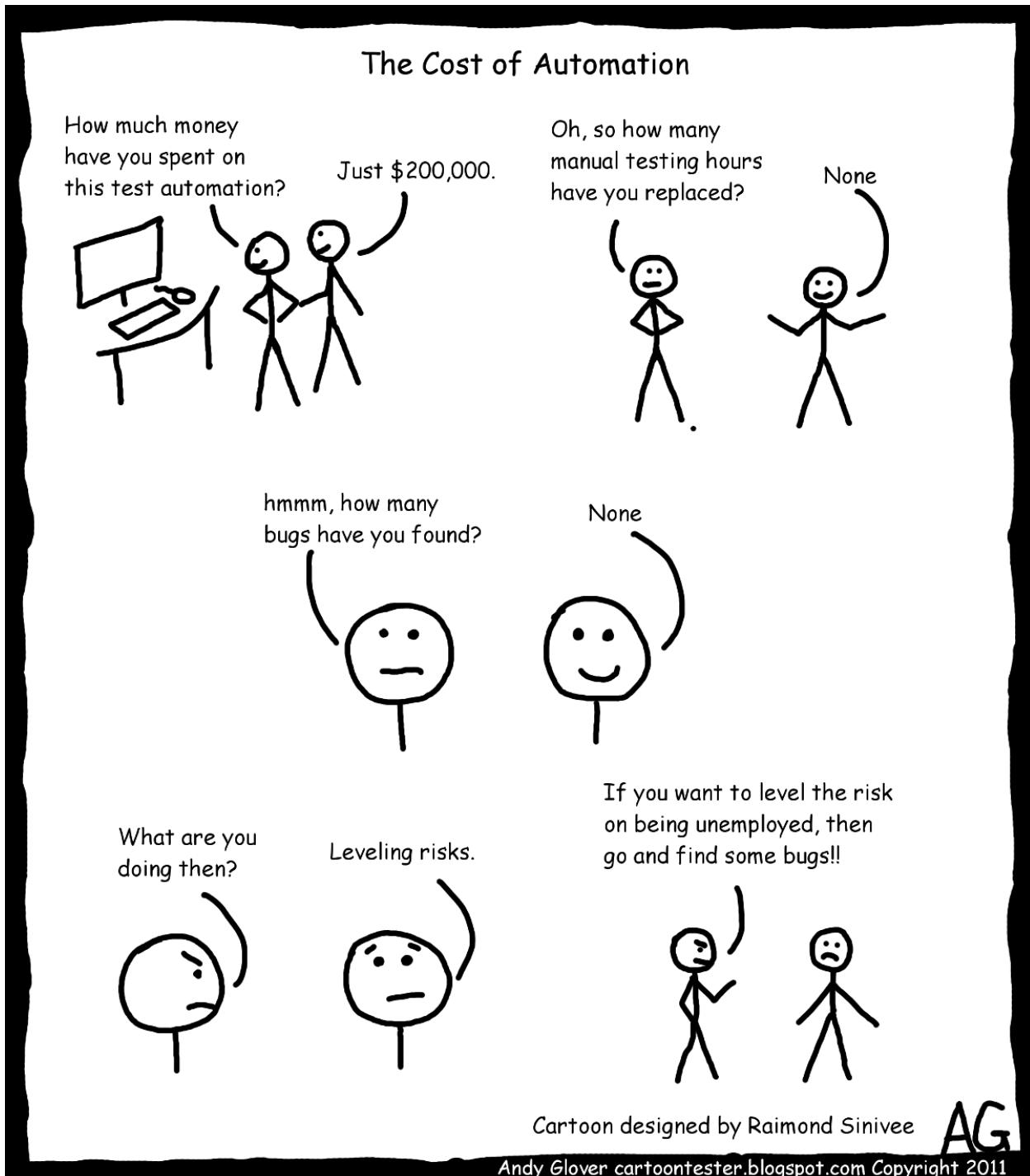


### Gluttony

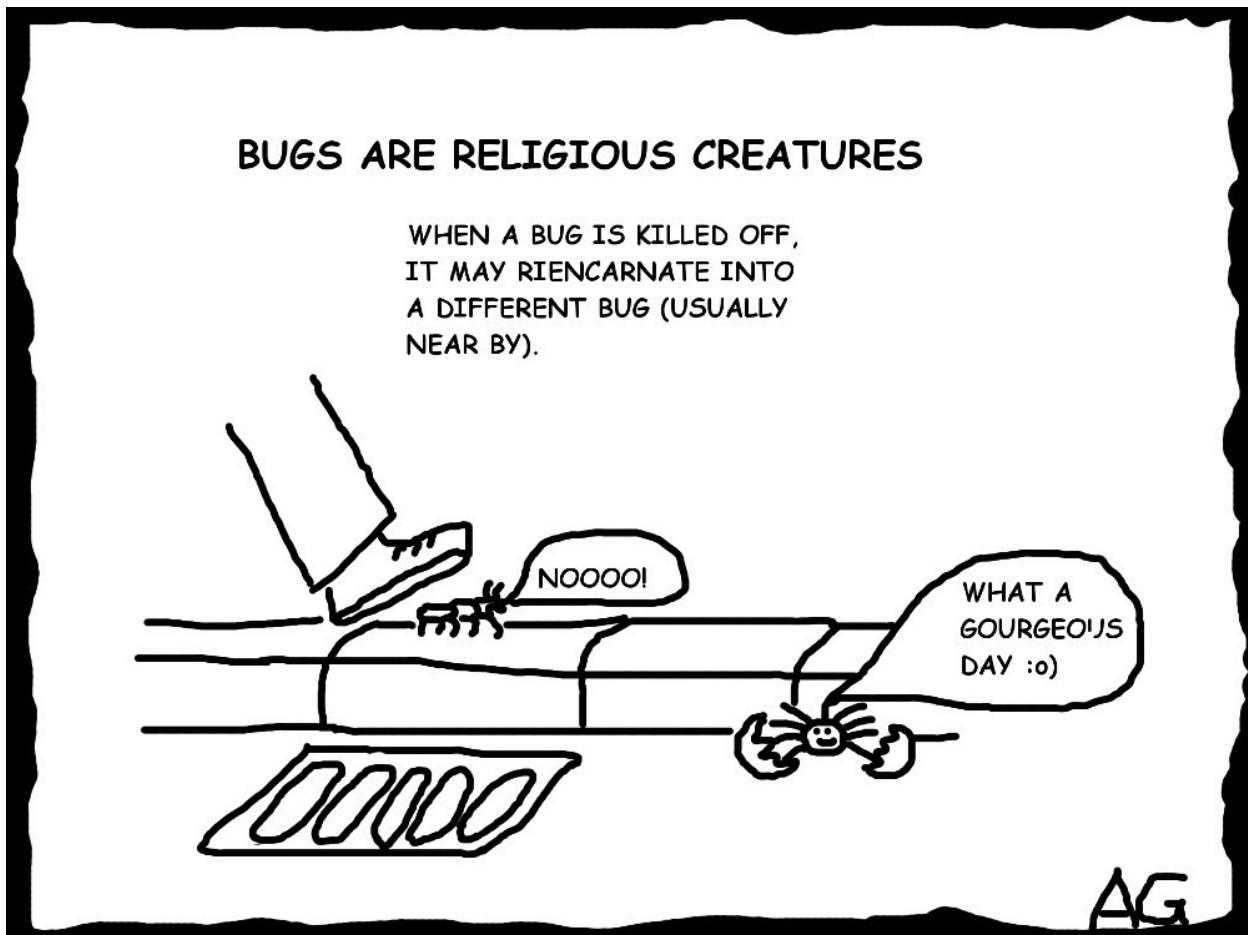
I need more documentation. All the requirements need to be documented. I won't start testing until I have this amount of paperwork.



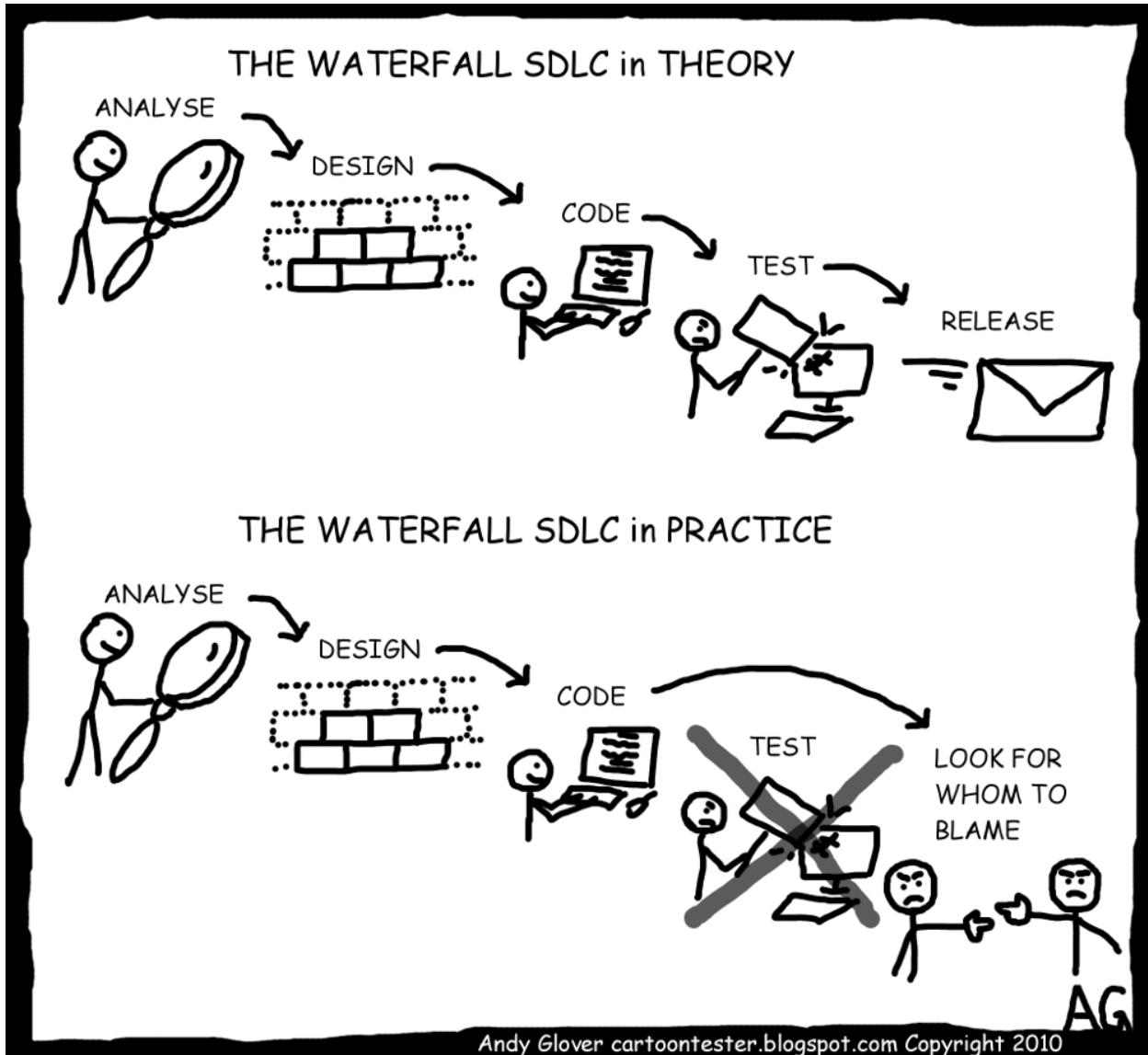
AG



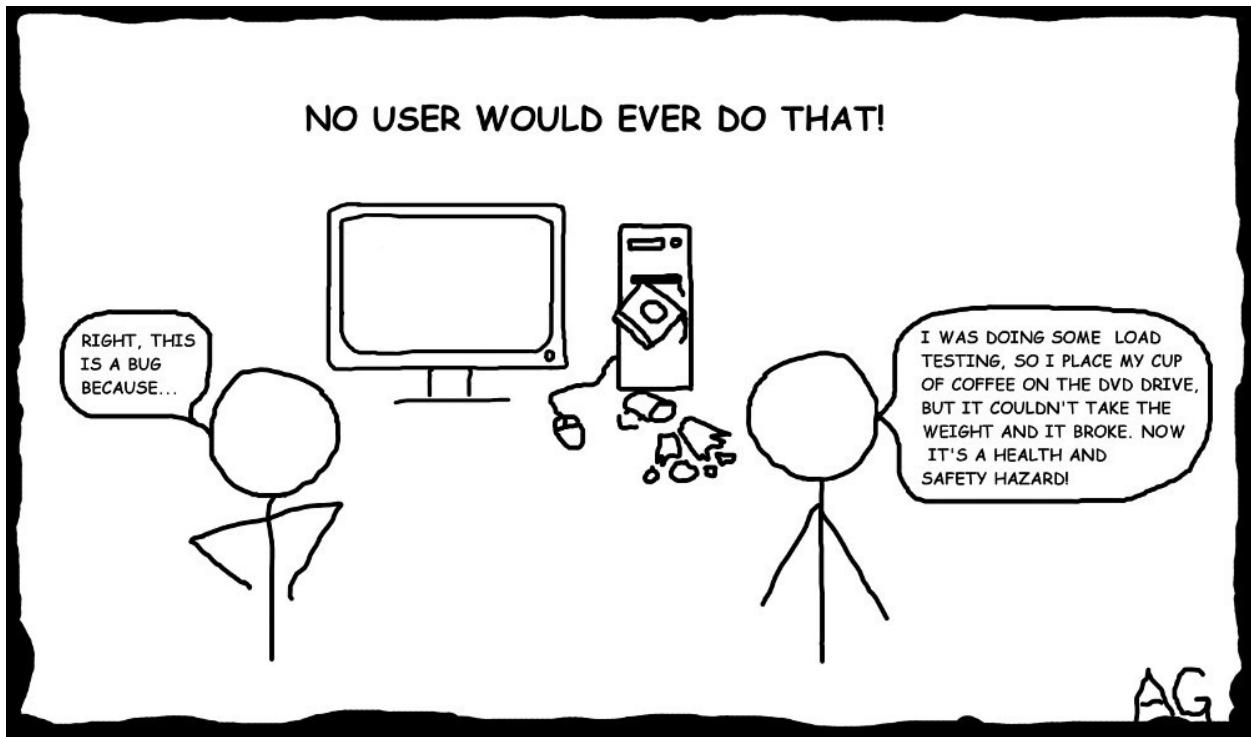
## Cartoons #5

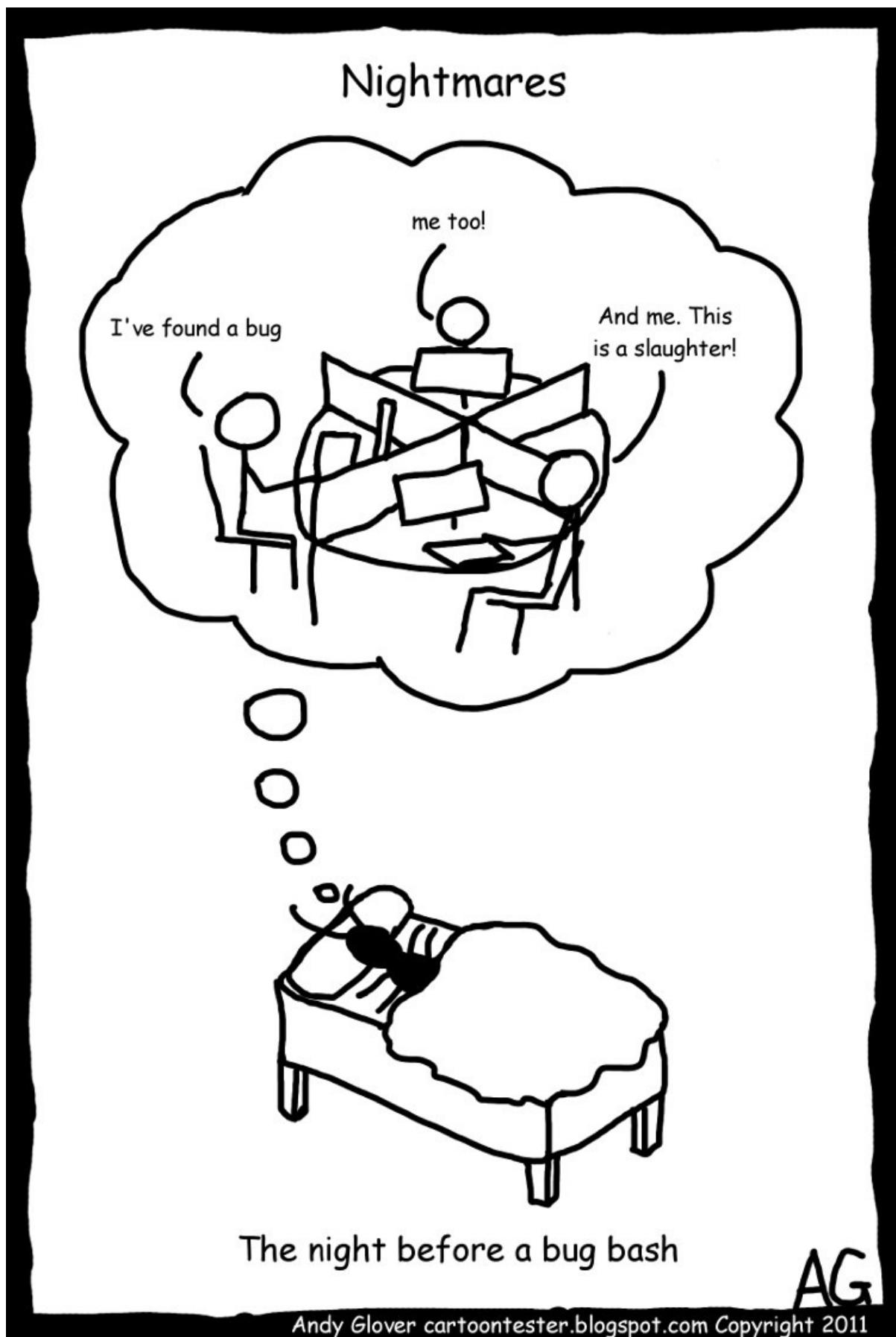


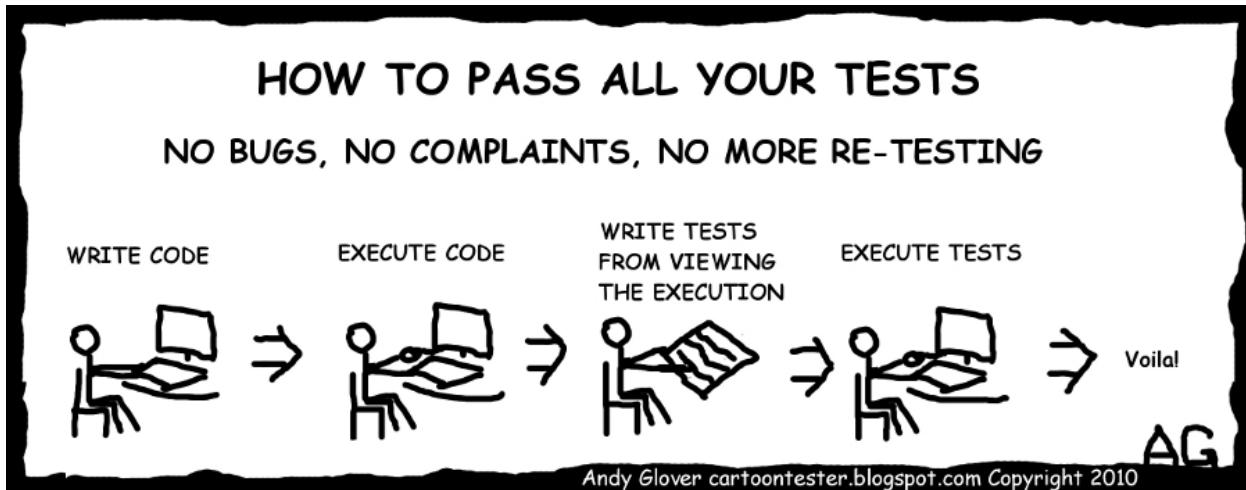
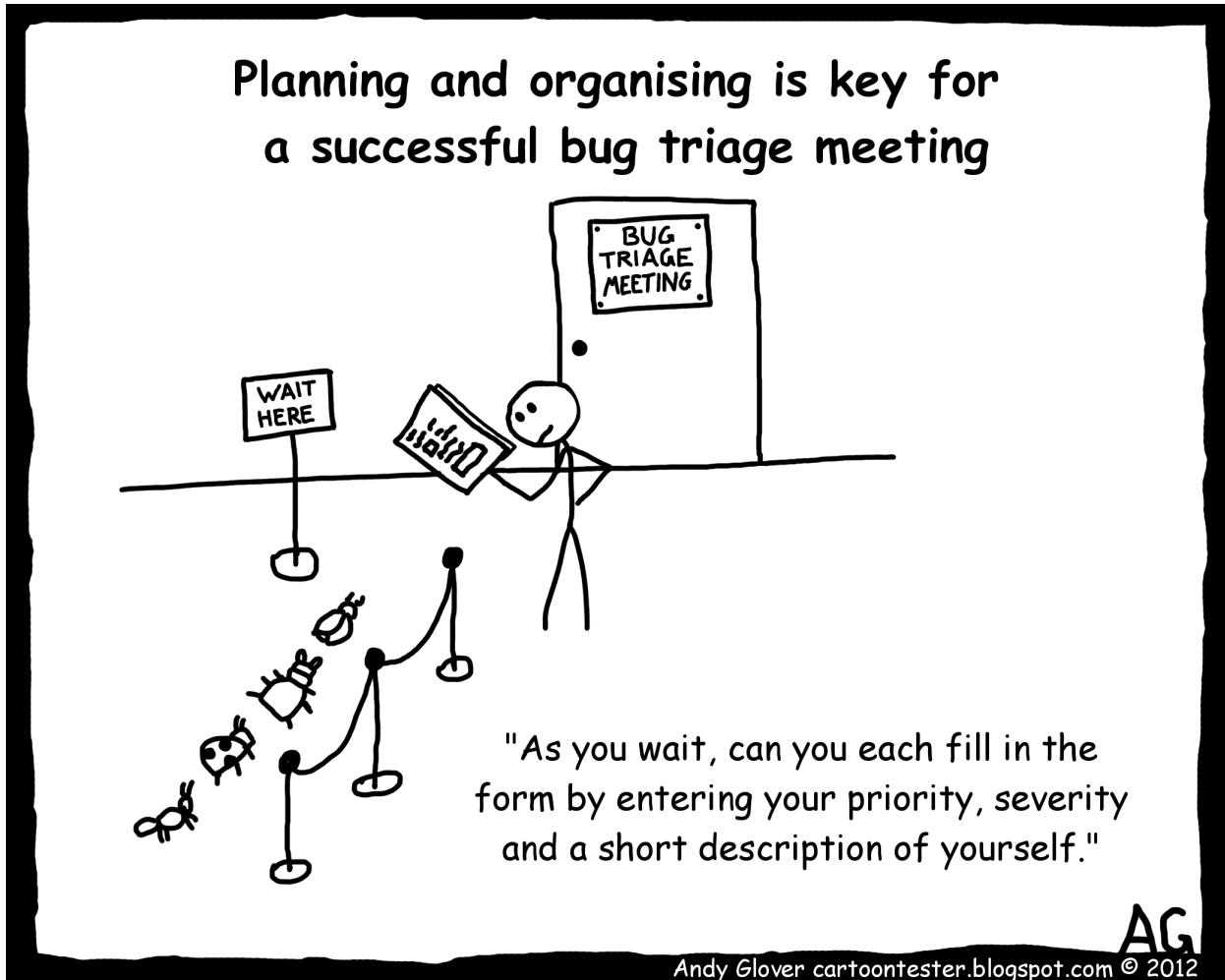


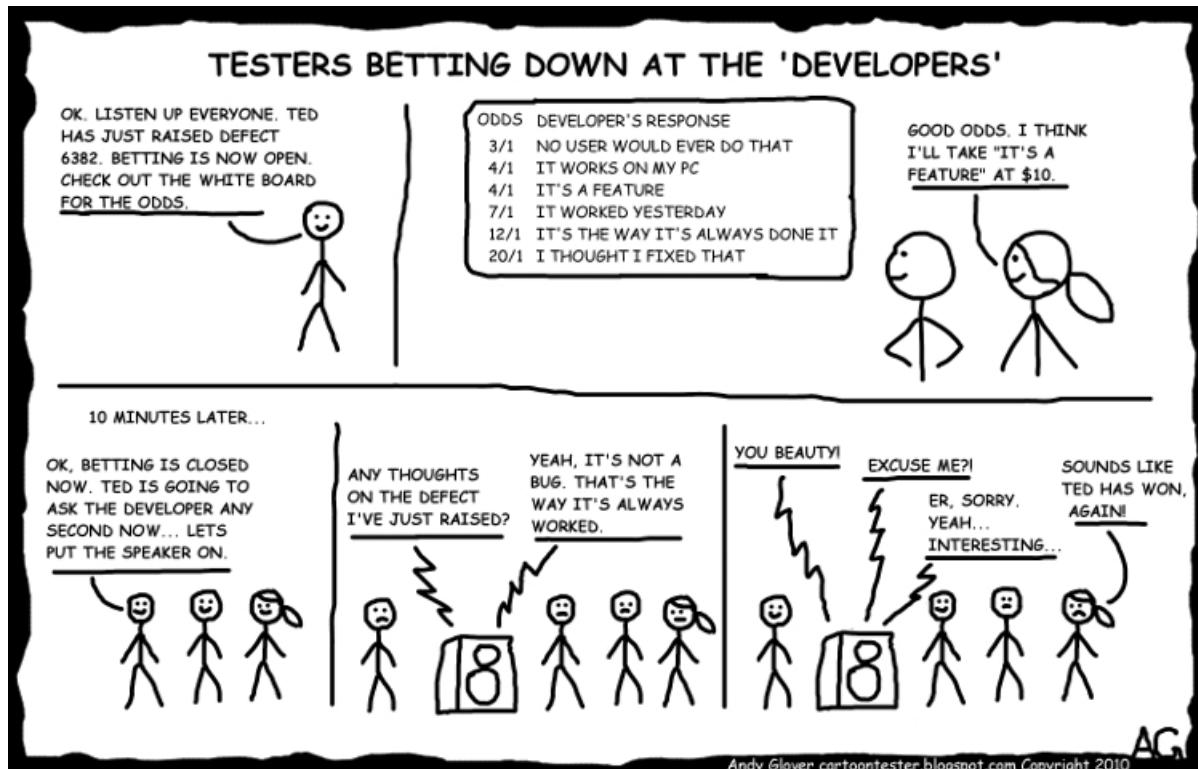


The above cartoon is very popular and Markus Gartner was the cartoon designer. Thanks Markus!









## REASONS TO STOP TESTING

THERE ARE LOTS OF REASONS WHY  
YOU MAY WANT TO STOP TESTING.  
HERE ARE A FEW...



THERE ARE BUGS  
EVERYWHERE



YOU NEED A BREATHFER.  
TAKE A COFFEE BREAK



ONE BIG MAMA  
OF A BUG



IT'S HOME TIME



IT'S MILLER TIME.  
TIME TO PARTY!



NO \$

NO ONE IS PAYING  
YOU TO TEST



EVERYTHING YOU  
PLANNED IS COMPLETE



YOU CAN'T FIND  
ANY MORE BUGS



TIMES UP!  
RELEASE IT!



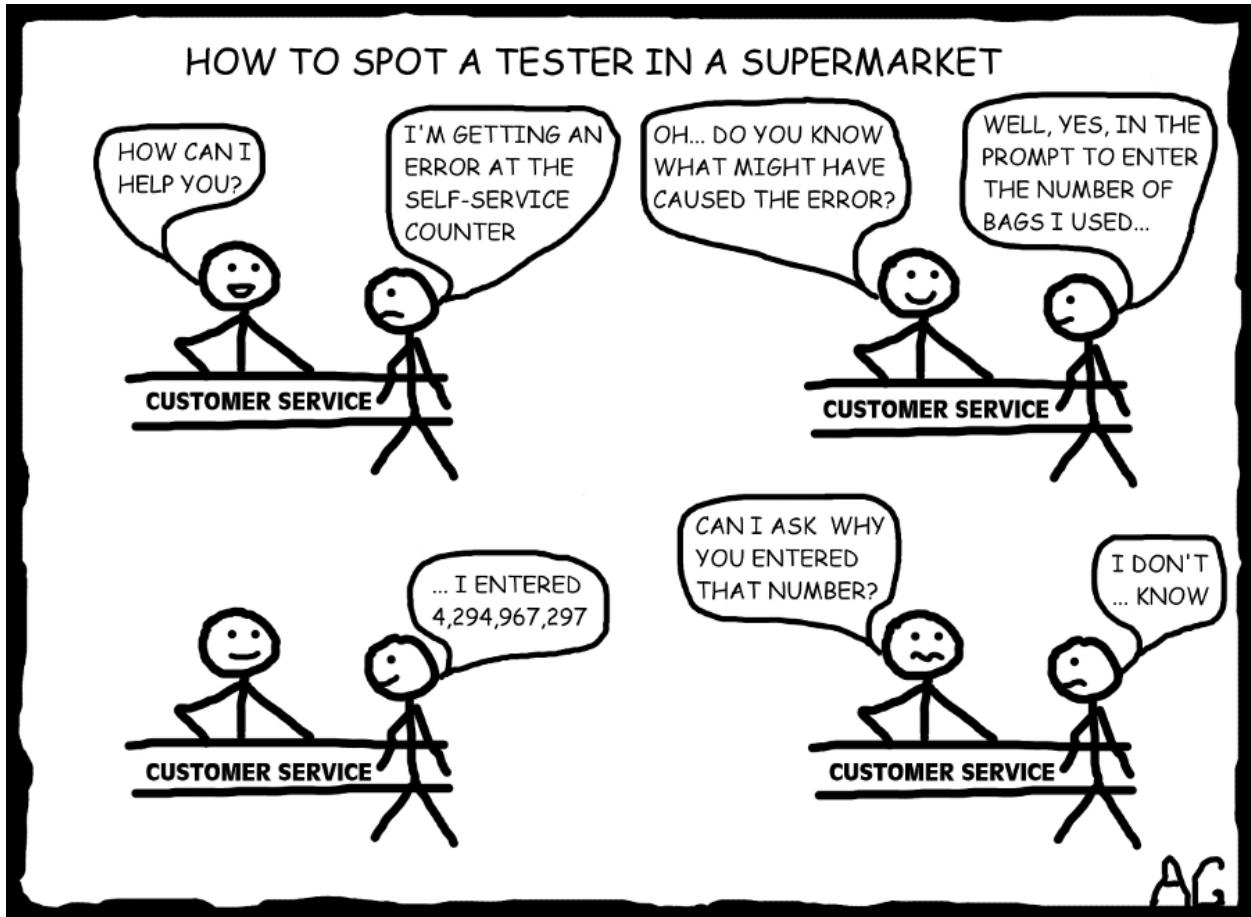
THERE'S A NEW  
FAMILY MEMBER

 Of course, your plan might be  
rubbish, but that's not my problem.

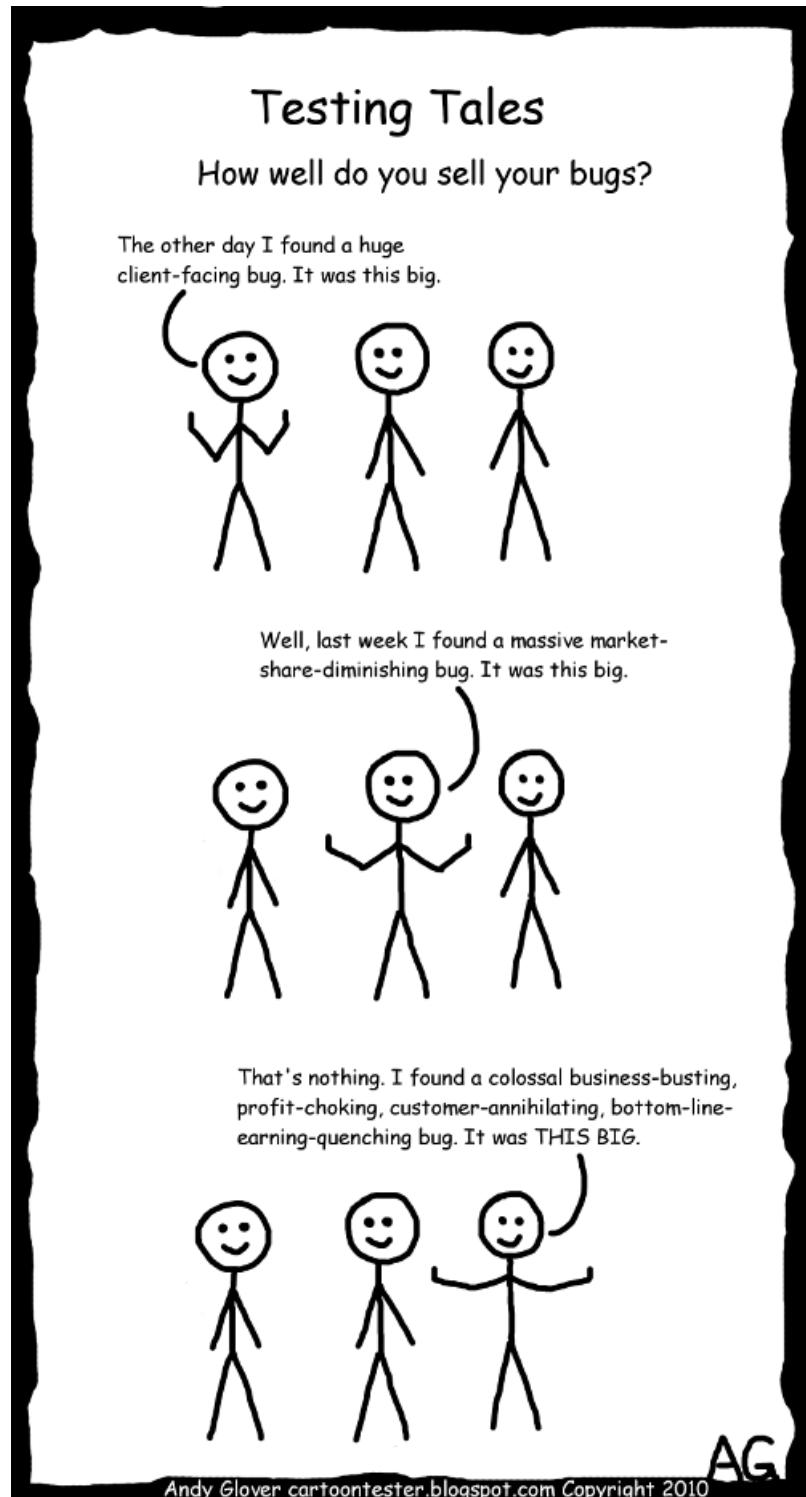
Andy Glover cartoontester.blogspot.com Copyright 2010

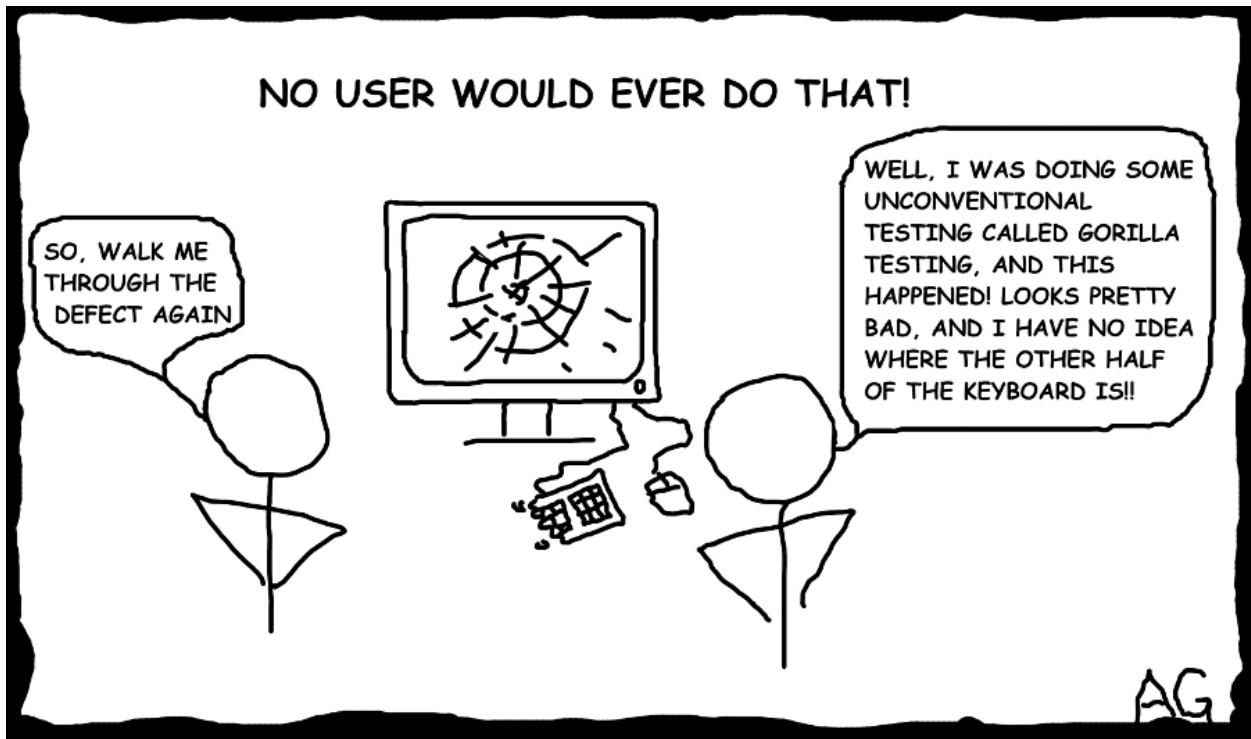
AG

I like this cartoon. Mainly because I drew it soon after the birth of my second child :)

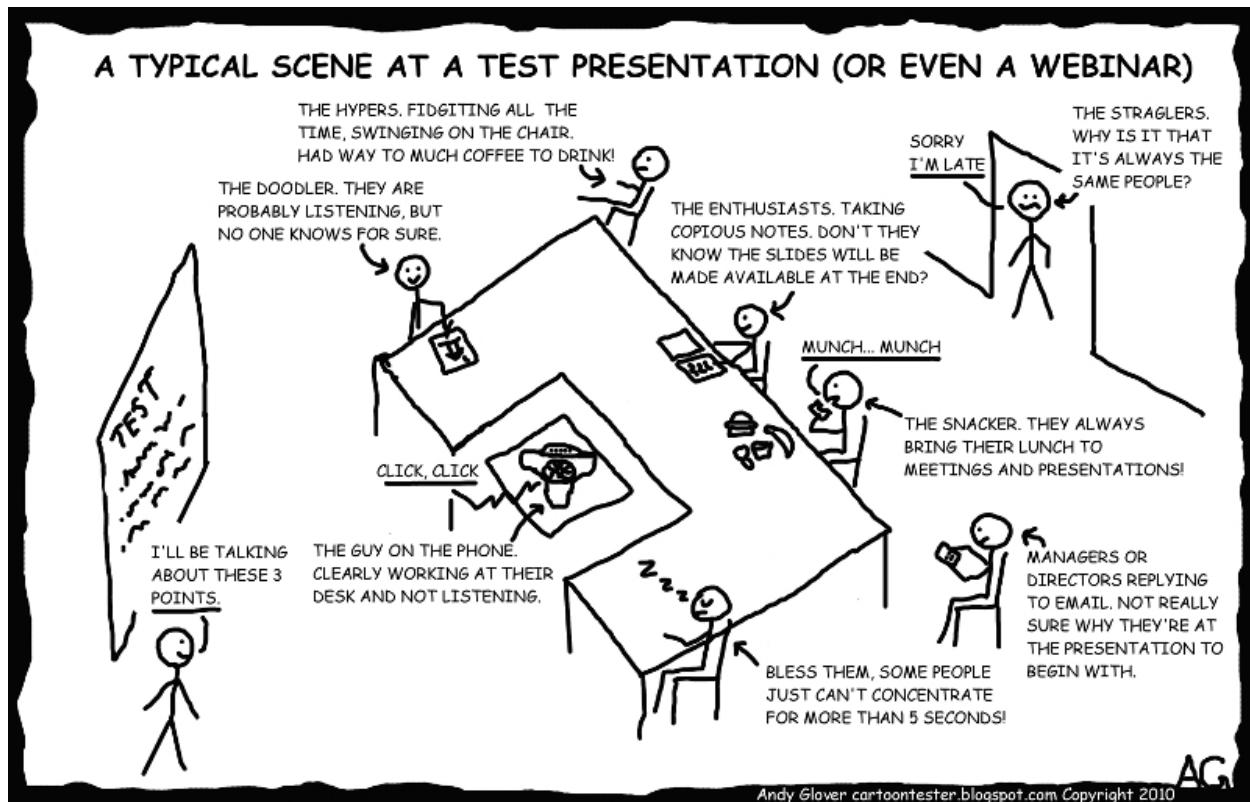


Do you know if the number in the cartoon is special in any way? Because it is. Can you work out its significance?



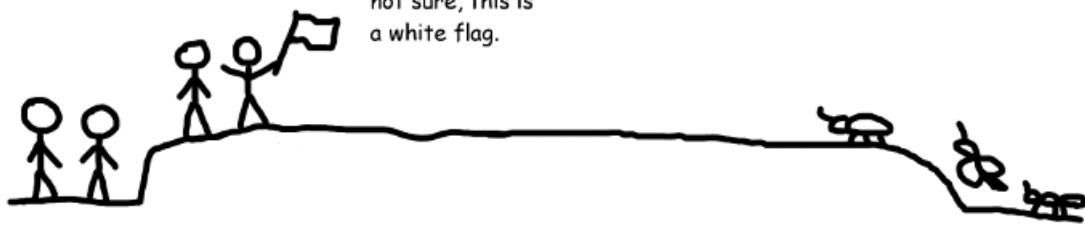


# Cartoons #6



AT THE END OF A WAR OF EPIC PROPORTIONS,  
HUMANS MAY HAVE TAKEN THE UPPER HAND  
BUT ARE KEEN TO STRIKE UP A PEACE TREATY.  
BY THIS TIME, THE BUGS HAVE WEAKEN AND  
ARE KEEN TO AGREE.

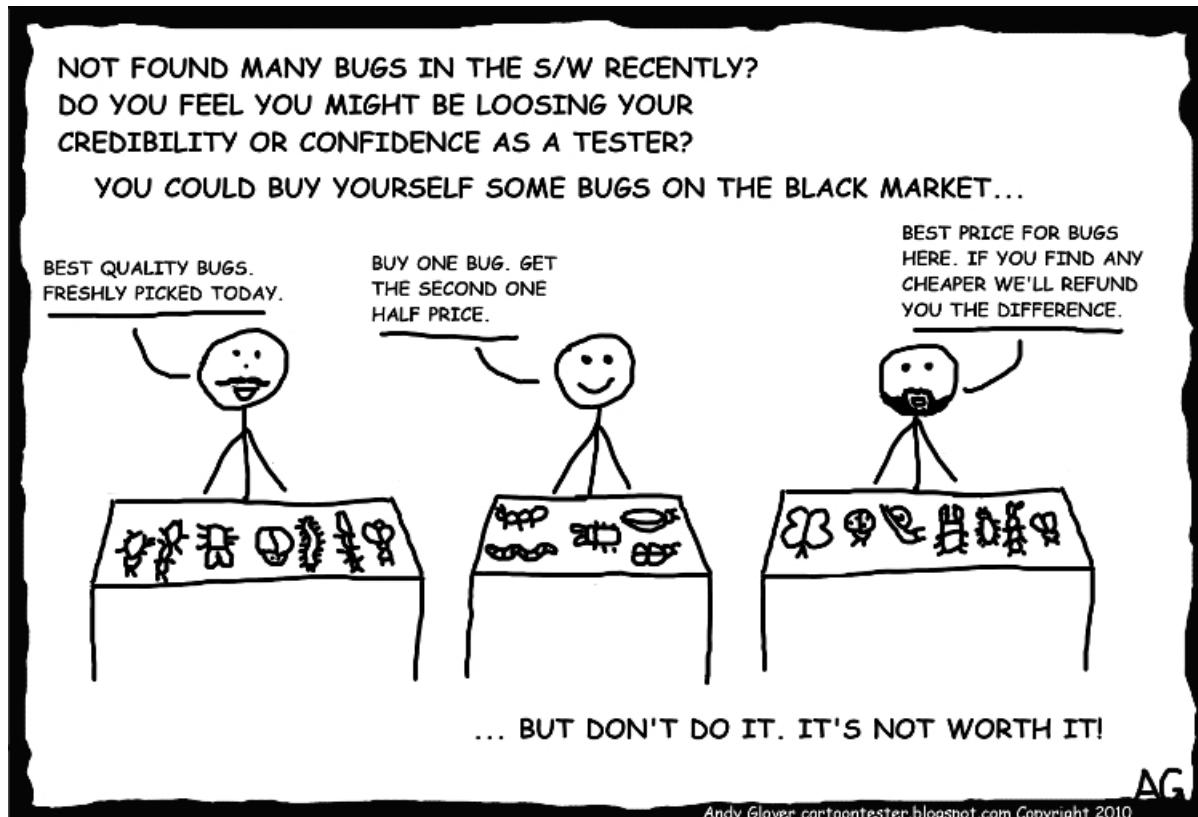
In case you're  
not sure, this is  
a white flag.

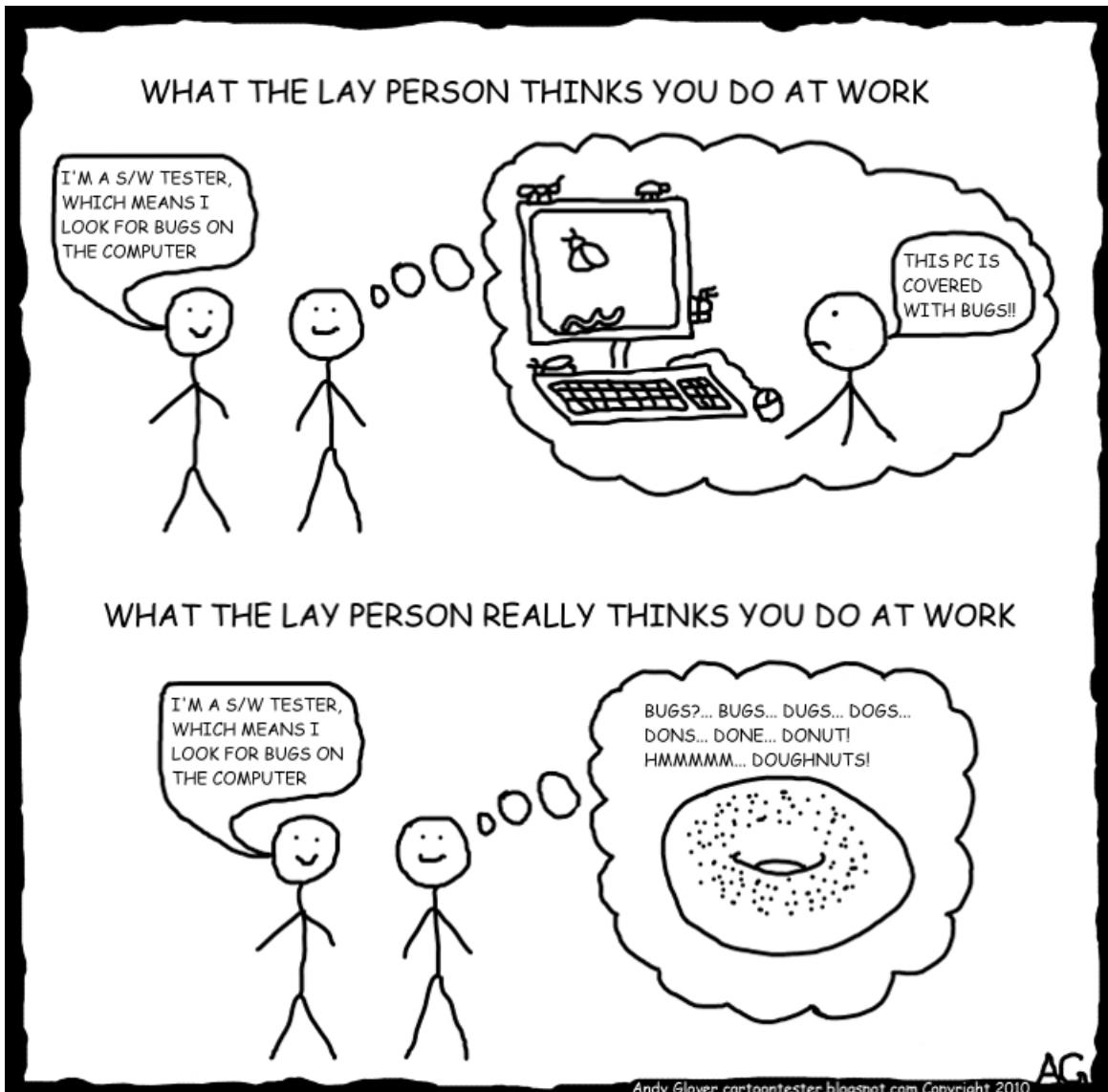


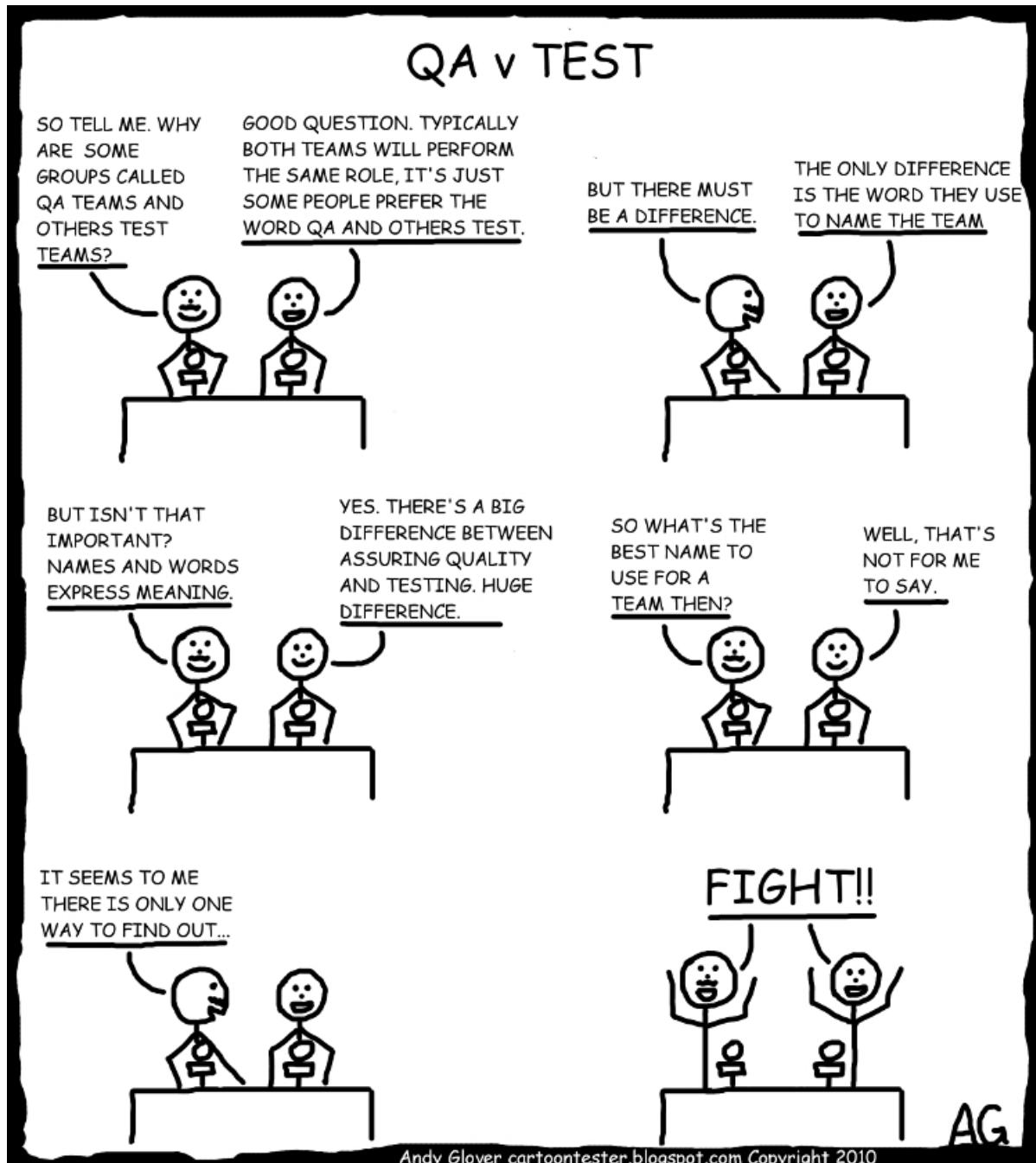
UNFORTUNATELY, NOT ALL BUGS GET TO  
HERE ABOUT THE TREATY AND KEEP ON  
GOING AS IF THE WAR WAS STILL GOING...

AG

Andy Glover [cartoontester.blogspot.com](http://cartoontester.blogspot.com) Copyright 2010



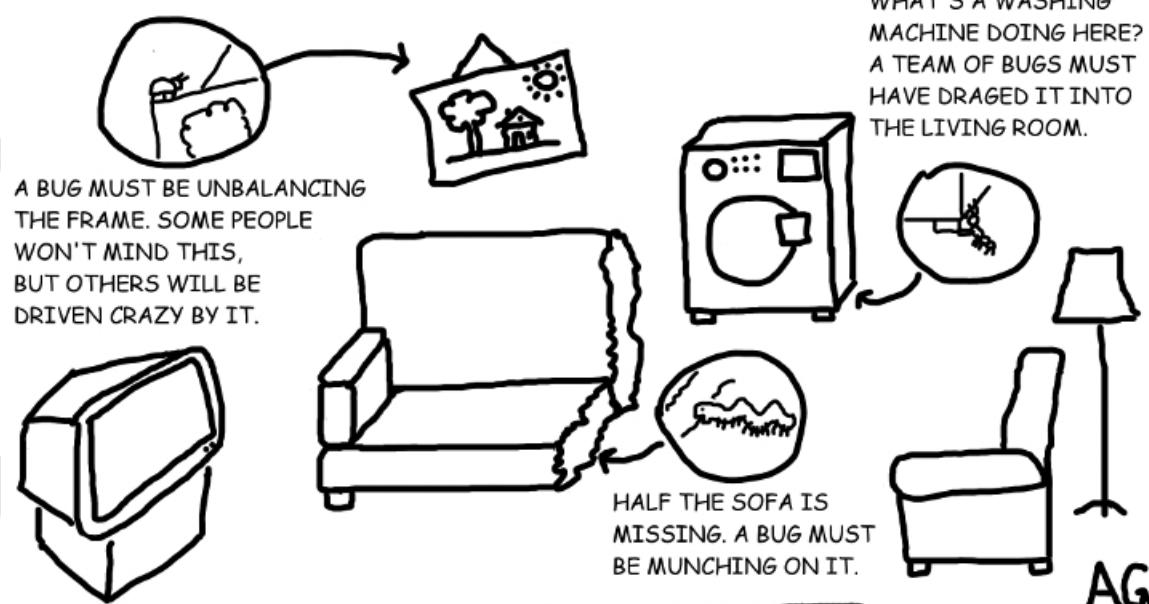




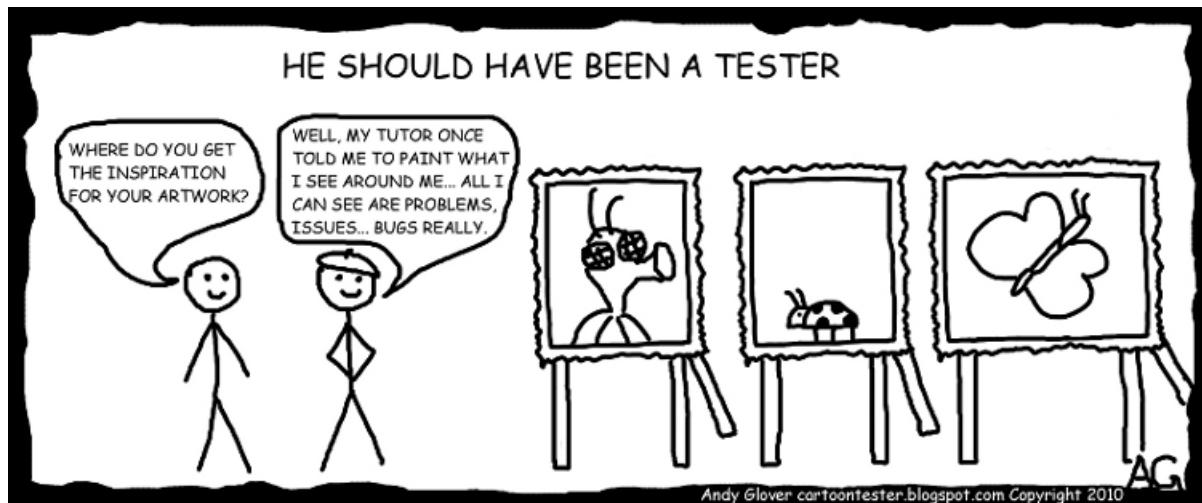
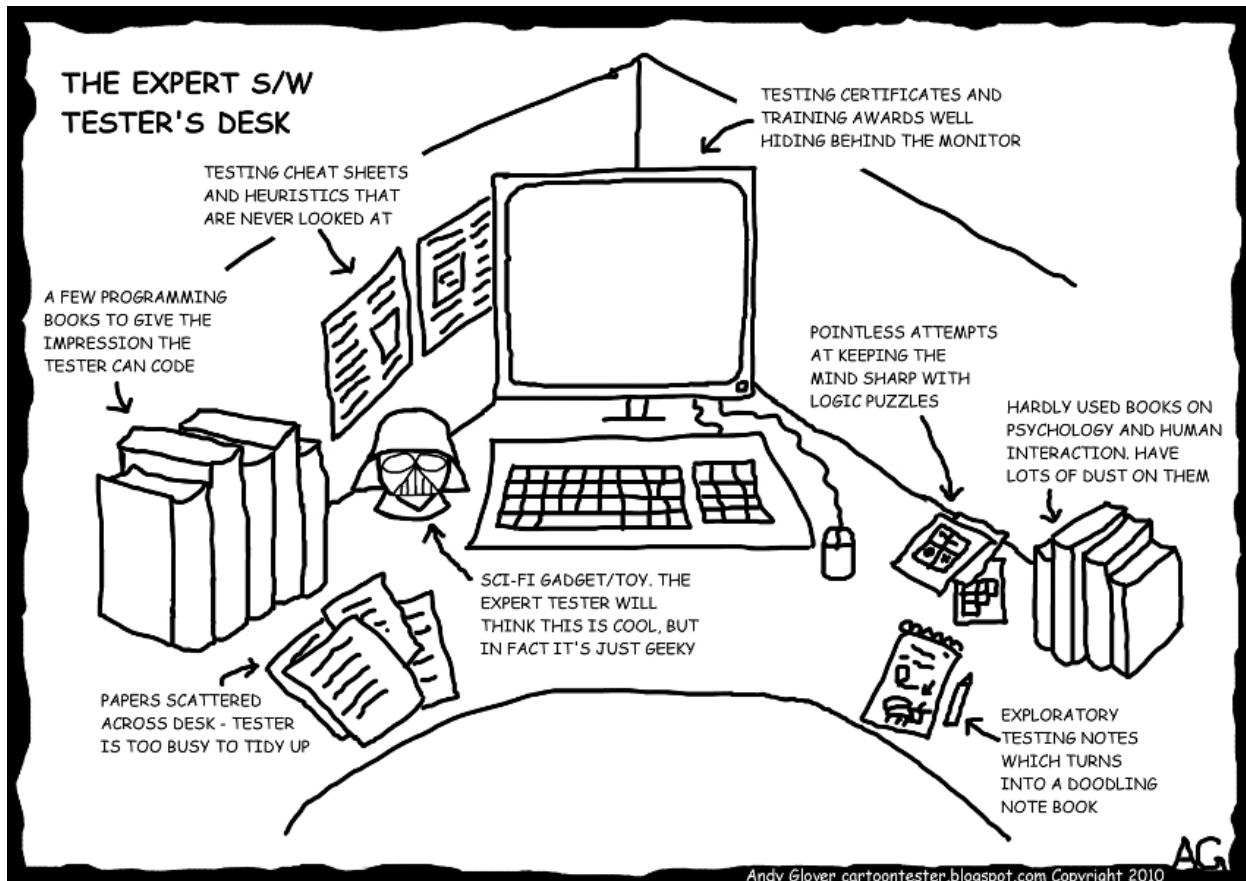
## THERE ARE THREE TYPES OF BUGS (Generally speaking)

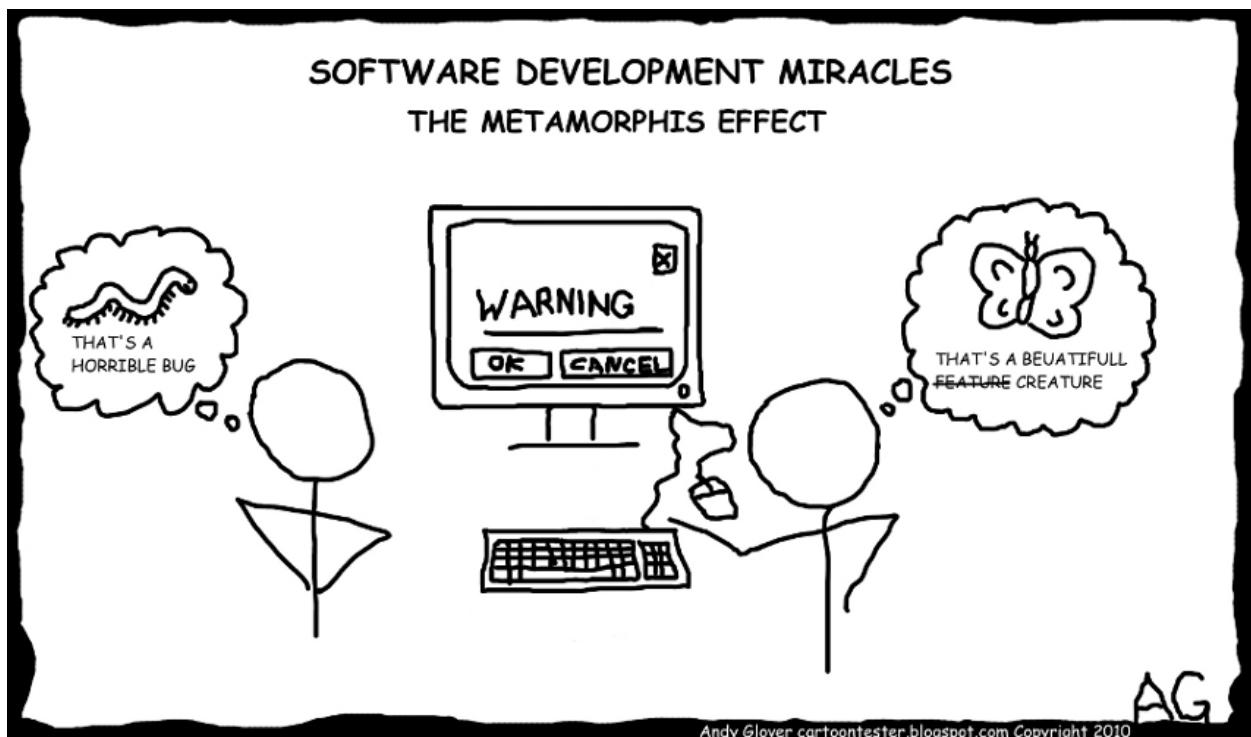
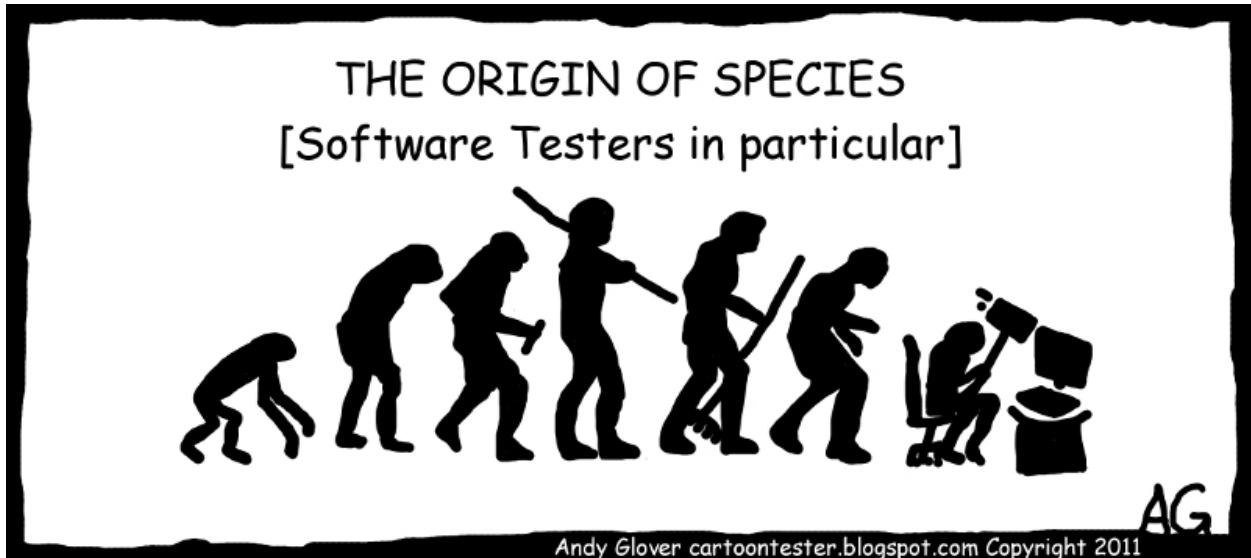
- WHEN S/W IS NOT DOING SOMETHING IT SHOULD BE DOING
- WHEN S/W IS DOING SOMETHING IT SHOULDN'T BE DOING
- WHEN S/W IS DOING SOMETHING IT SHOULD BE DOING BUT IT FEELS OR LOOKS WRONG

SPOT THE THREE TYPES OF BUGS IN THIS LOVELY LIVING ROOM:



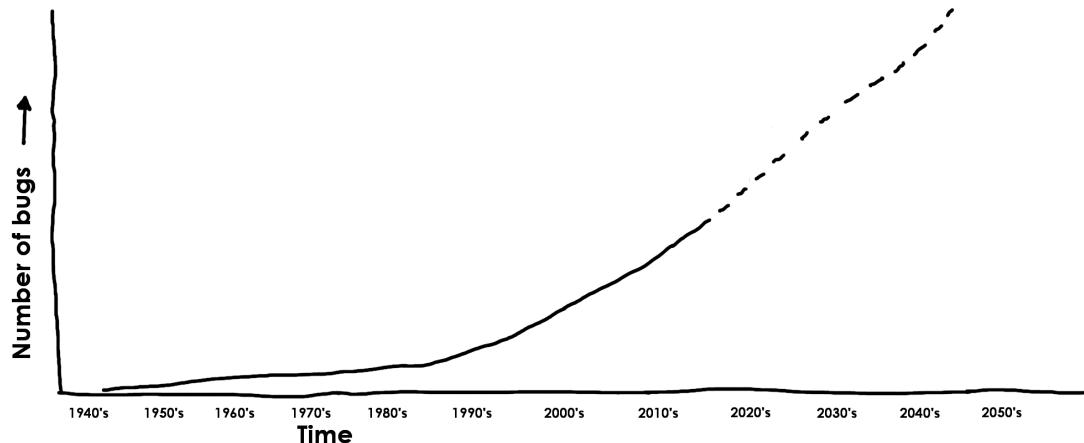
Andy Glover cartoontester.blogspot.com Copyright 2010



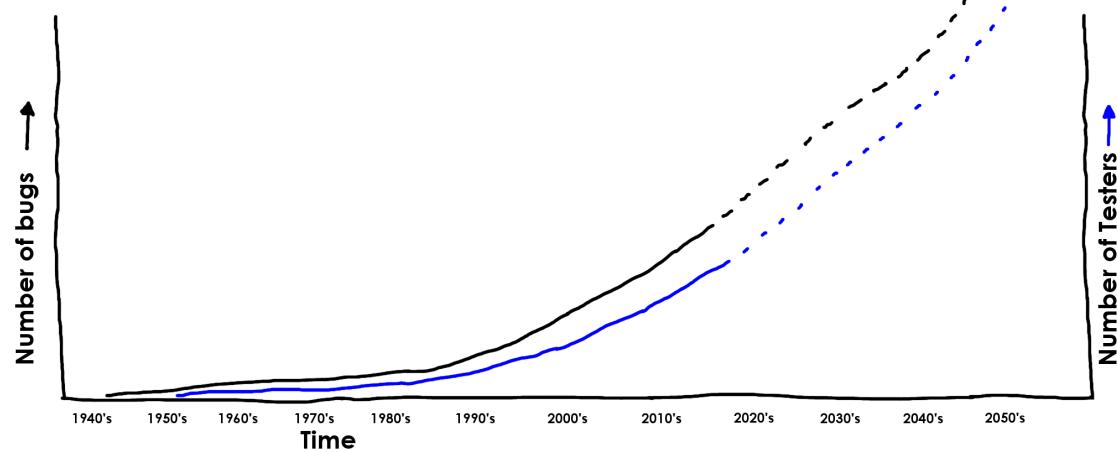


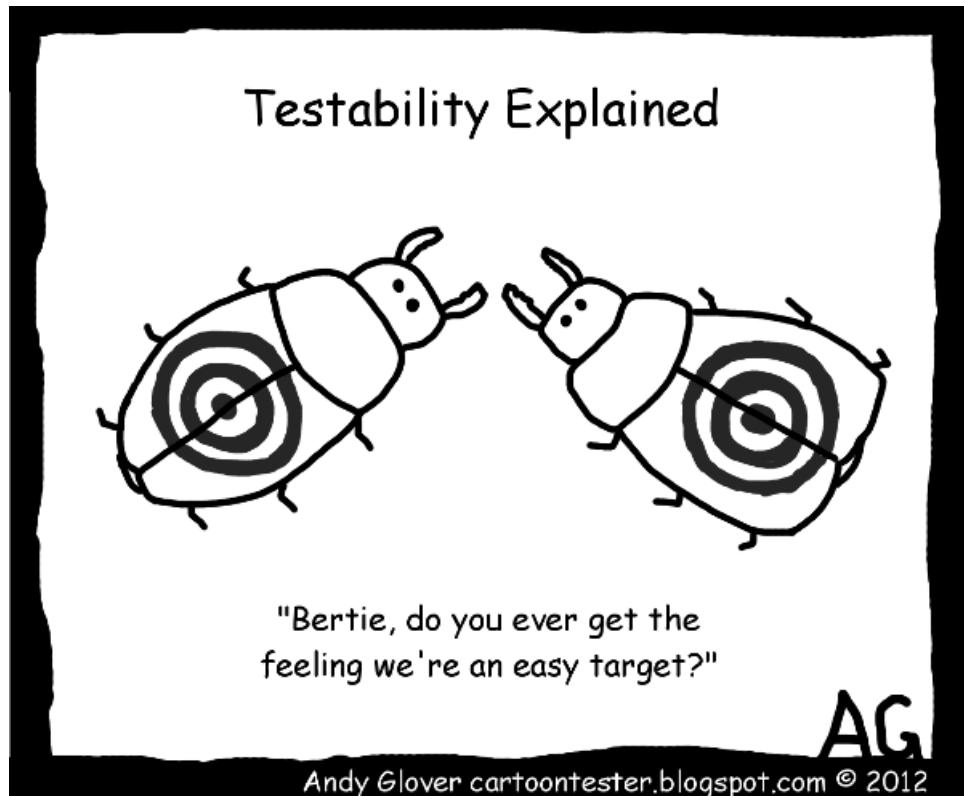
## Bugs equals testers

The history of software bugs and future projection



The number of software testers superimposed with the above graph





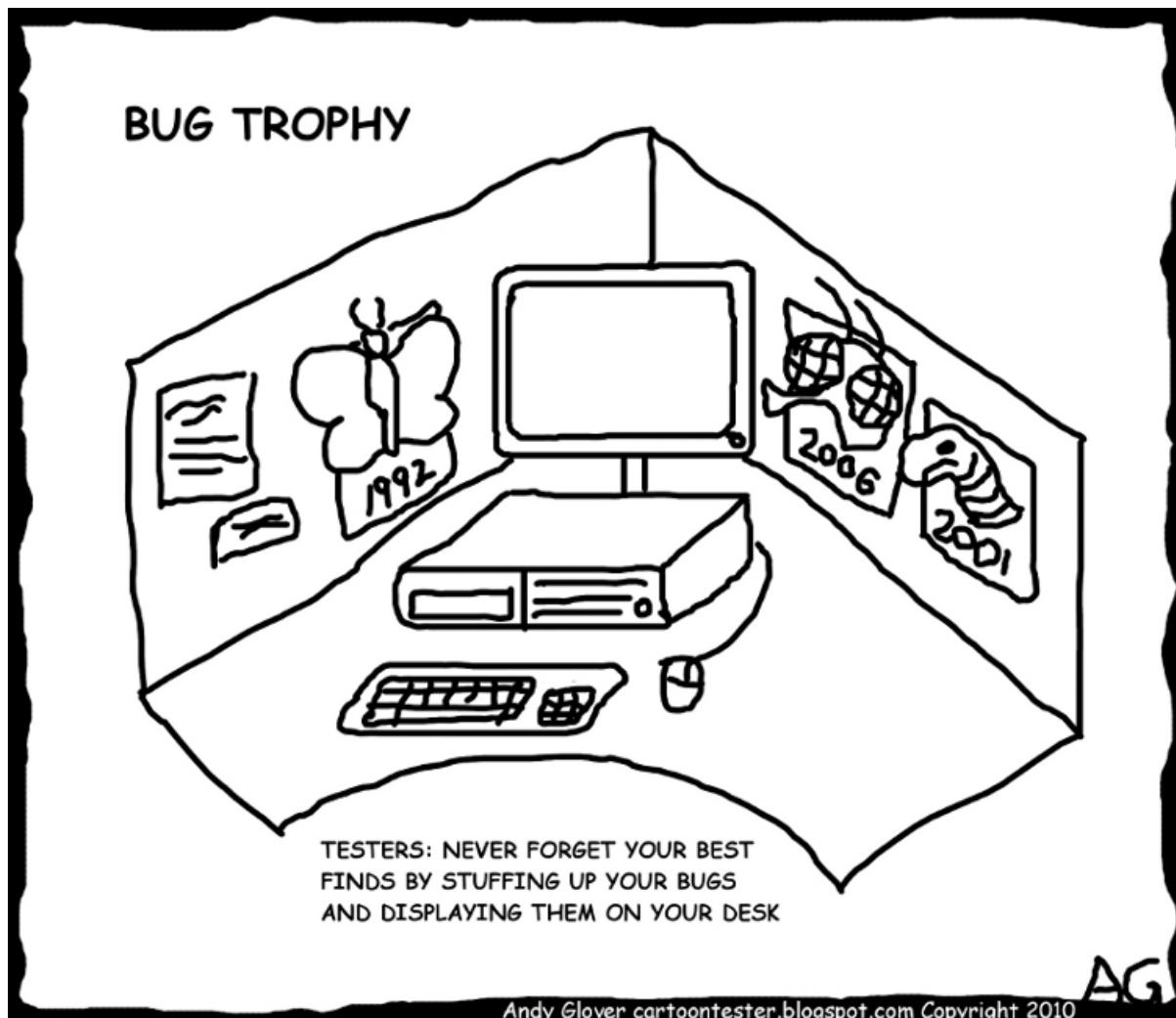
# In the beginning...

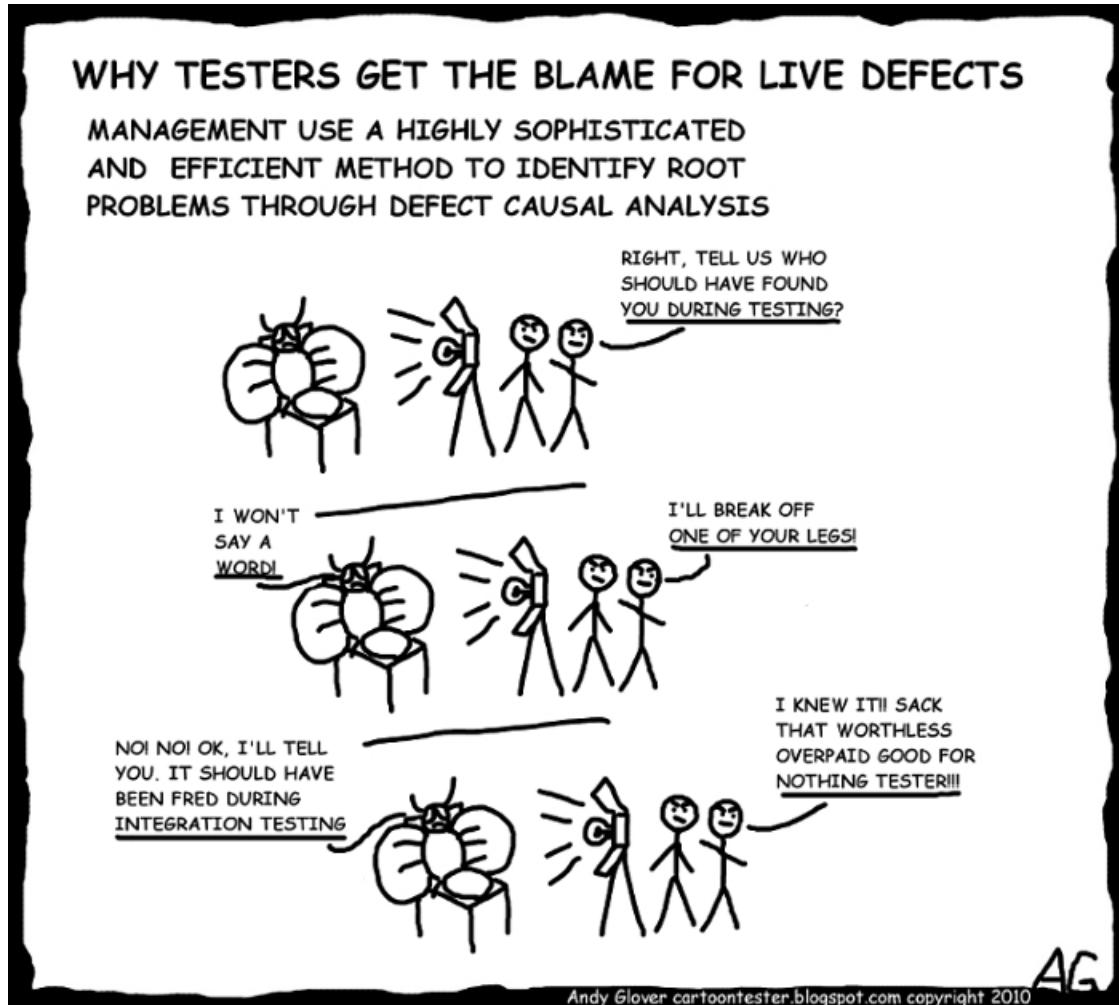
Every so often a tester would ask how and why I started The Cartoon Tester blog. My short answer is that I wanted to get into the ‘Testing Industry Scene’ but I was too lazy to write blog posts and articles so I drew cartoons instead.

A longer answer is that, although I didn’t think I was the next Pablo Picasso (by any stretch of the imagination) I did know that I could draw cartoons that were somewhat funny. I knew this because I drew cartoons about my relationship with my wife and some of them made her laugh, which is quite an achievement! The cartoons (which will be kept private) made light fun of our relationship as I found that we were never like the couples depicted in romantic Hollywood films, but we still loved each other... somehow!

This “relationship” is not very different to testing . The old understanding of testing was like a fairy tale (Hollywood), where everything was planned up front and projects would go smoothly. In reality, projects go wrong with missed deadlines, disappointed clients etc. What is the main reason for that? I think it’s because projects are messy, people have to work together with other people - yuk! And don’t forget that testers are people too, with their individual strengths and weaknesses, different idiosyncrasies and compulsive behaviours... perfect ammunition for a cartoon or two!

I drew the first few cartoons about testing during 2009 (see the cartoons in the rest of this chapter). I sent most of them over to The Testing Planet, part of the Software Testing Club, who were more than happy to include them in their magazines. And like they say, the rest is history.





THIS ISN'T JUST A TESTER ...

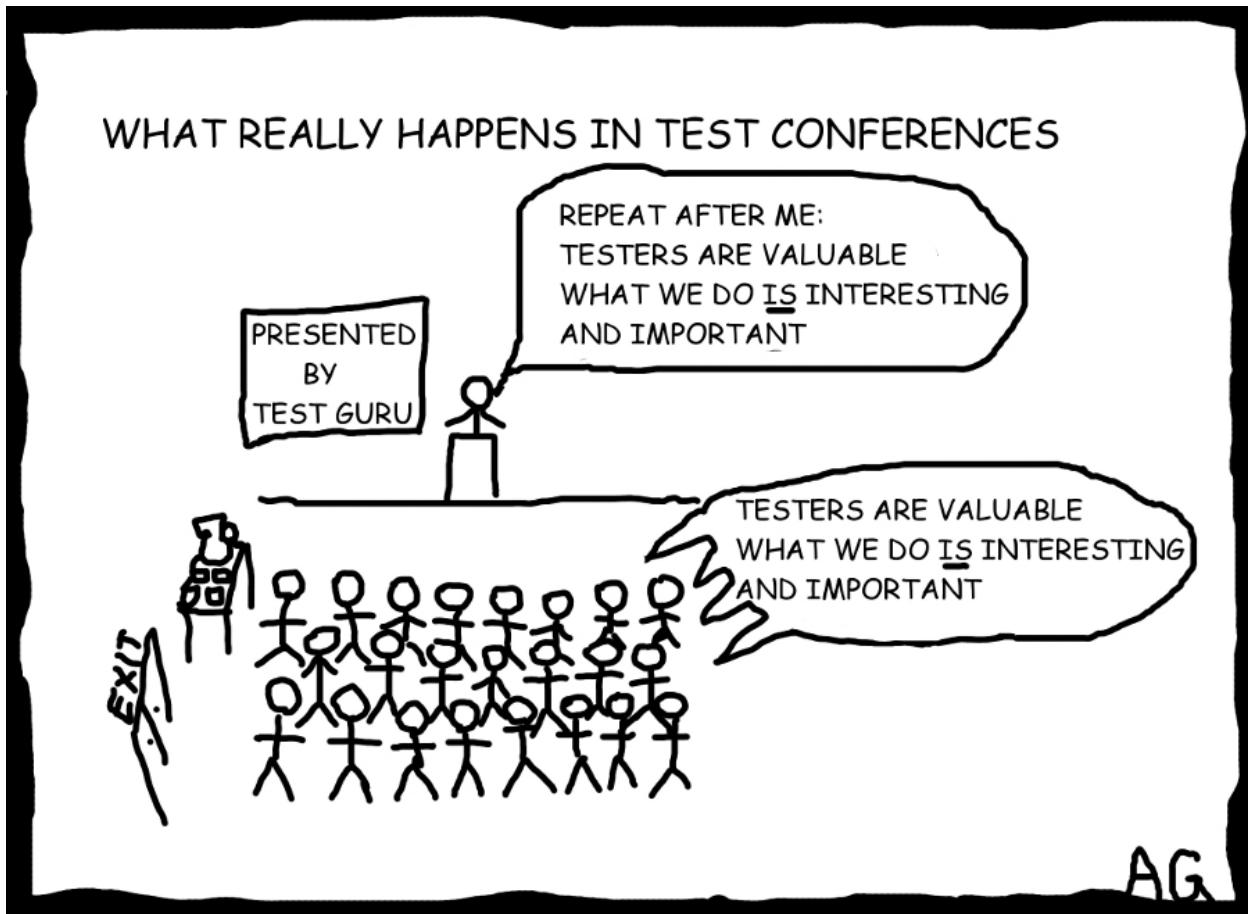


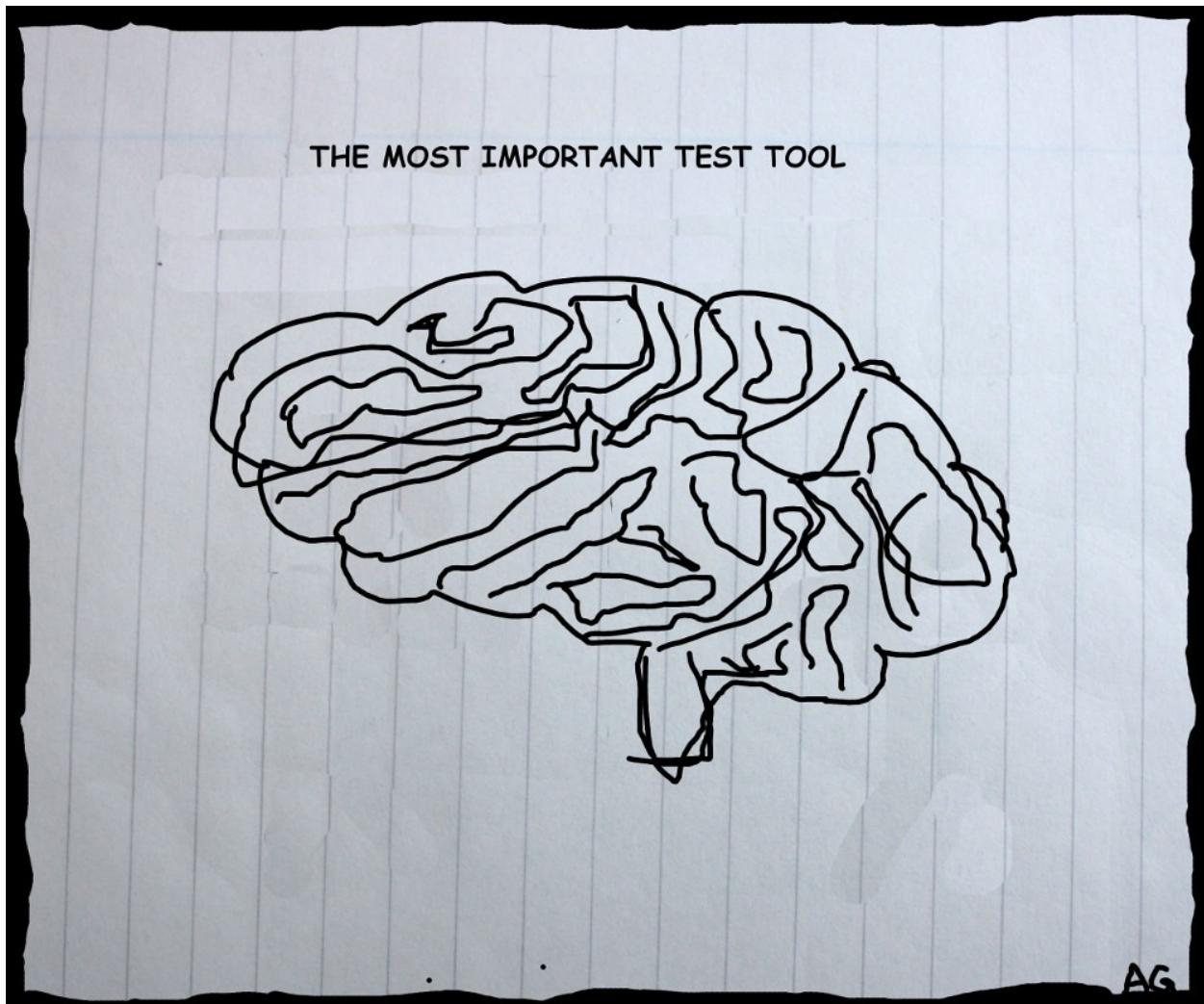
... THIS IS A LEFT  
HANDED TESTER

TO SUPPORT LEFT HANDED TESTERS  
PLEASE BUY THIS LOVELY T-SHIRT  
FOR ONLY \$15 + P&P

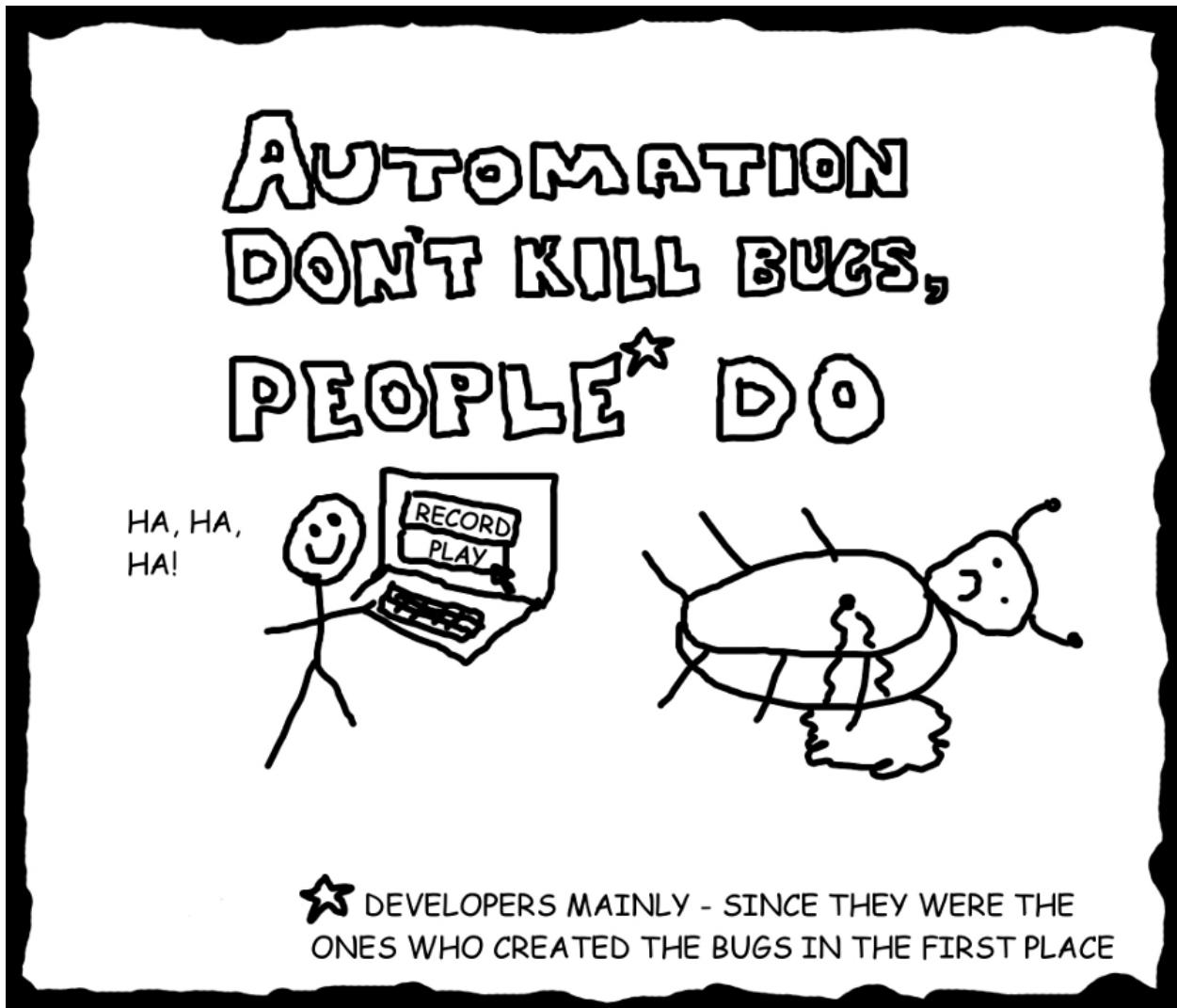


AG





Does this cartoon look familiar? ;)





This is the original drawing from the previous cartoon. Can you spot the difference?

## PROMOTING S/W TESTING TO THE ORGANISATION

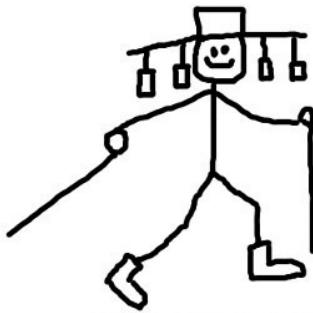
DO YOU NEED TO RAISE THE AWARENESS AND BENEFITS OF S/W TESTING  
TO MANAGEMENT OR EVEN TO THE REST OF THE COMPANY?  
DO YOU ALSO WANT TO RAISE MONEY FOR A CHARITY?  
MAYBE A TESTING CALENDAR IS THE ANSWER!

JANUARY



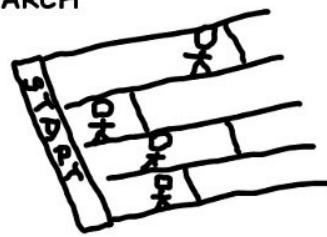
AUTOMATION TESTER

FEBRUARY



EXPLORATORY TESTER

MARCH



RAPID TESTING

APRIL



NEGATIVE TESTING

MAY



AGILE TESTING

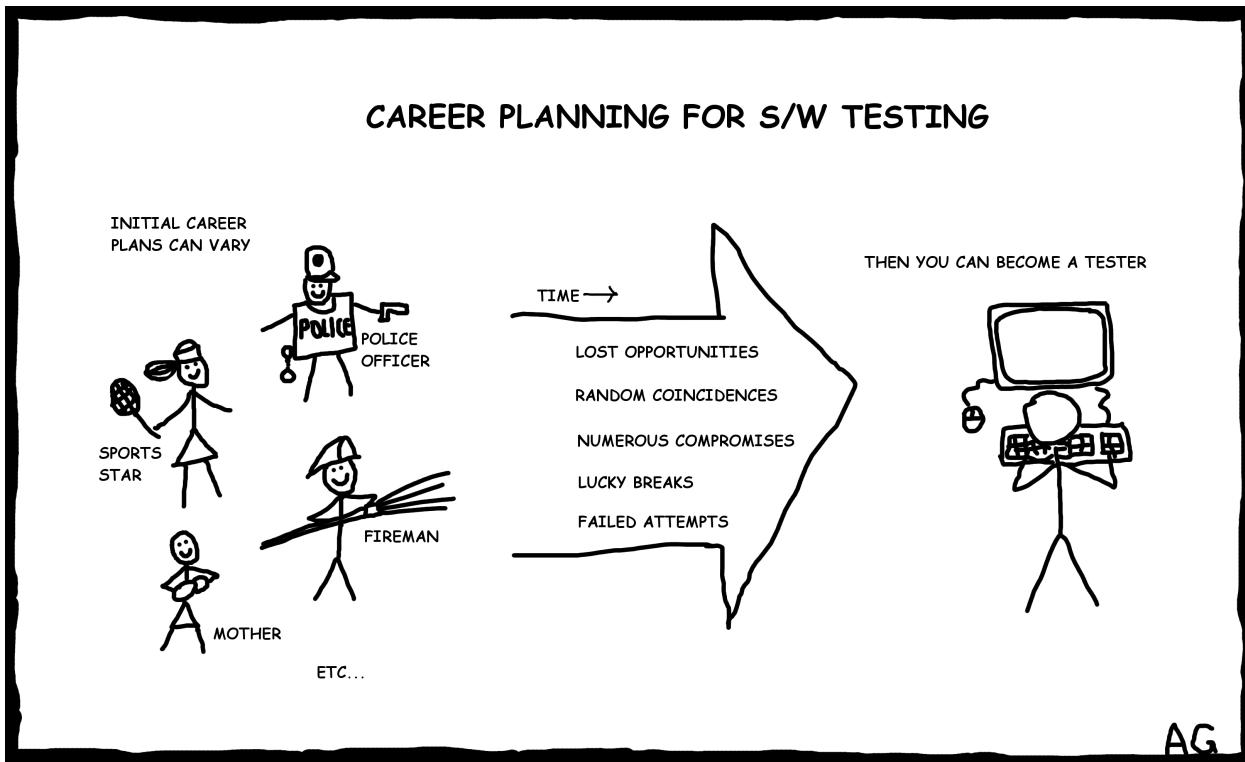
JUNE



RAISING BUGS

ETC...

AG



# Cartoons #8

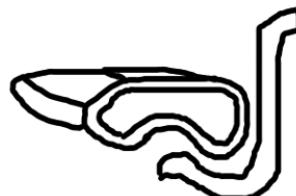
## THE 6 THINKING HATS OF S/W TESTING



SHADES  
TO BLOCK THE GLARE FROM  
FANCY/PRETTY FEATURES  
AND BE ABLE TO SEE BEYOND  
THEM



COMEDY GLASSES  
TO ASK STUPID OR  
AWKWARD QUESTIONS  
NOBODY ELSE DARES  
TO ASK



SCUBA DIVING GOGGLES  
DON'T BE AFRAID TO  
GET UNDER THE SURFACE,  
MAYBE FOR SOME  
STRUCTURAL TESTING



A NEW SET OF EYES  
IF YOU'VE BEEN LOOKING AT  
THE SAME THING FOR AGES,  
MAYBE GET SOME ONE ELSE  
TO LOOK, OR TAKE A BREAK  
AND GET BACK TO IT LATER



A MAGNIFYING GLASS  
TO GET CLOSE  
THE DEVIL IS IN  
THE DETAIL



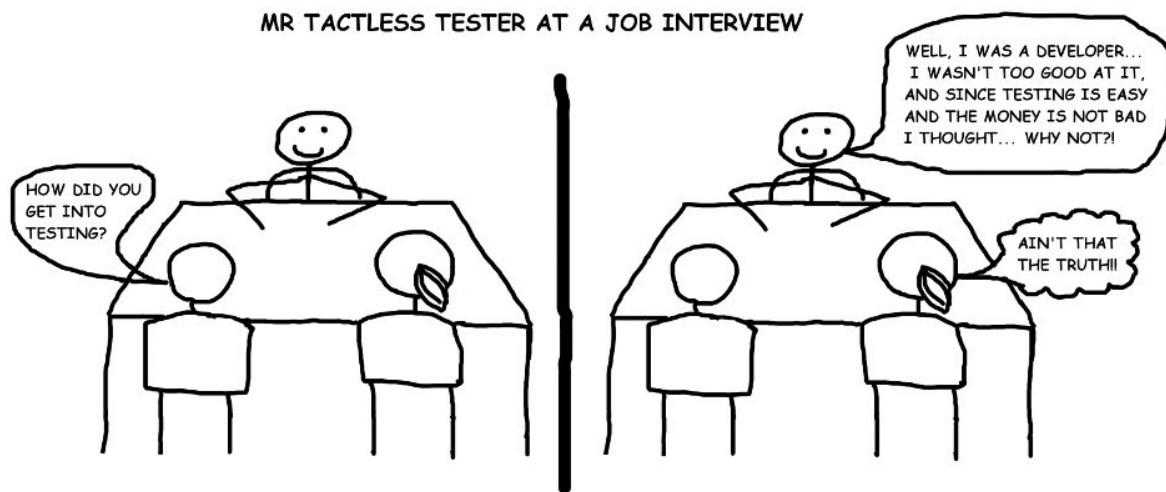
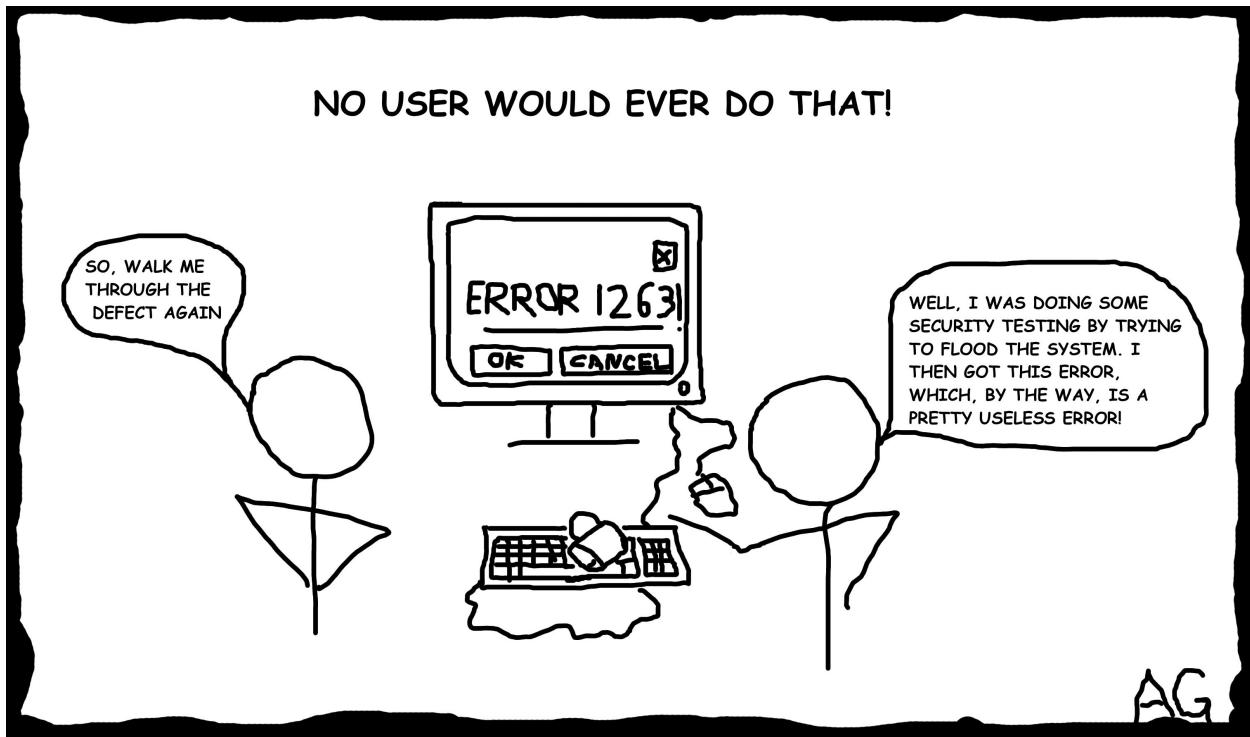
PROTECTION GOGGLES  
TO REMIND YOU THAT THERE  
ARE LOTS OF TOOLS TO HELP  
YOU TEST. PLUS CAN BE HANDY  
WHEN GETTING ABUSE FOR  
DELAYING A RELEASE

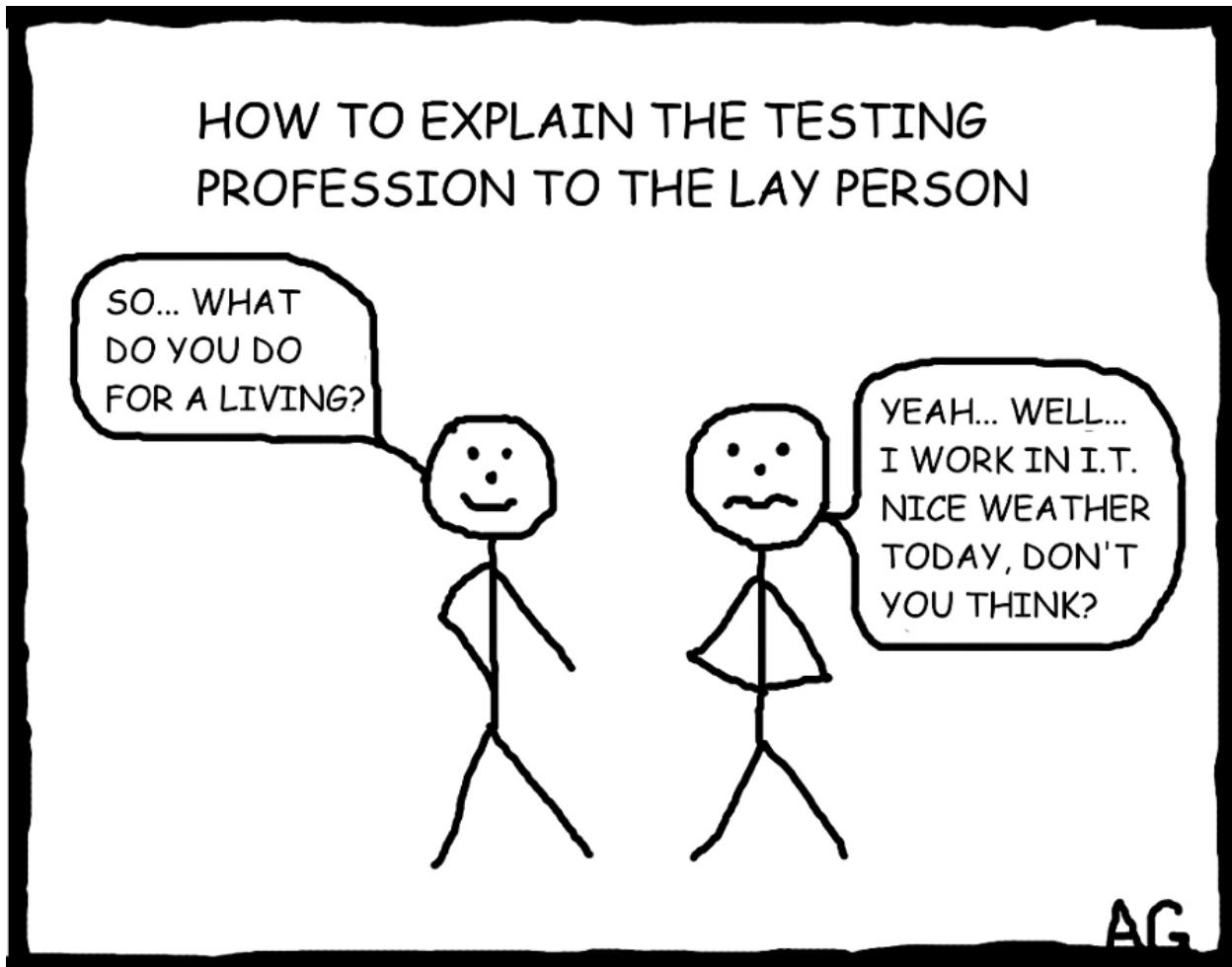
AND A BONUS ONE!



NIGHT VISION GOGGLES  
BECAUSE THEY'RE COOL!!

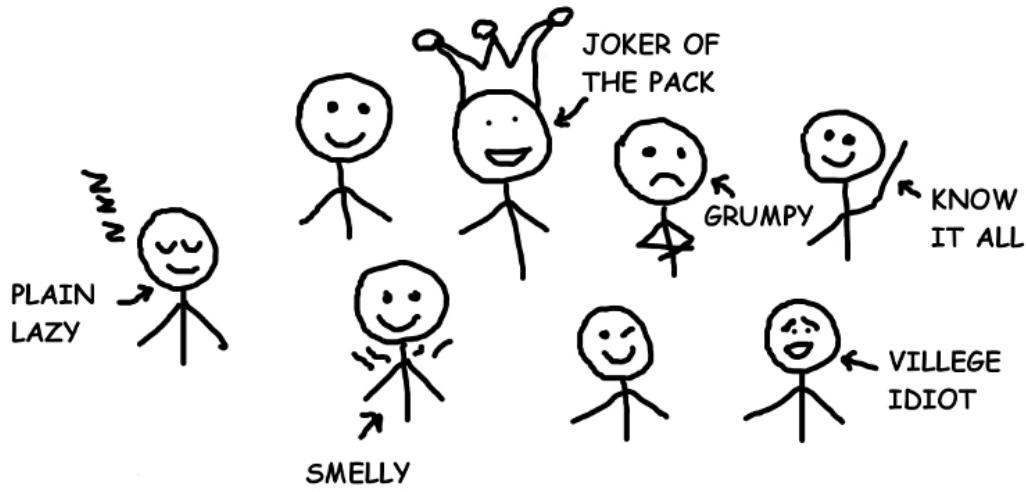
AG





## WHY DO SOFTWARE DEVELOPMENTS GO WRONG, OR GO PEAR-SHAPED, OR FAIL, OR IMplode, OR NEVER END?

IT'S THE PEOPLE (IN THE PROJECT TEAM)



WHAT MAKES SOFTWARE  
DEVELOPMENT INTERESTING  
AND EVEN FUN?

THE SAME PEOPLE?!

AG

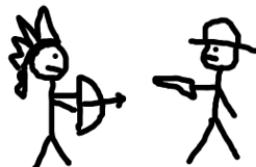
## TESTERS Vs THE REST

THE RELATIONSHIPS BETWEEN TESTERS AND  
EVERYONE ELSE IN THE PROJECT TEAM HAS  
BEEN REVOLUTIONALISED THROUGH AGILE

### PRE-AGILE



AGES AGO



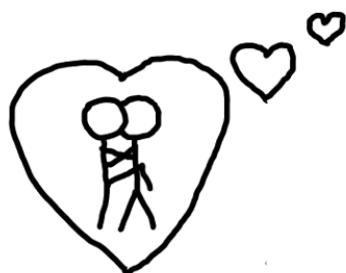
WILD WEST



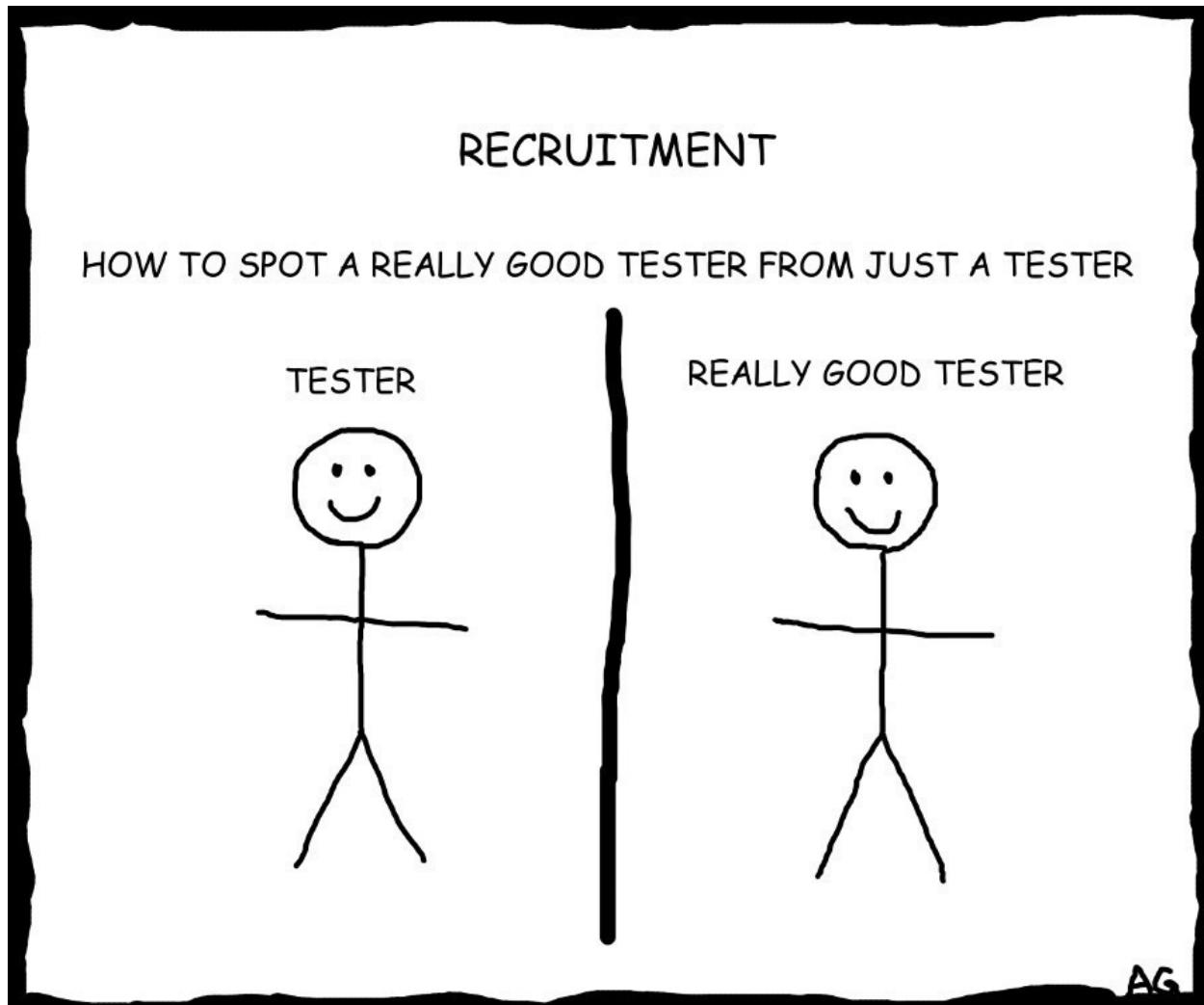
UNTIL RECENTLY

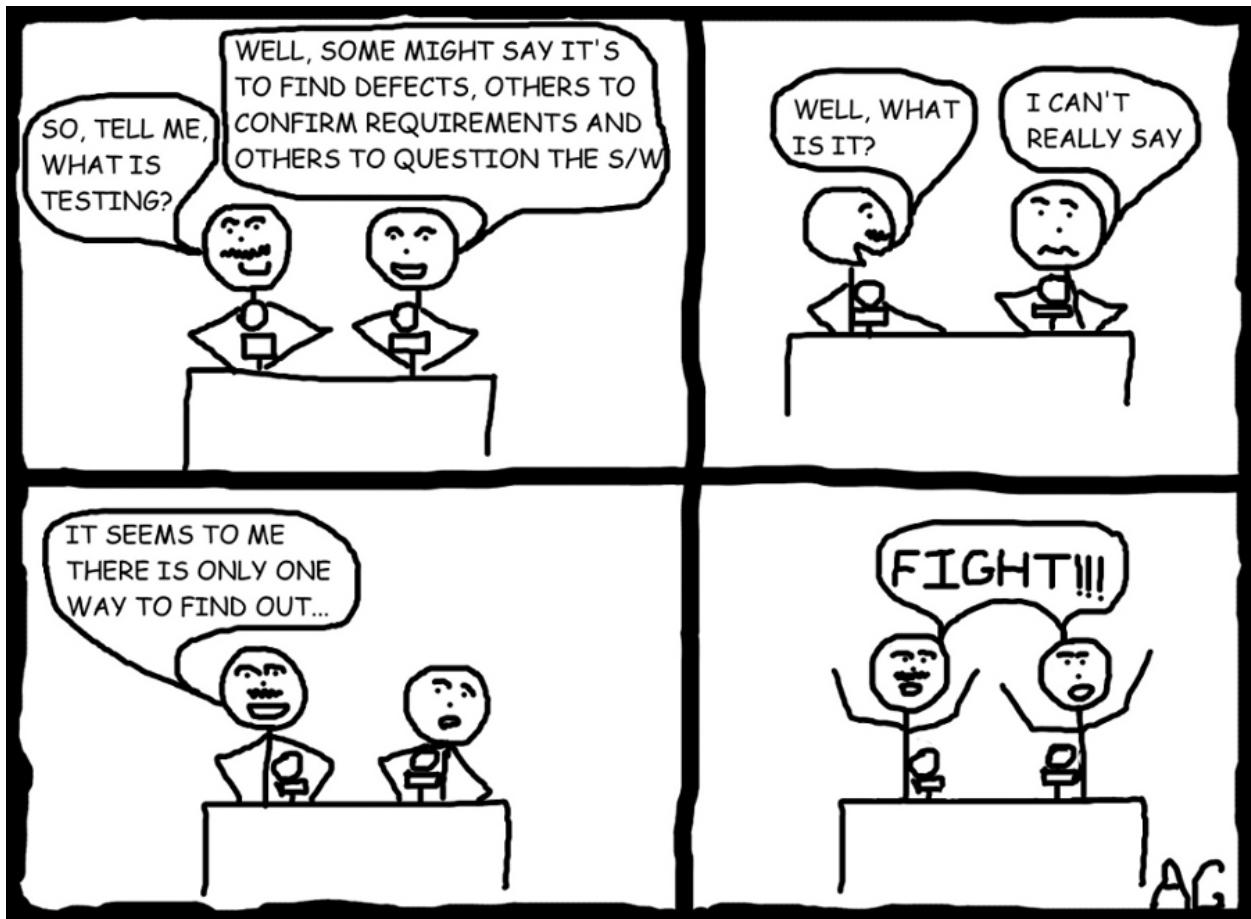
### POST-AGILE

THEN AGILE CAME ALONG. NOW INDIVIDUALS  
AND INTERACTIONS ARE MORE IMPORTANT  
THAN PROCESSES AND TOOLS



AGILE

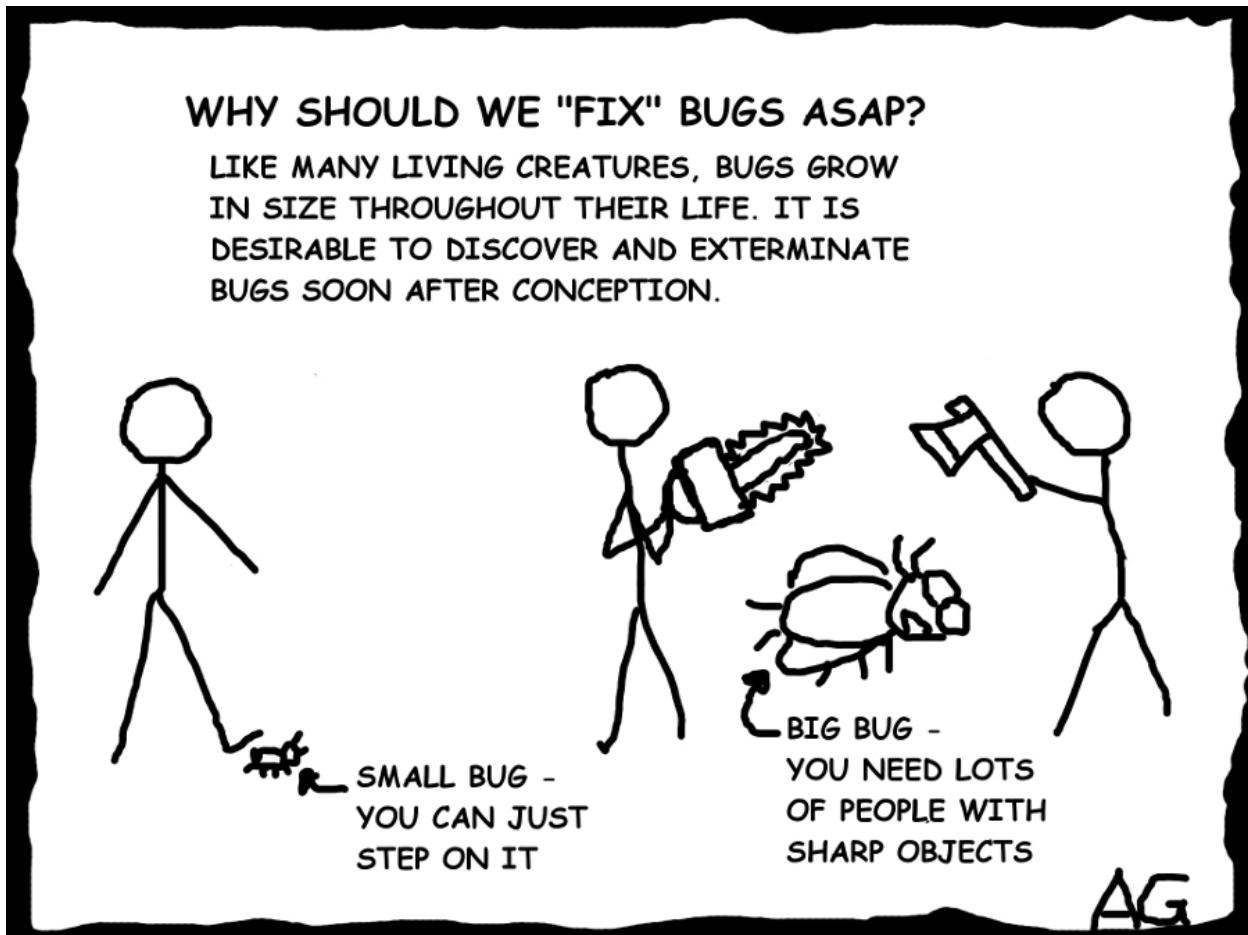




## THE DEFINITE LIST TO KNOW HOW MUCH TESTING IS ENOUGH

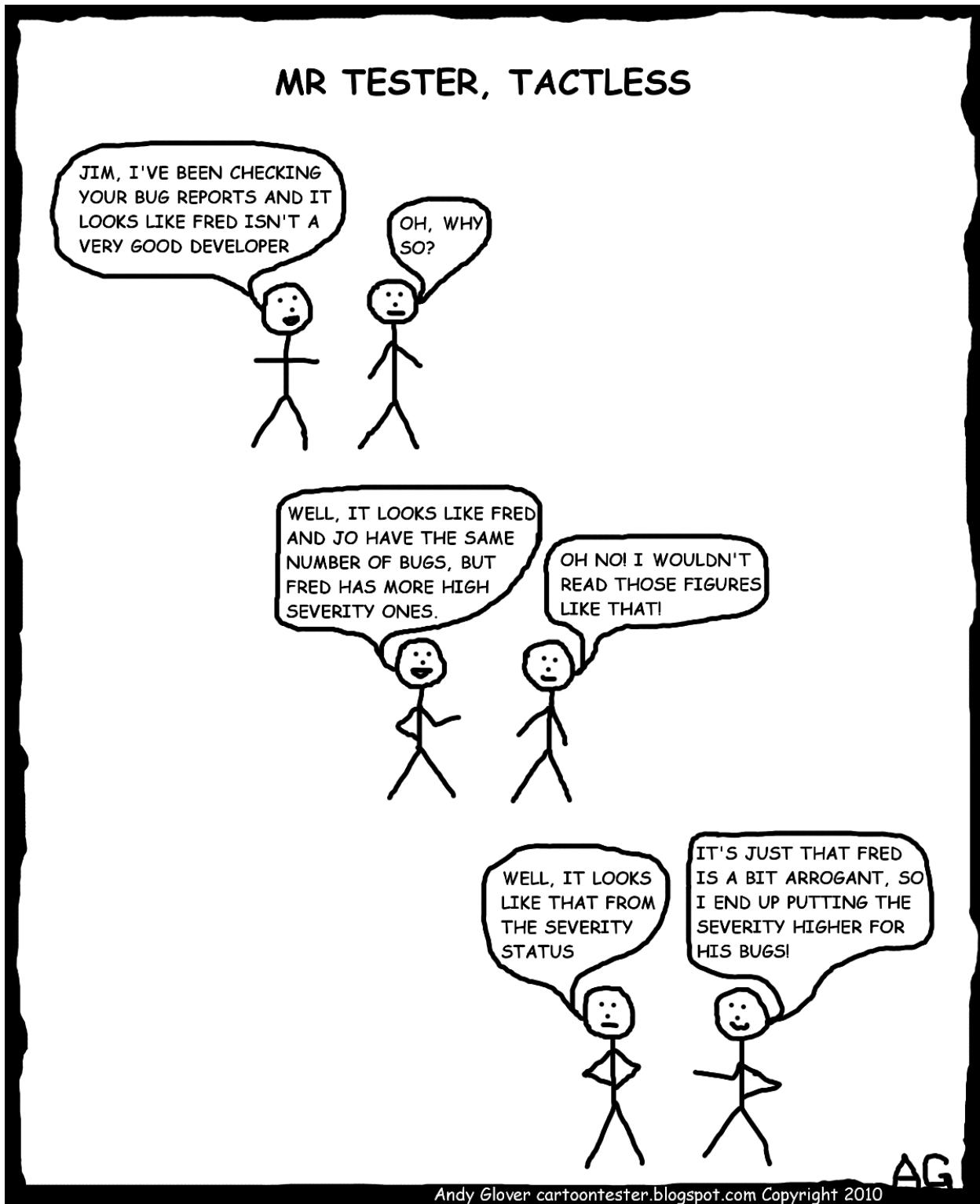
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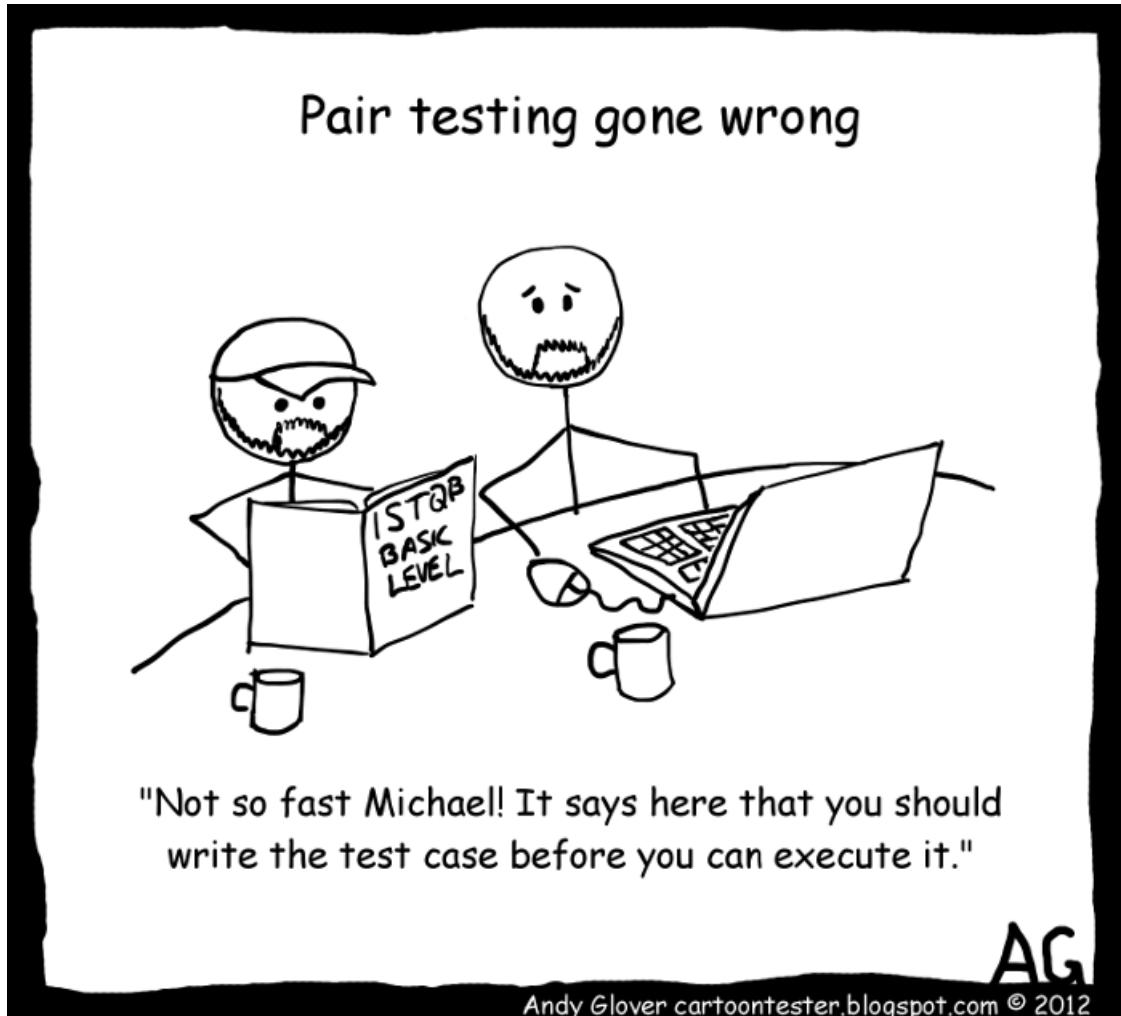
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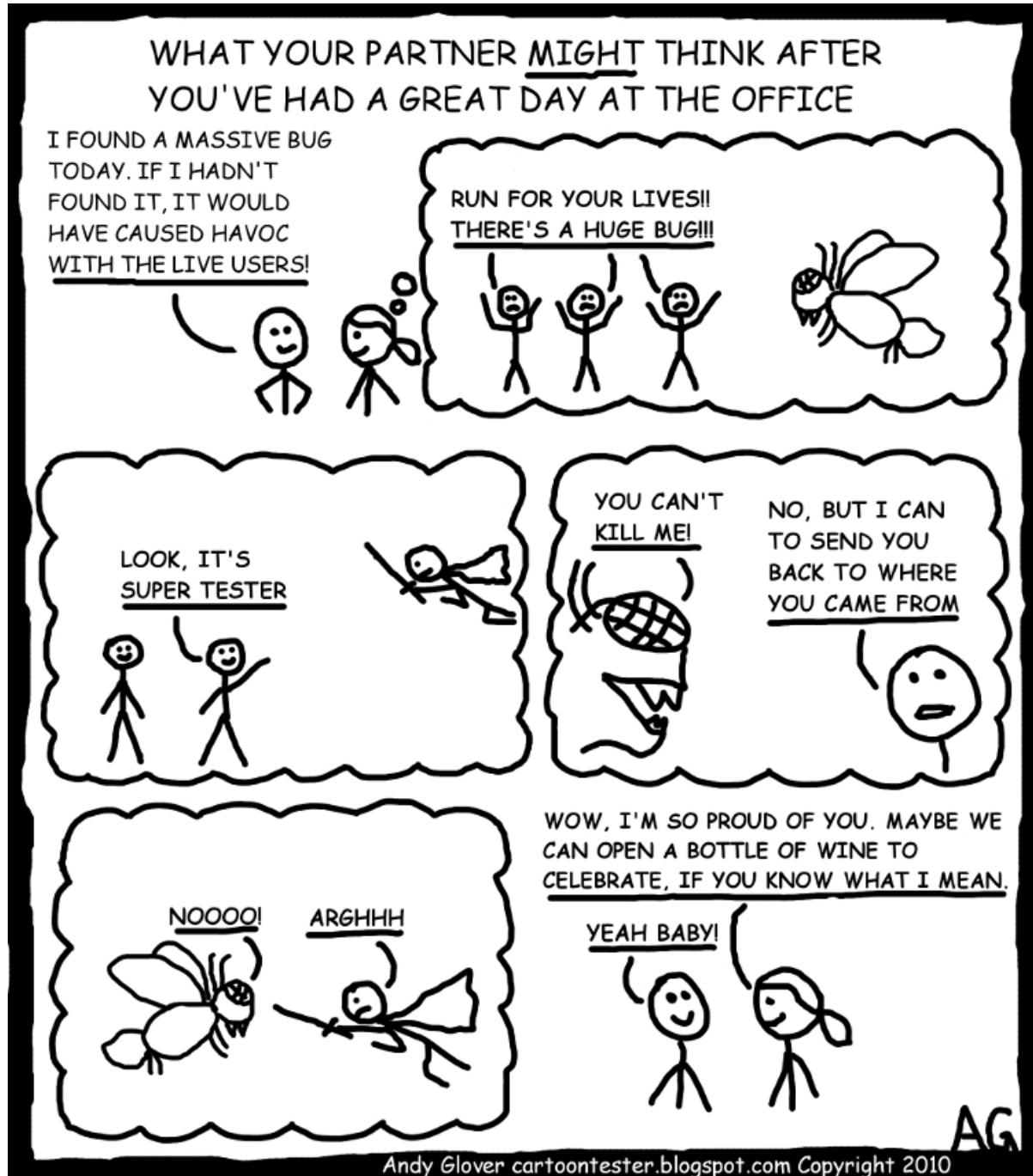


## Cartoons #9

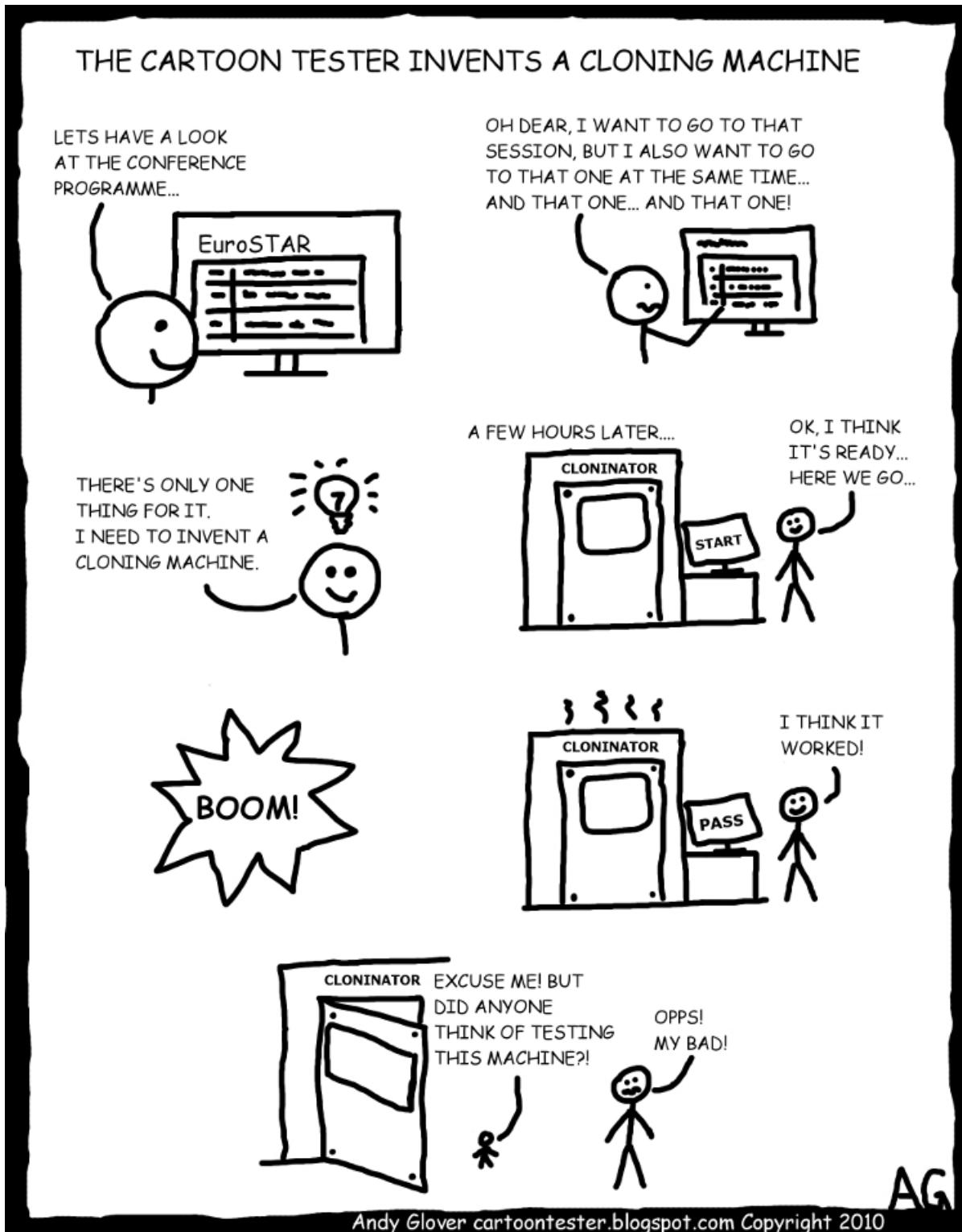




Do you recognise these two giants of the software testing industry?

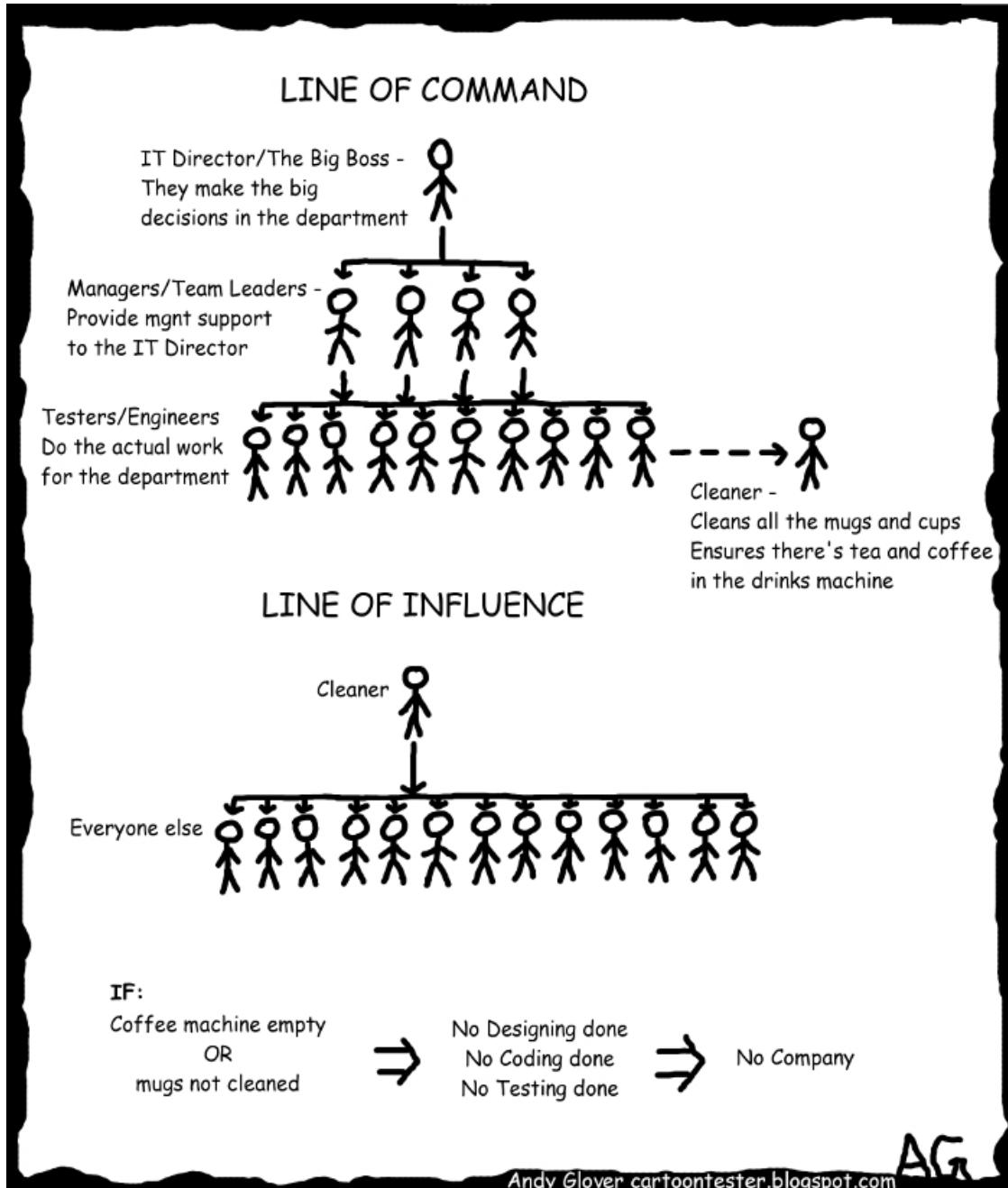








Andy Glover [cartoontester.blogspot.com](http://cartoontester.blogspot.com) copyright 2011



ARE YOU IN THE MIDDLE OF A TESTING SESSION? DON'T WANT PEOPLE TO DISTURB YOU? MAYBE TRY ONE OF THESE IDEAS...

1. Stick Crime Scene Investigation tape all across your desk.

OK, this looks like a bug. Now, what would Grissom from CSI do?



3. Listen to rock music on your headphones. Make sure it's on full volume.



2. Place a delicious yet smelly lunch on your desk. Like a sardine and tomato sandwich.



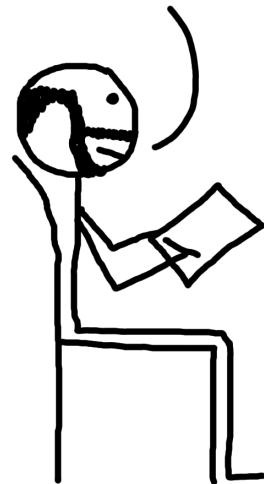
4. Place a large Tester At Work warning sign near your desk.



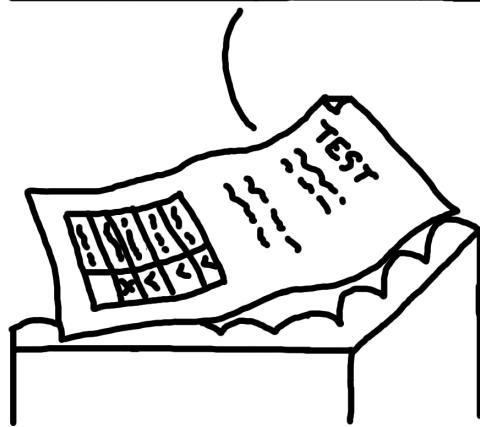
Andy Glover [cartoontester.blogspot.com](http://cartoontester.blogspot.com)

## TEST CASES HAVE FEELINGS TOO

Test case, you mentioned you were feeling scared during the last session.  
Can you tell me more about this?



Yes, the other day some testers were talking about "automating" me! Nobody knows what this really means but rumor has it that they run you over and over and over again! in other words: Death by boredom!

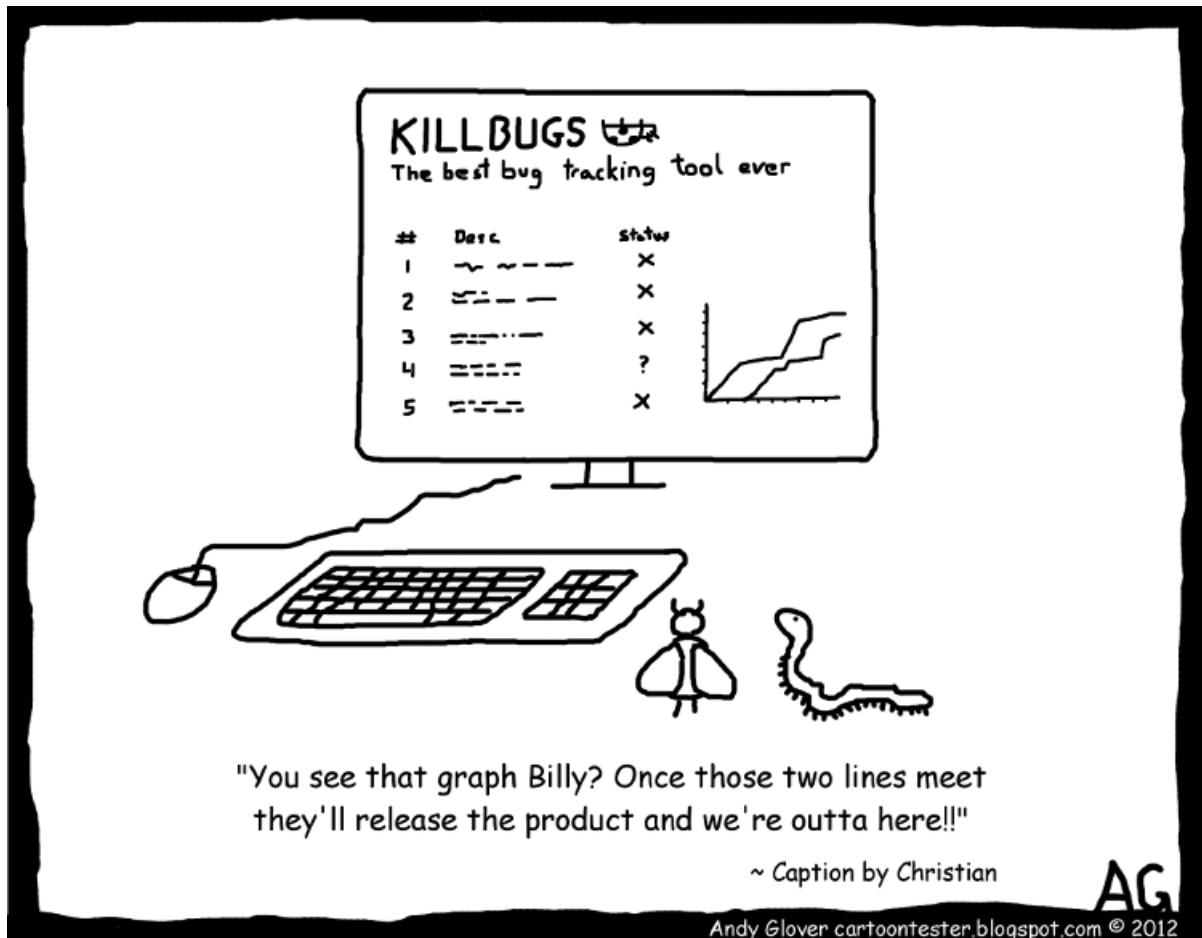


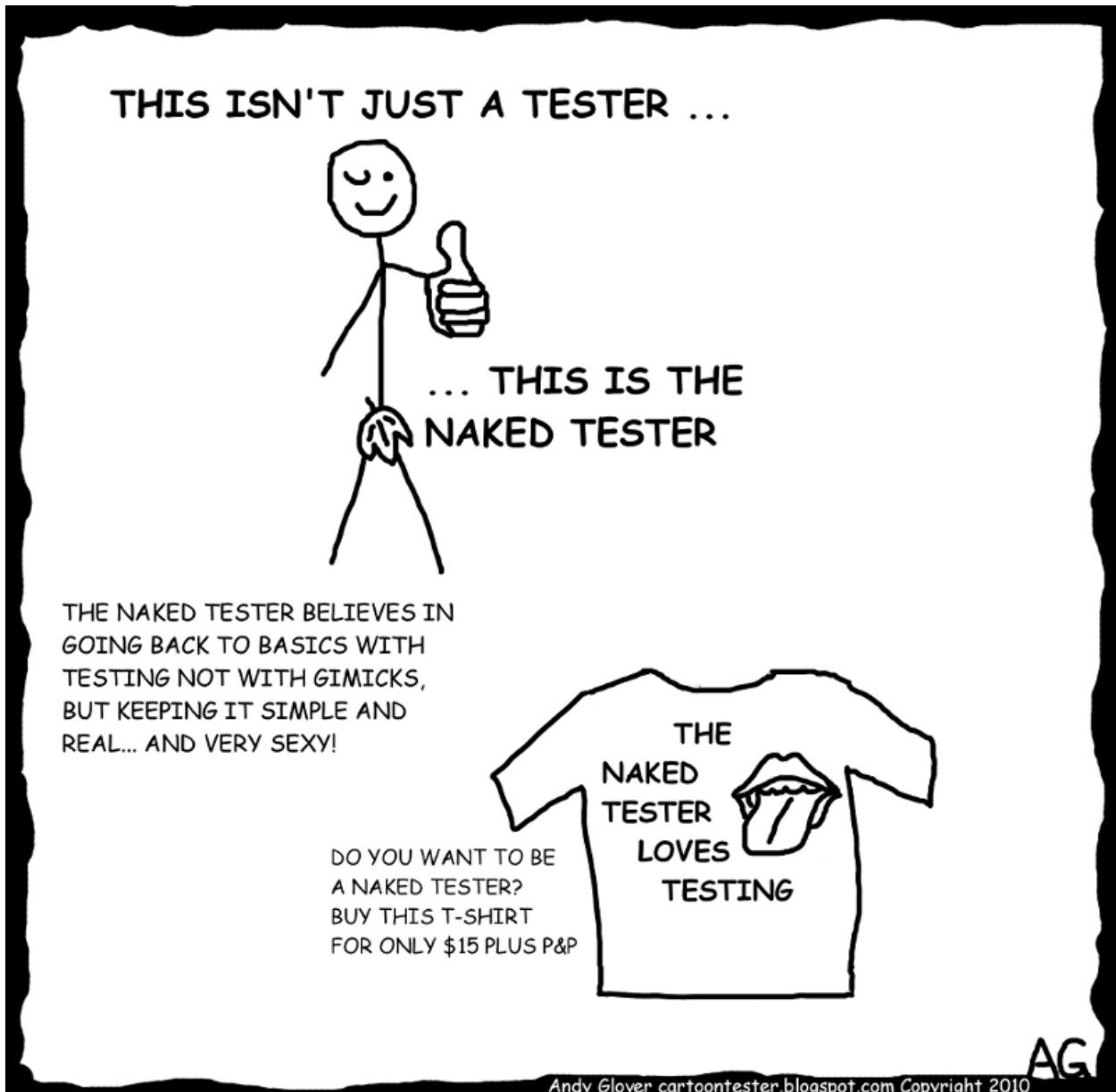
During the counselling sessions,  
test case was able to open up about his fears.

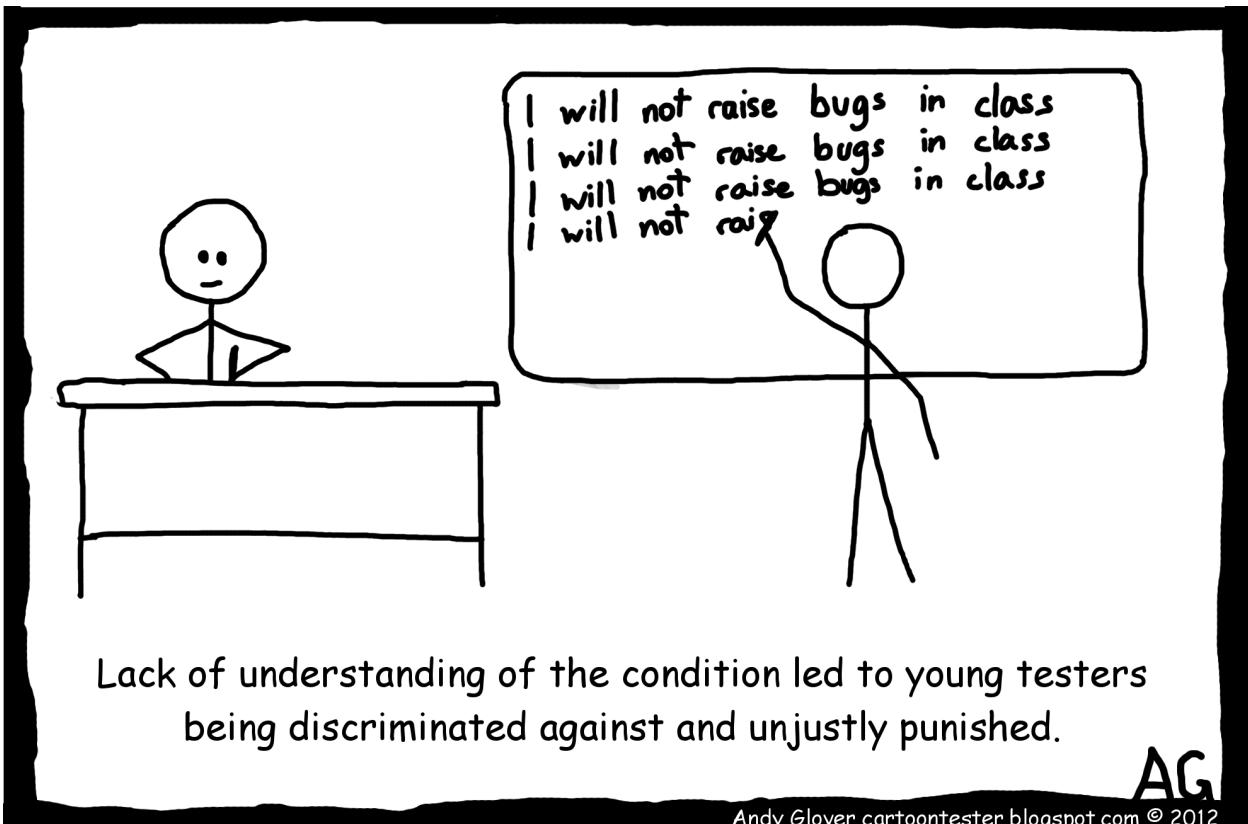
Inspired by: @TestSideStory

Andy Glover [cartoontester.blogspot.com](http://cartoontester.blogspot.com) Copyright 2010

AG







# RANDOM(1,1-8)

The cartoons and drawings in this chapter slightly differ from my usual yet still made it onto the blog and into this book. I hope you find them interesting.

## History of Software Testing





There are many, many definitions of testing (and I'm just talking about the English ones). One definition I like is the idea that testers question the software to gather information about how it operates. The image here is the sign for 'Question'.



Do you get this cartoon? Not sure if I do...

### A TYPICAL SCENE AT THE TEST LAB



inspired by: BART KNAACK  
from the TEST LAB

Andy Gilmer EuroSTAR 2010





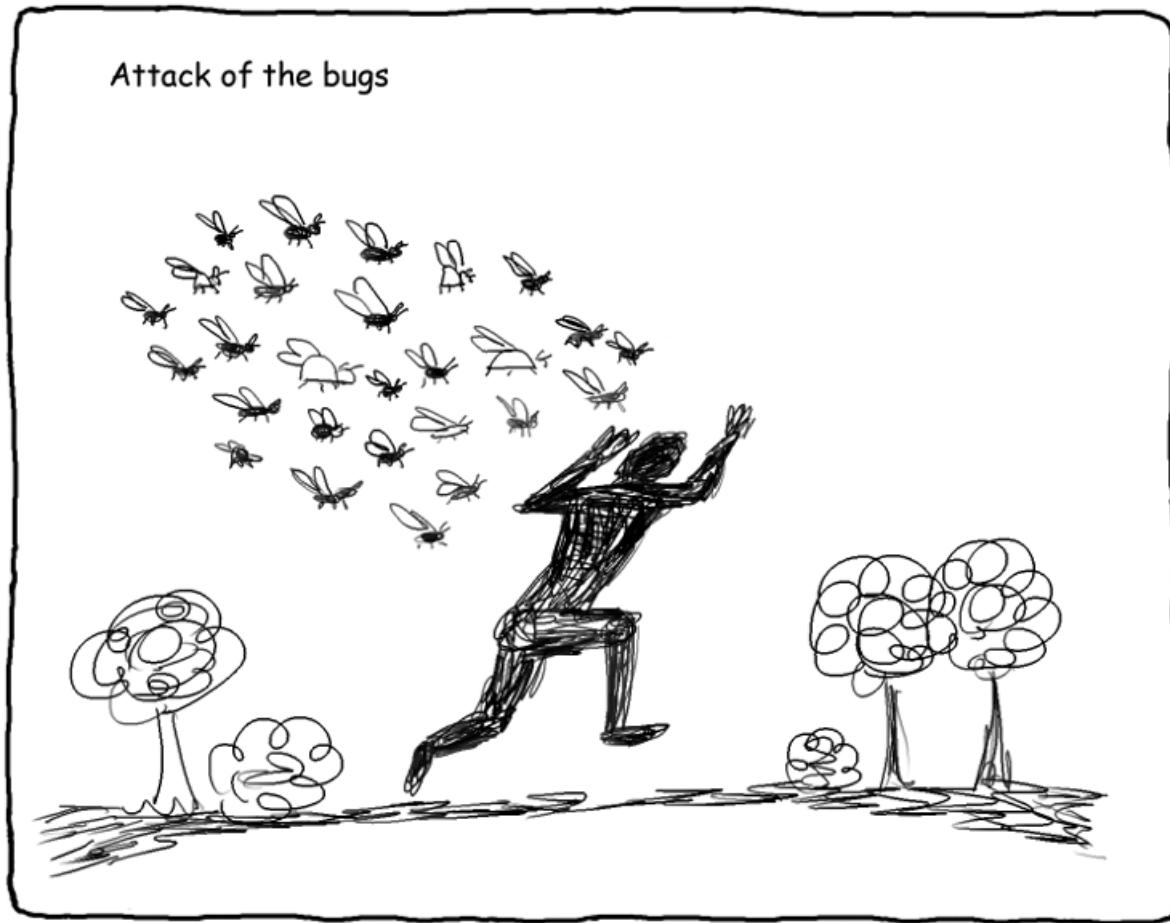


Sometimes all I need to do to generate a bug is press one button. Other times I wish it was that easy!

# Test Automation Pride

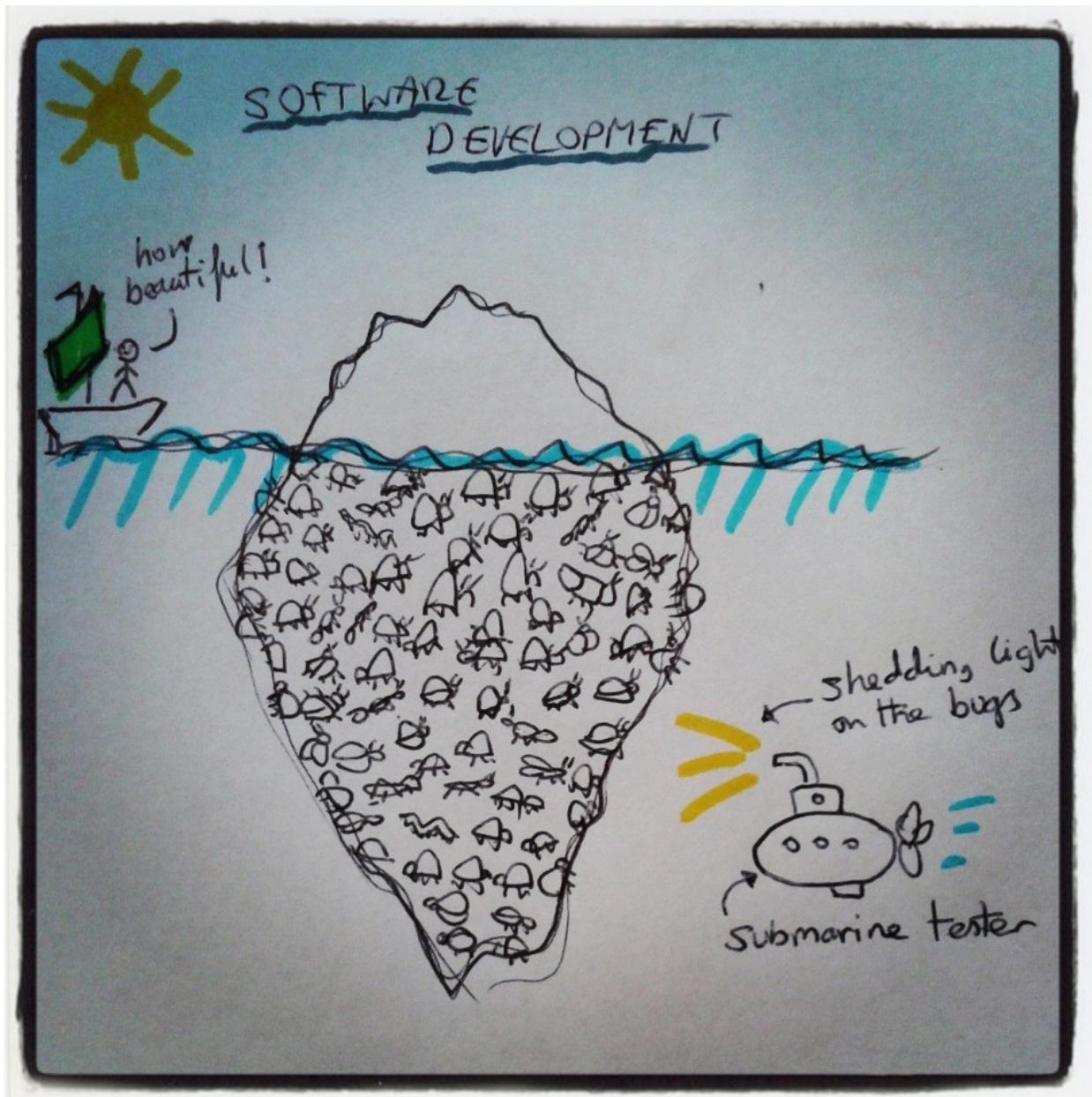


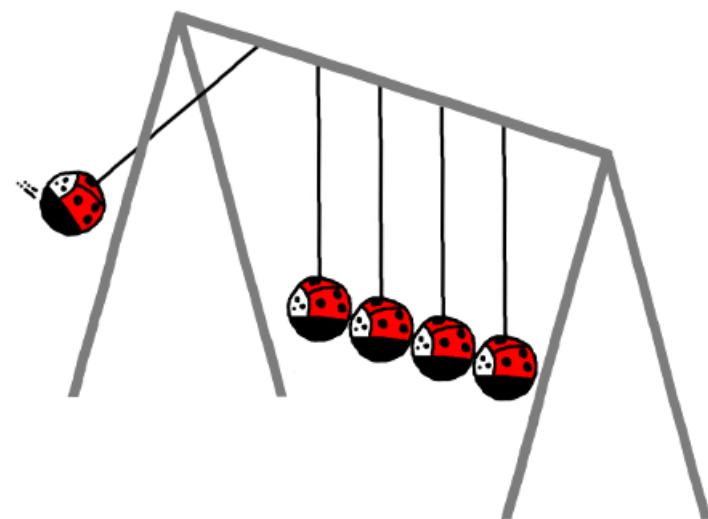
If  
test  
case  
is  
true  
then  
make  
it  
into  
an  
auto-  
mated  
test,  
keep  
doing  
this  
until  
all  
test  
cases  
are  
auto-  
mated  
then  
that  
will  
make  
you  
feel  
like  
you've  
accom-  
plished  
a-heck  
of-a-lot  
without  
considering  
Return-of  
Investment  
not-one-iota



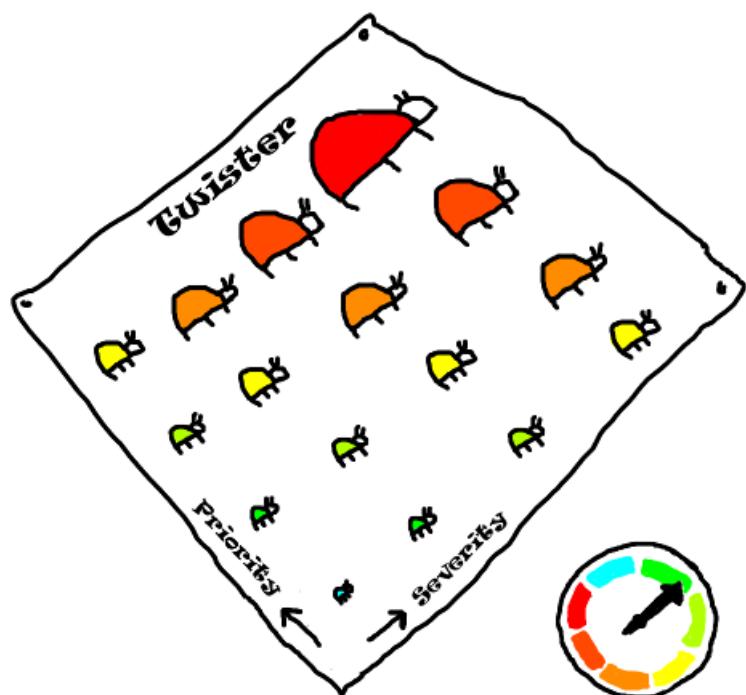
# Tester's Breaking Software







A couple of tester toys.



# Cats and mice

Analogy are loved by some, hated by others\*. If you hate them, I strongly suggest you skip the next two chapters!

The word ‘curiosity’ often pops up when you ask what are good traits or characteristics for a tester to have. Cats are curious by nature, and hey presto there’s your analogy.

The following two chapters takes this analogy and milks it for all it’s worth. And as an added bonus, I’ve added a quote\*\* to each one.

\*Please forgive me if you also hate my whopping big generalisations.

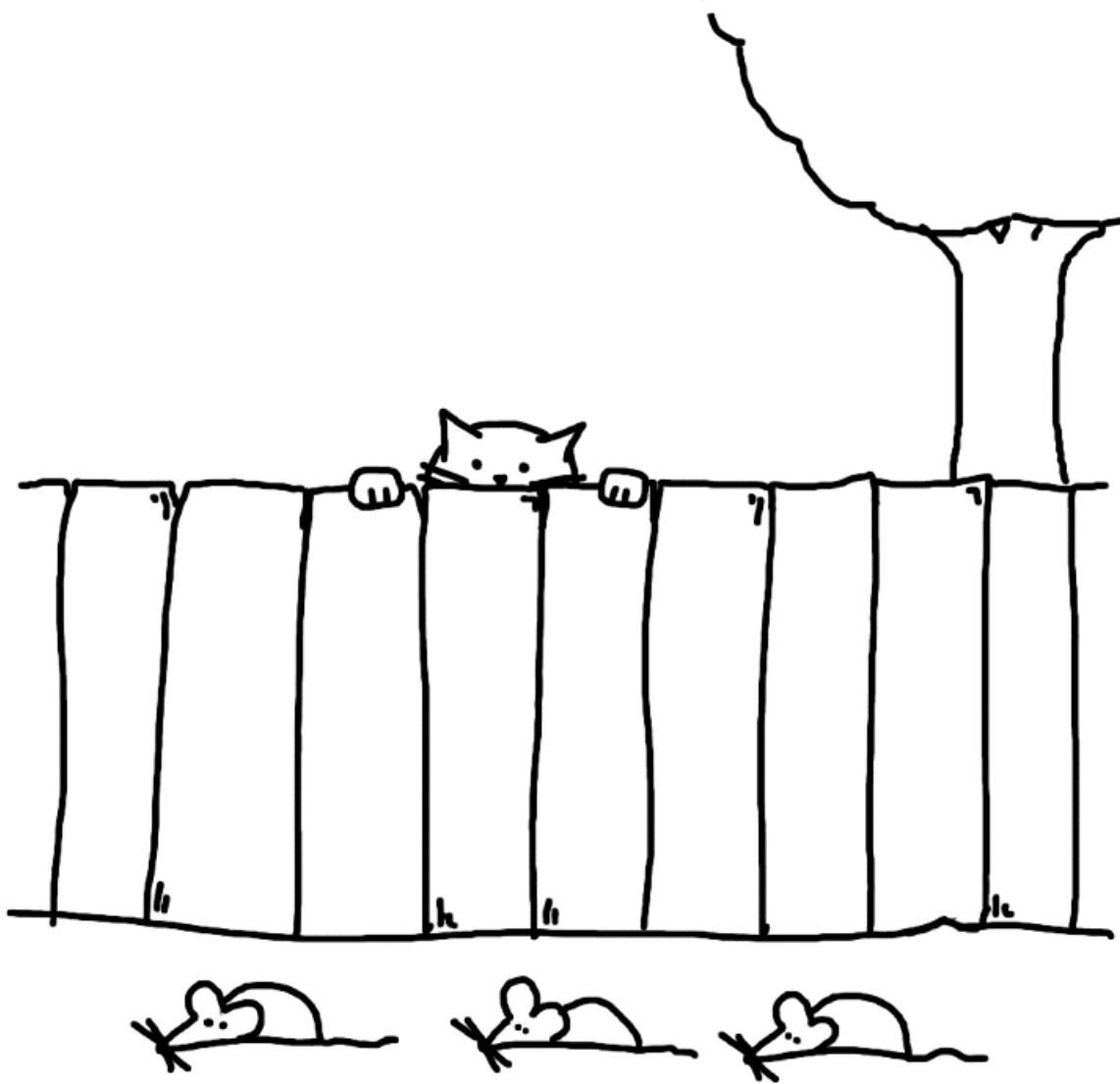
\*\* Please don’t tell me you hate the overuse of quotes as well! You really must forgive me.



When will they learn? It's not  
about getting more traps, I  
just don't like cheese.

---

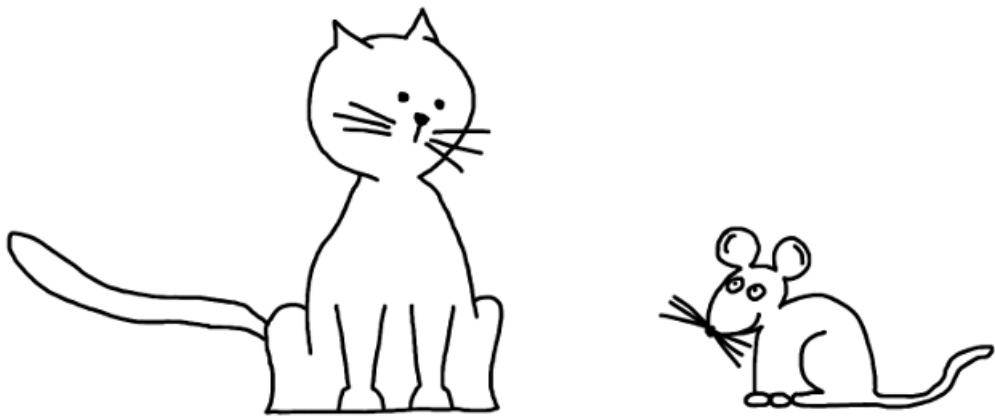
It is not enough to be busy, the  
question is what are we busy about?  
- Henry David Thoreau



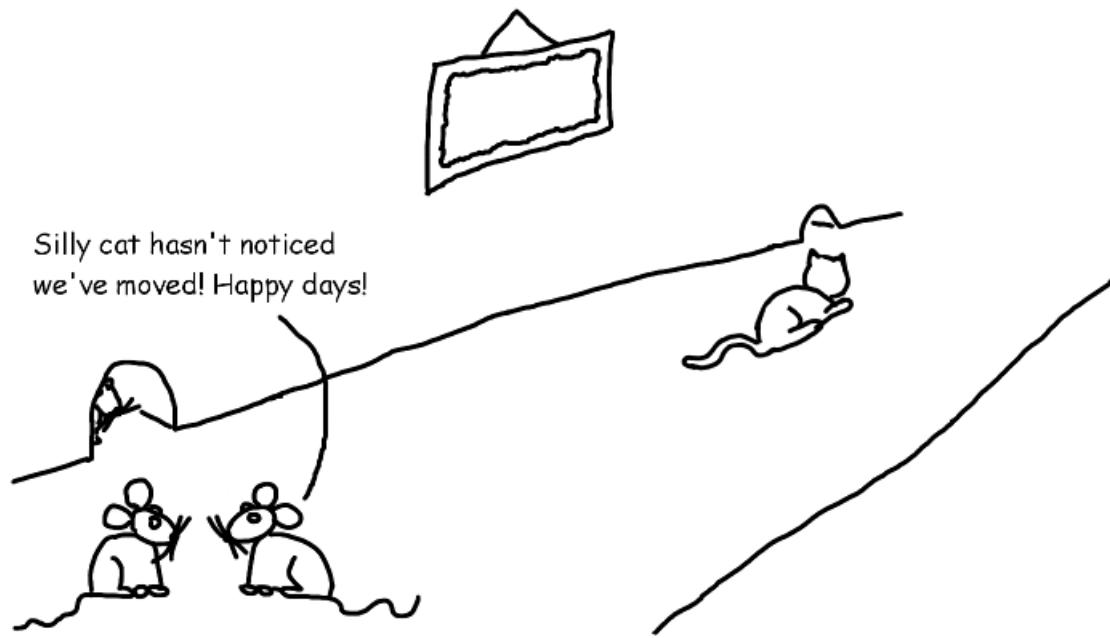
Scientists are peeping toms at the keyhole of eternity.

- Arthur Koestler

Aren't you a cute little mouse. Where  
did you get such good looks? You  
should introduce me to your family.



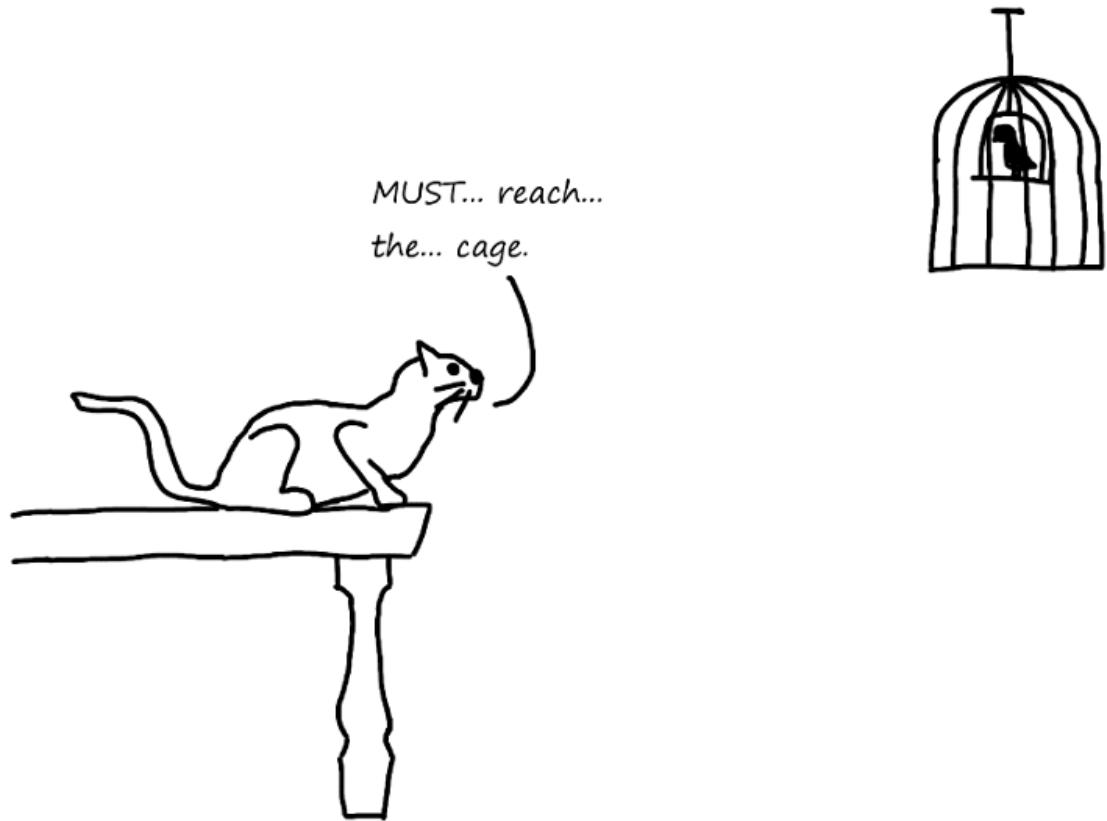
My greatest strength as a consultant is  
to be ignorant and ask a few questions.  
- Peter Drucker



Silly cat hasn't noticed  
we've moved! Happy days!

Boredom results from a deficit of sensory  
responsiveness to the external world.

- Dr. Estelle R. Ramey

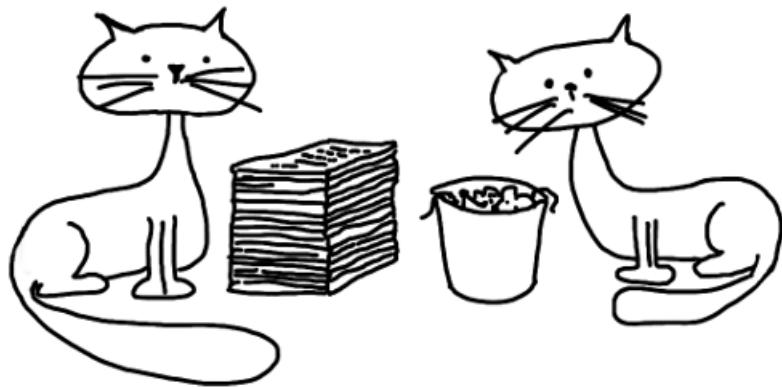


Anxiety is the essential condition of intellectual and artistic creation and everything that is finest in human history.

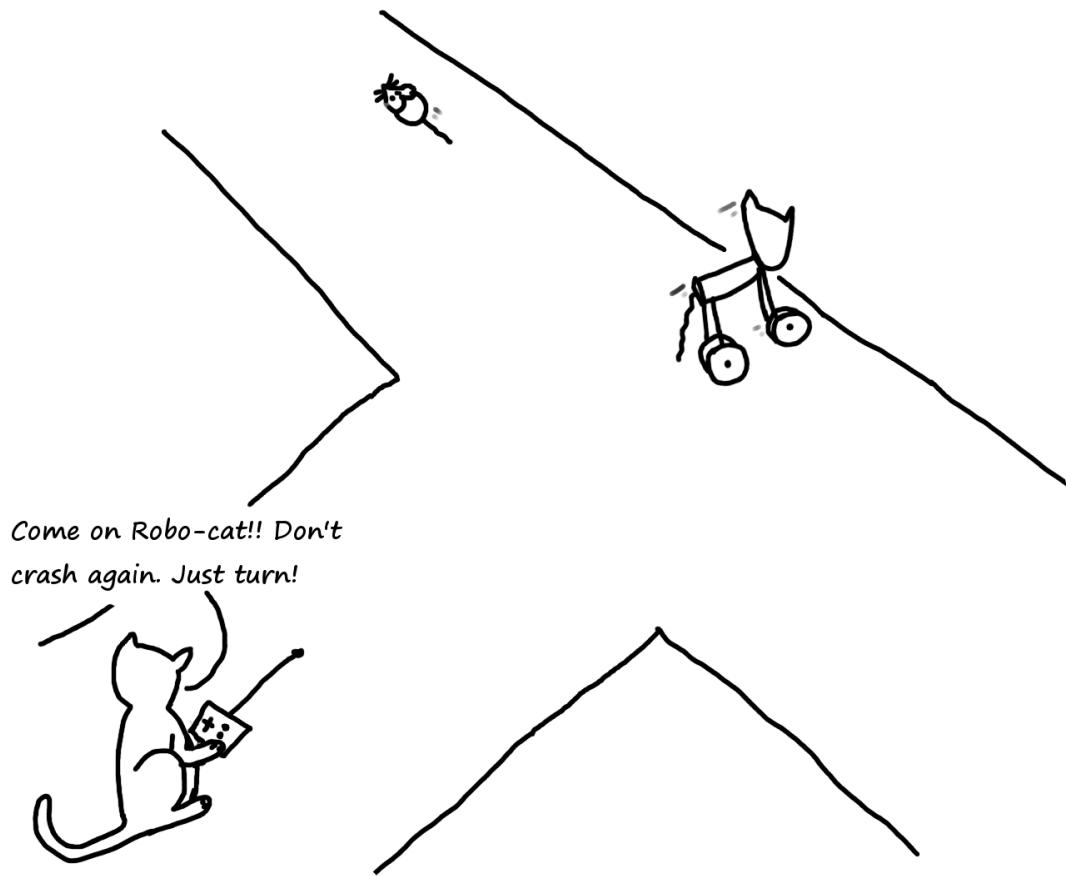
- Charles Frankel

Right, just finished writing up  
every conceivable strategy for  
capturing mice. It took me days!

Oh... OK. Good job. While  
you were doing that I got  
myself a bucket load of  
mice. Now I need a freezer!



Personally, I would sooner have written Alice in  
Wonderland than the whole Encyclopaedia Britannica.  
- Stephen Leacock



The question of whether computers can think is just like the question of whether submarines can swim.

- Edsger Dijkstra

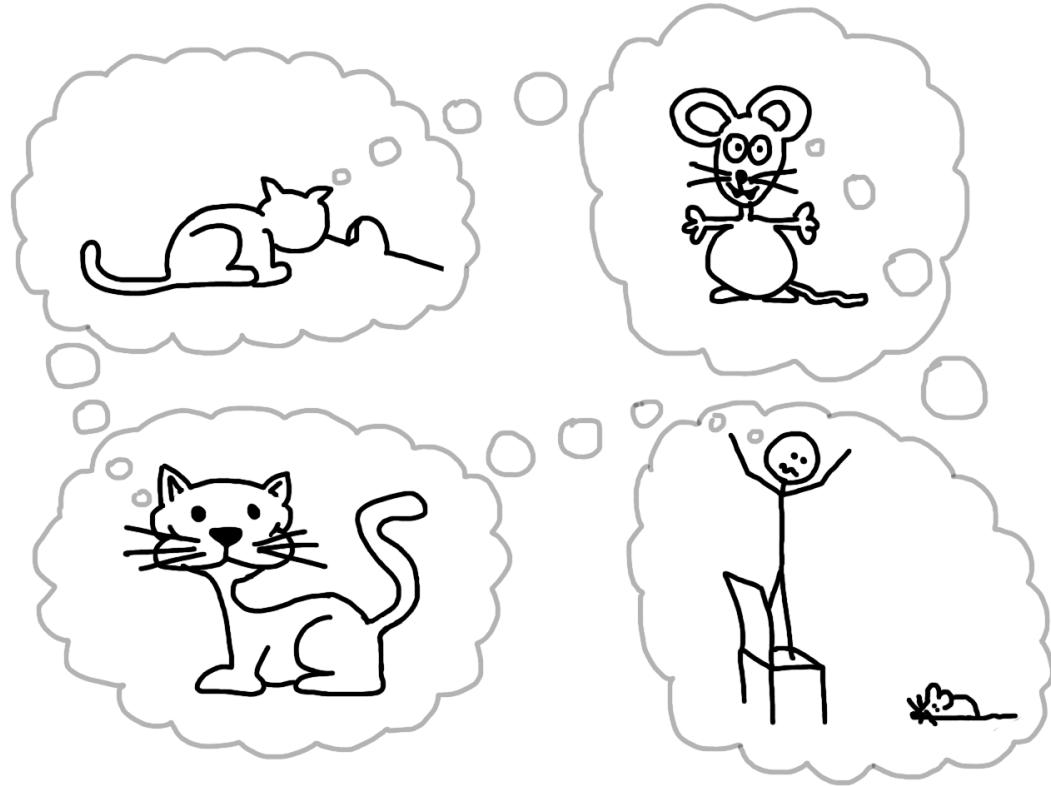
Where did you  
find that?

I went off the beaten  
track, got a bit dirty,  
but got myself a keeper.



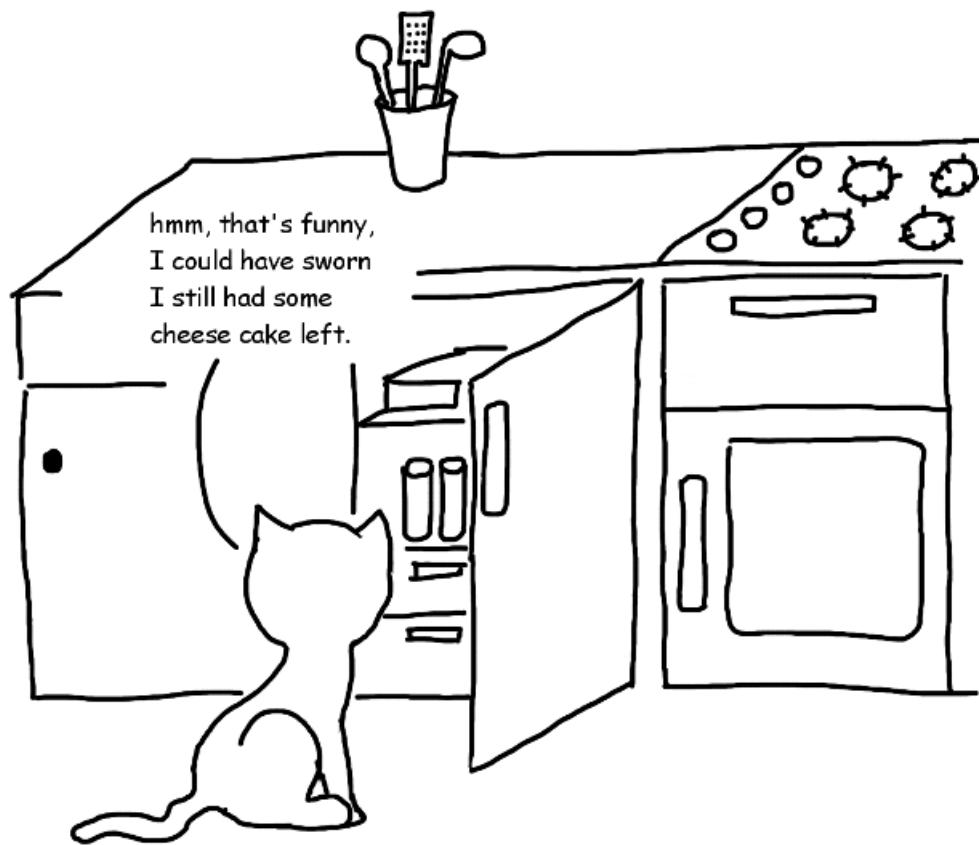
**Creative minds always have been known  
to survive any kind of bad training.**

- Anna Freud



*Testing is an infinite process of comparing the invisible to the ambiguous in order to avoid the unthinkable happening to the anonymous.*

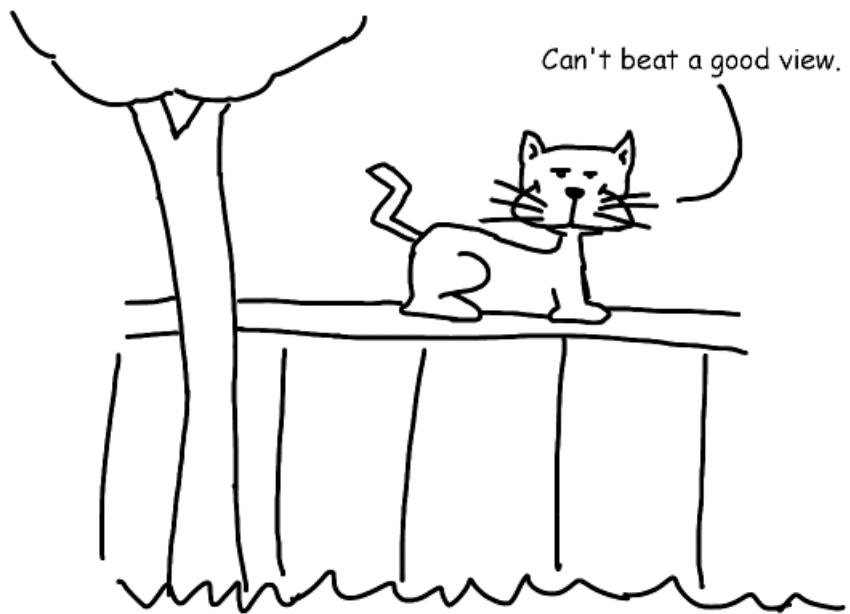
- James Bach



The most exciting phrase to hear in science, the one that  
heralds discoveries, is not 'Eureka!', but 'that's funny'.

- Isaac Asimov

# More Cats and mice



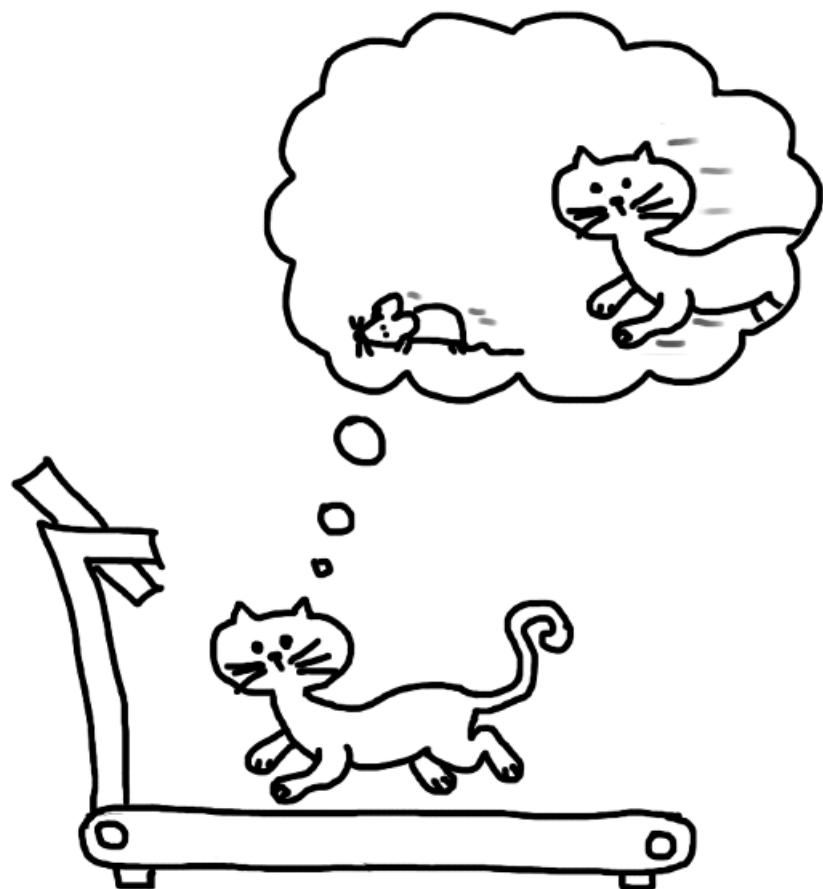
You can see a lot by just looking  
- Yogi Berra

What?! Are you just going to leave me here? After dragging me all the way from my lovely little home?! The cheek of it.



Art is never finished, only abandoned.

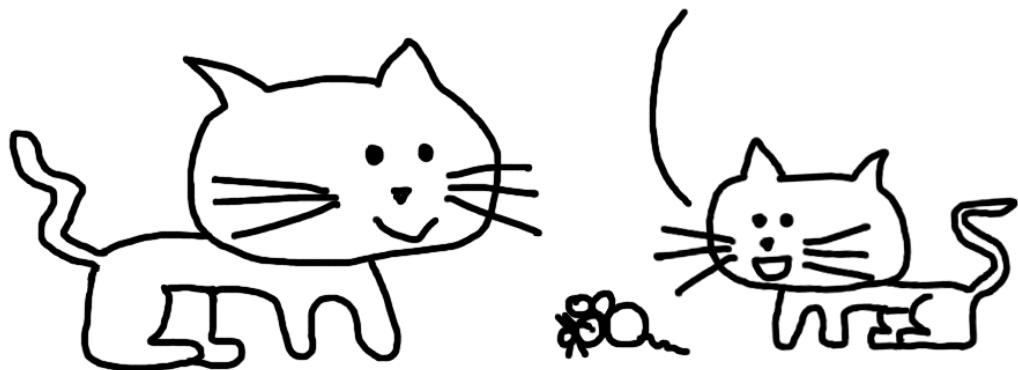
-Leonard da Vinci



*A lifetime of training for just ten seconds.*

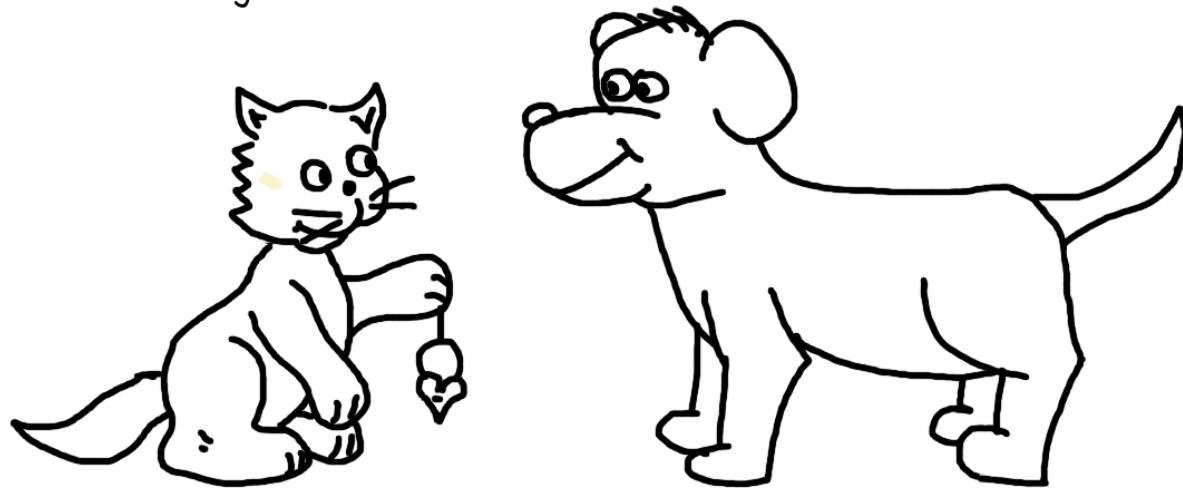
*- Jesse Owens*

Mum, look at what I  
made! It's a mouse!!!

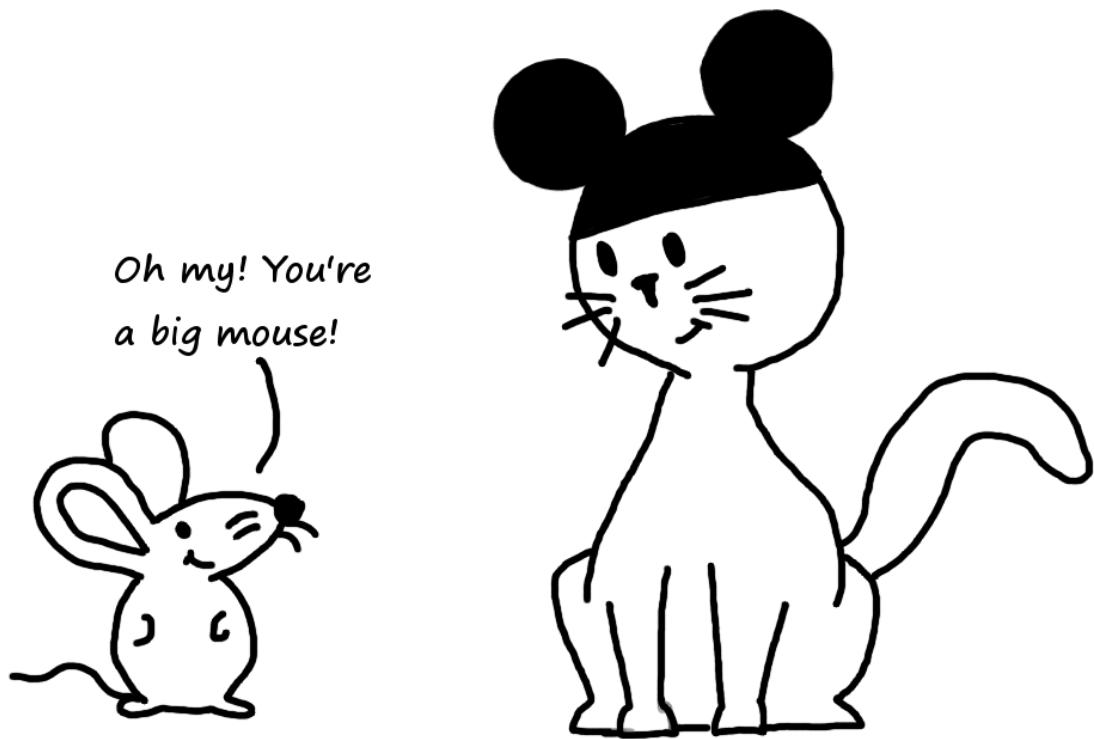


**Play is our brain's favorite way of learning.**  
- Diane Ackerman

I don't really like  
mice. I'm just curious.  
Aren't you?



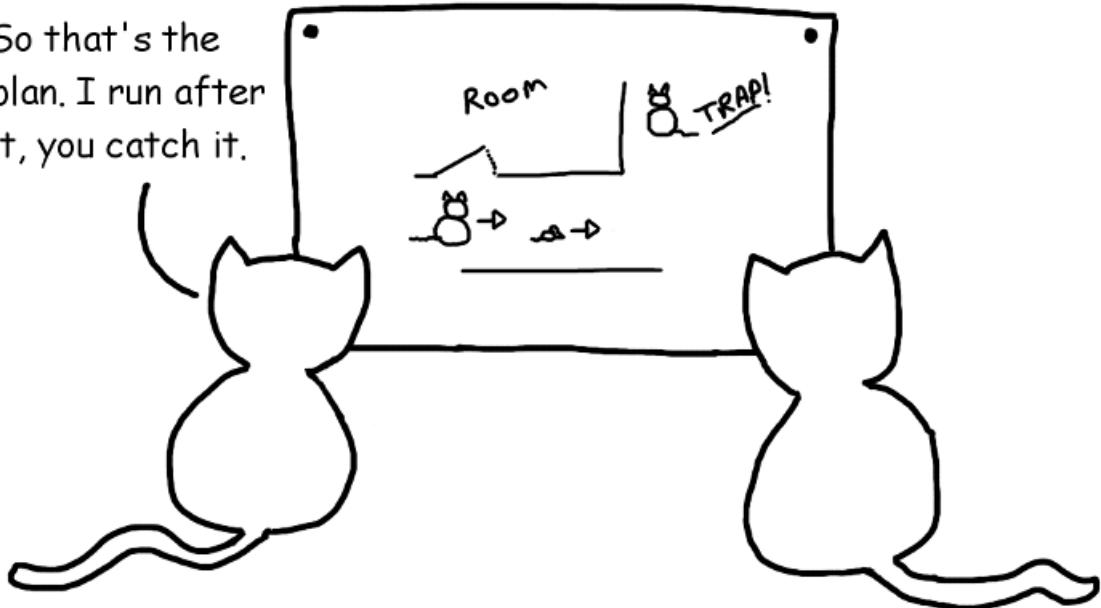
**Curiosity has its own reason for existing.**  
- Albert Einstein



To know your Enemy, you must become your Enemy.

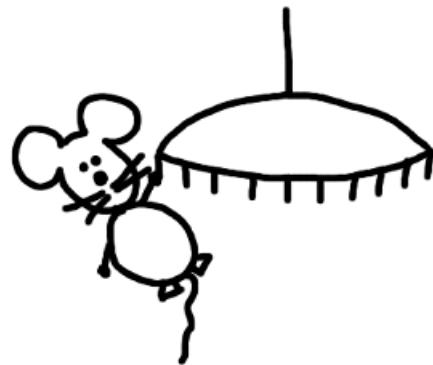
- Anonymous

So that's the plan. I run after it, you catch it.

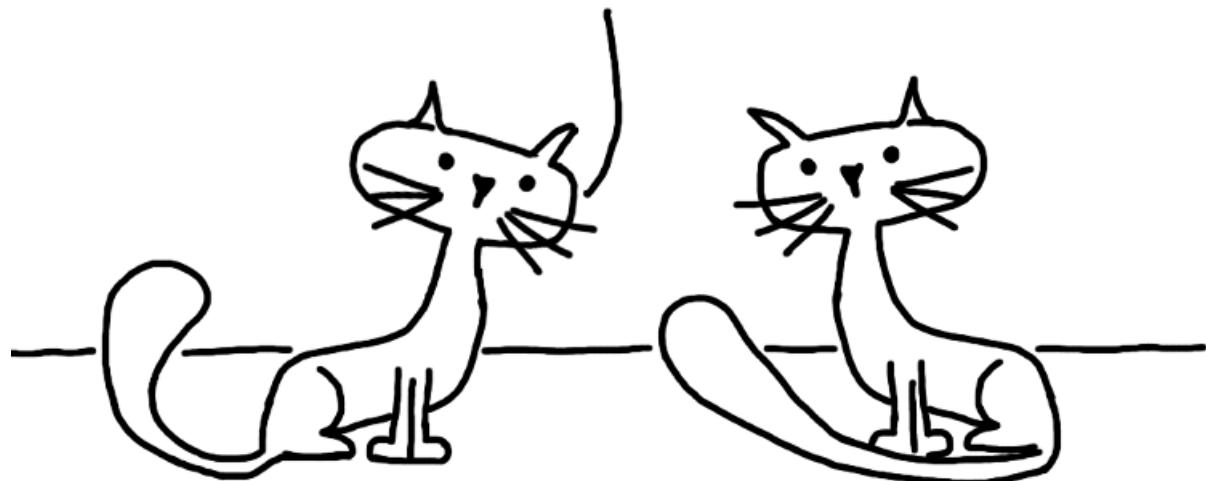


*The soul never thinks without a picture.*

— Aristotle

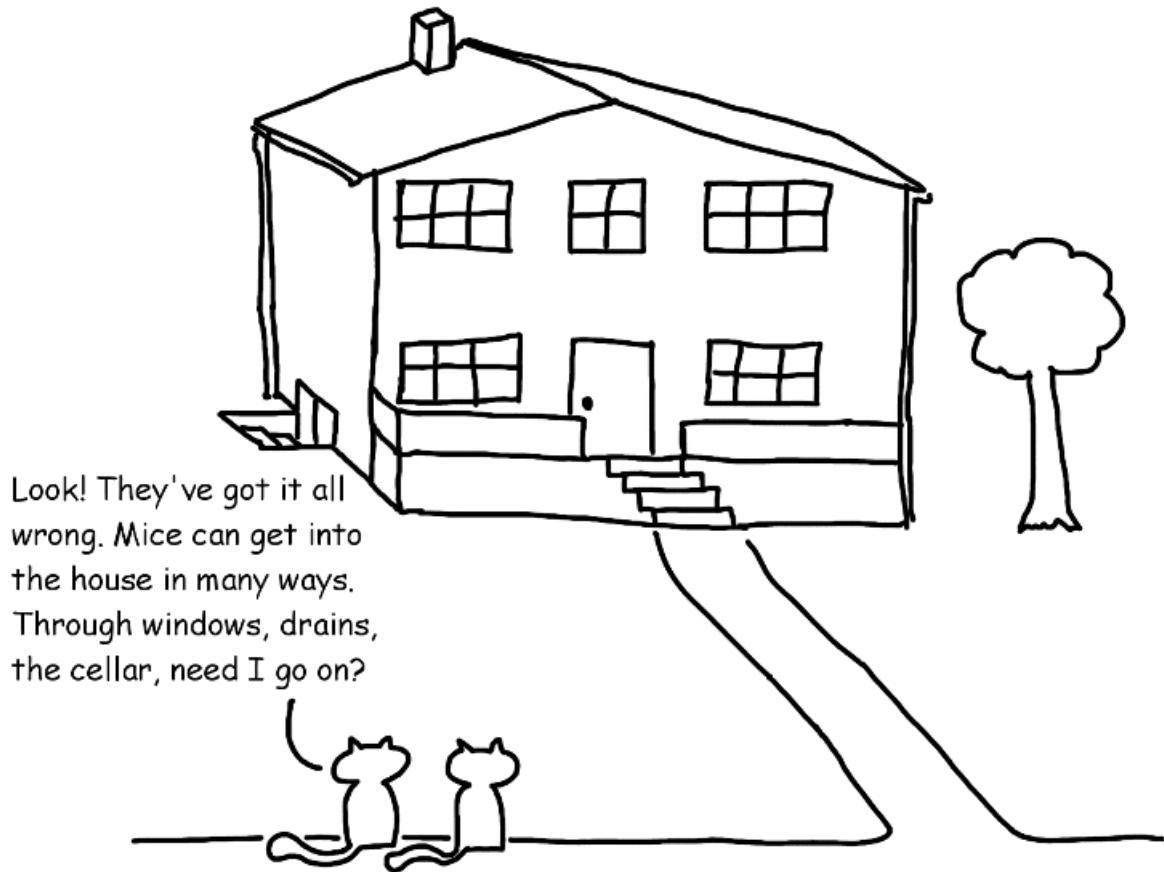


I've checked every square foot  
in this house. I can confidently  
say there are no mice here.



Absence of proof is not proof of absence.

- William Cowper



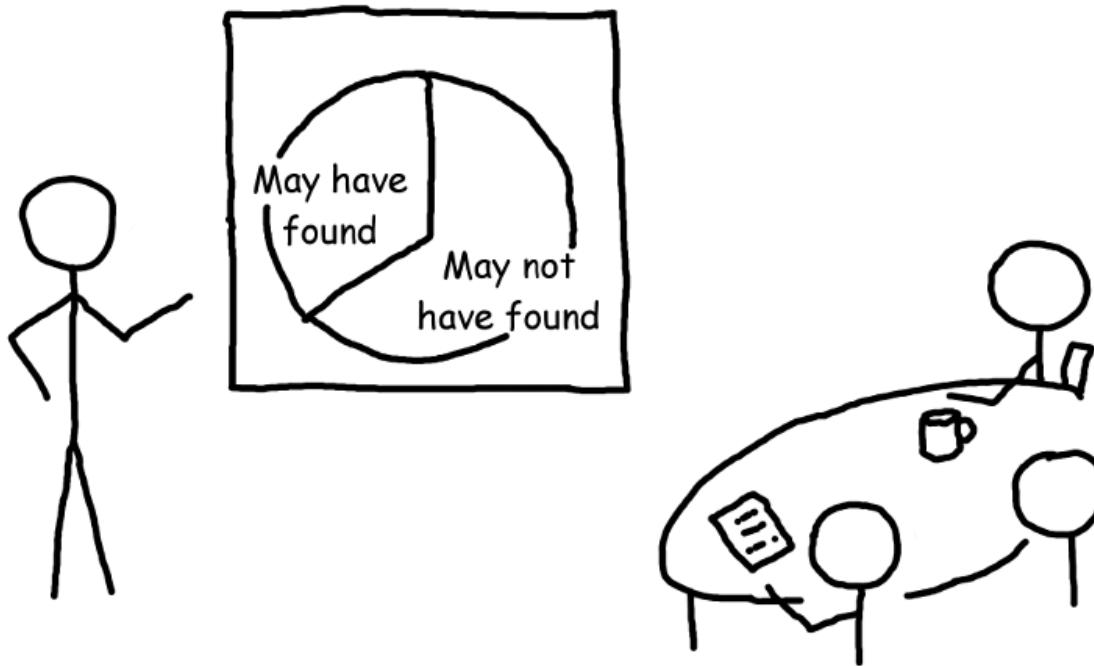
*It is much easier to be critical than correct.*

*- Benjamin Disraeli*

## Cartoons #13



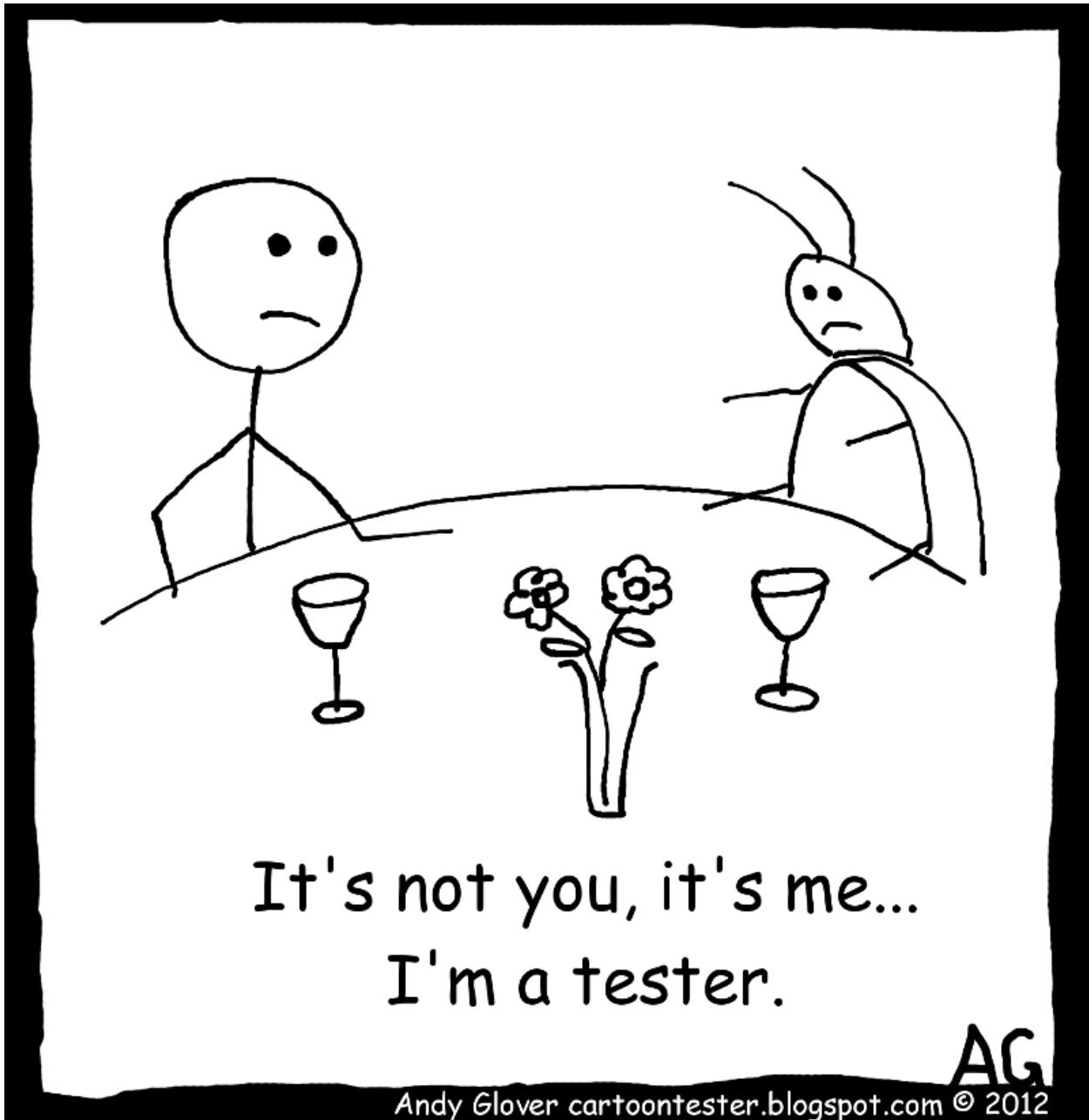
## The problem with software testing metrics



"This pie chart shows the bugs I may have found and may not have found while making this chart."

Andy Glover [cartoontester.blogspot.com](http://cartoontester.blogspot.com) © 2012

AG



It's not you, it's me...  
I'm a tester.

AG

Andy Glover [cartoontester.blogspot.com](http://cartoontester.blogspot.com) © 2012

Whilst watching the Olympics, the Cartoon Tester wanted a competition of his own and attempted to break various software testing records



Bug Hurdles



Equestrian



Bug Tennis



Archery



Pummel Bug



Bug lifting



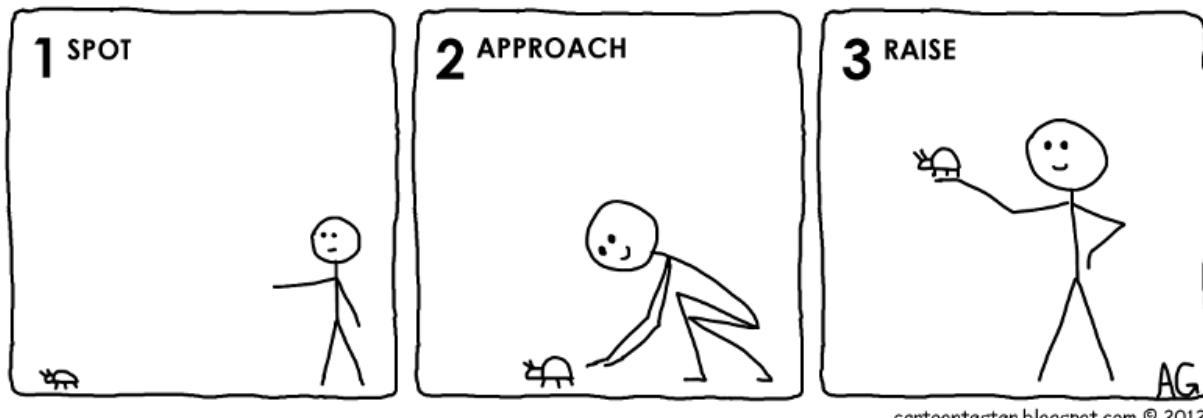
Wrestling



Bug 'Track' Cycling

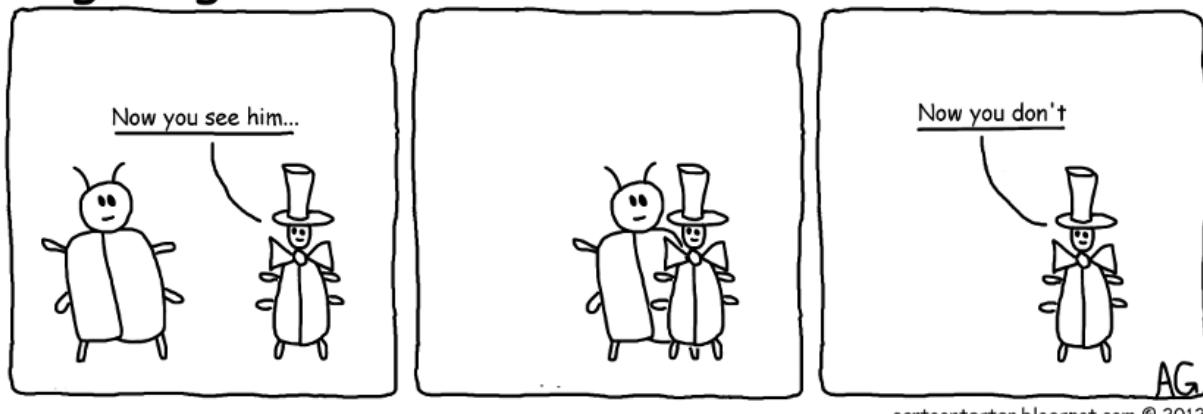
AG

## How to raise bugs in 3 simple steps



cartoontester.blogspot.com © 2012

## Bug Magic



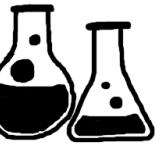
cartoontester.blogspot.com © 2012

# SEEK..... LOCATE..... **EXTERMINATE!**

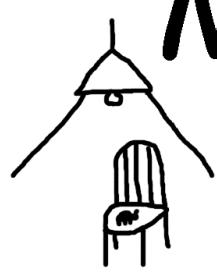
A Security Testing mnemonic by Dan Billing

**E**Xplore 

**T**hreats 

**E**xperiment 

**R**isk 

**M**onitor 

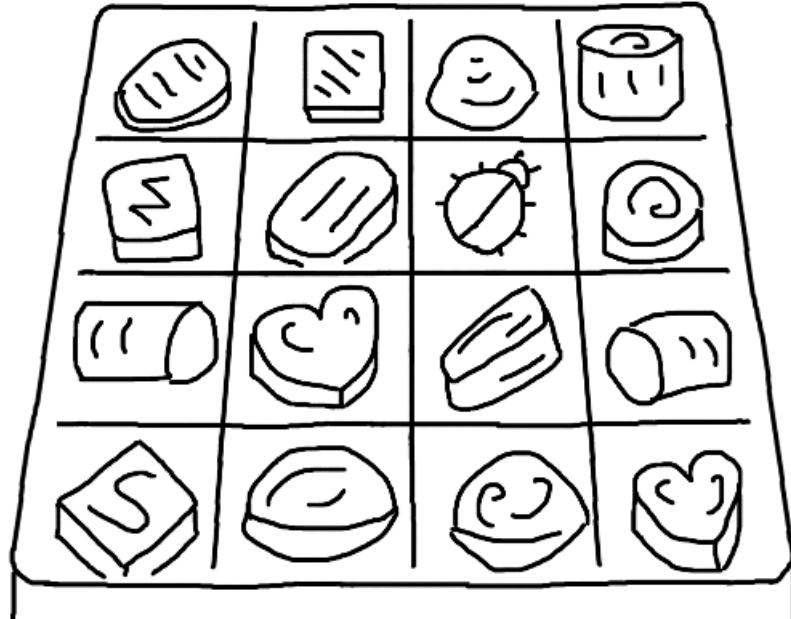
**I**Nterrogate 

 **A**nalysis

 **T**argeted

 **E**xpedited

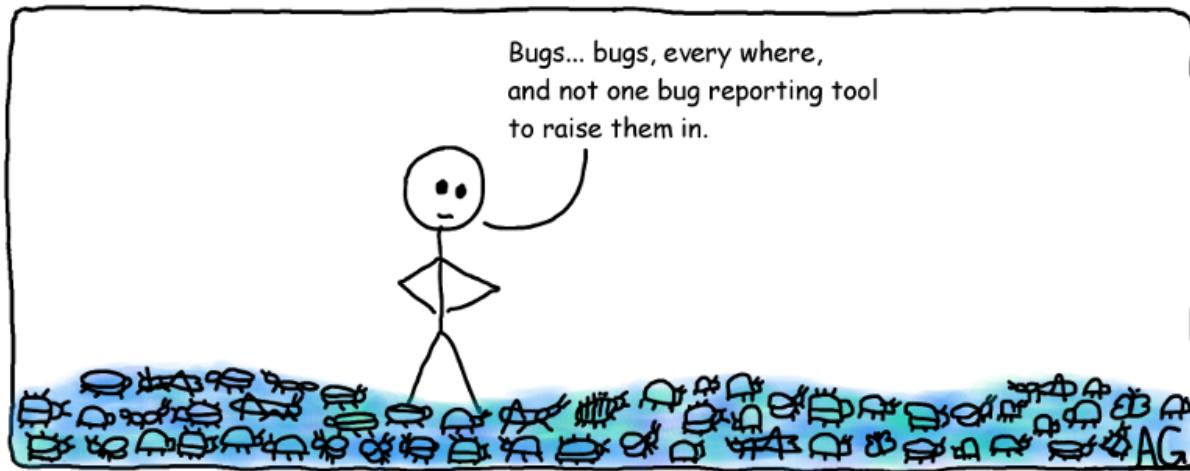
Testing  
Life is like a box of chocolates...  
you never know what you're gonna get.





cartoontester.blogspot.com © 2012

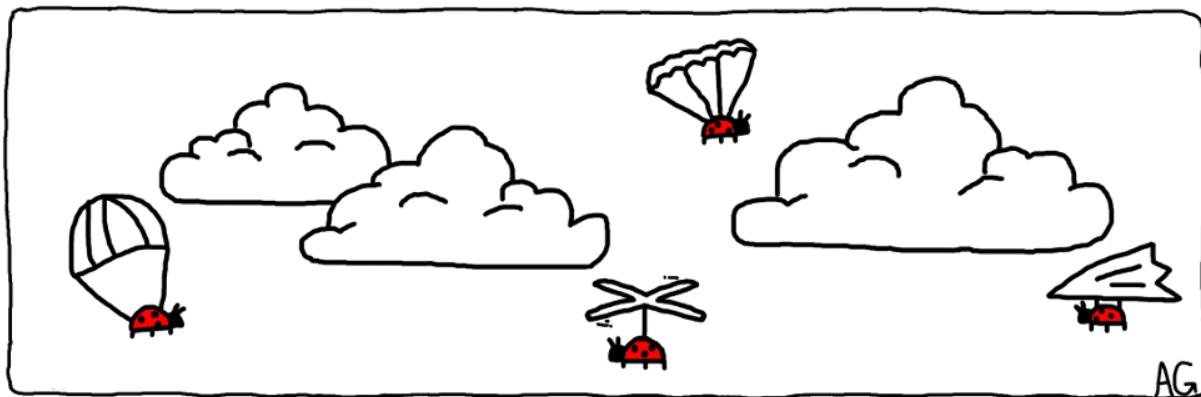
## The Rime of the Ancient Tester



cartoontester.blogspot.com © 2012

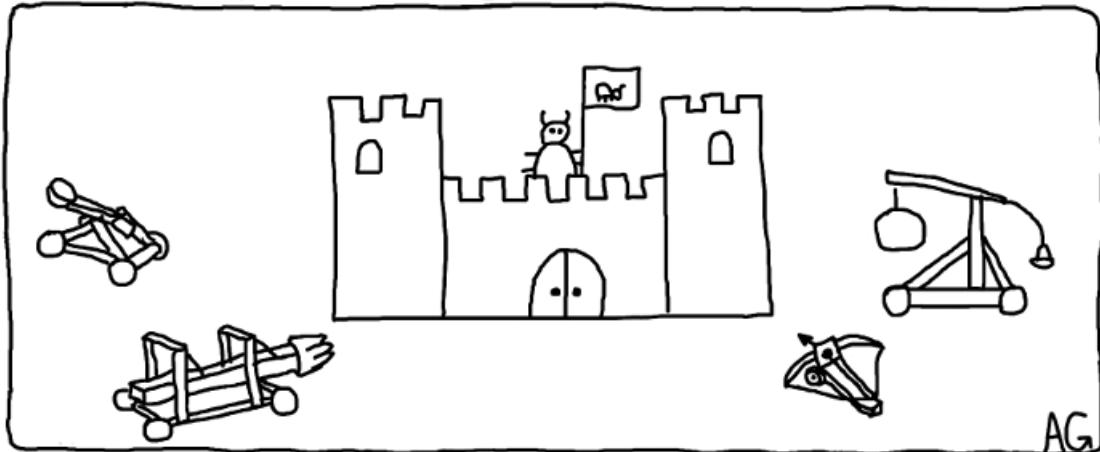
## Cartoons #14

The Cloud...



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Security Testing...



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# A tester's vain attempt to make their bug stand out in the next bug triage meeting

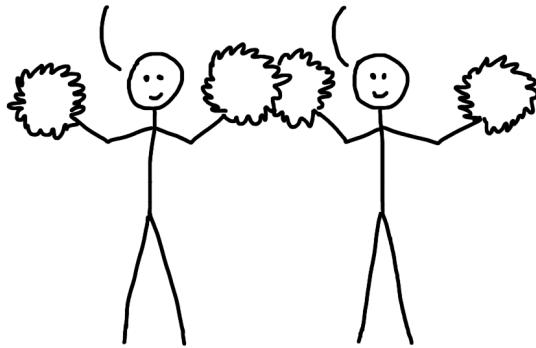


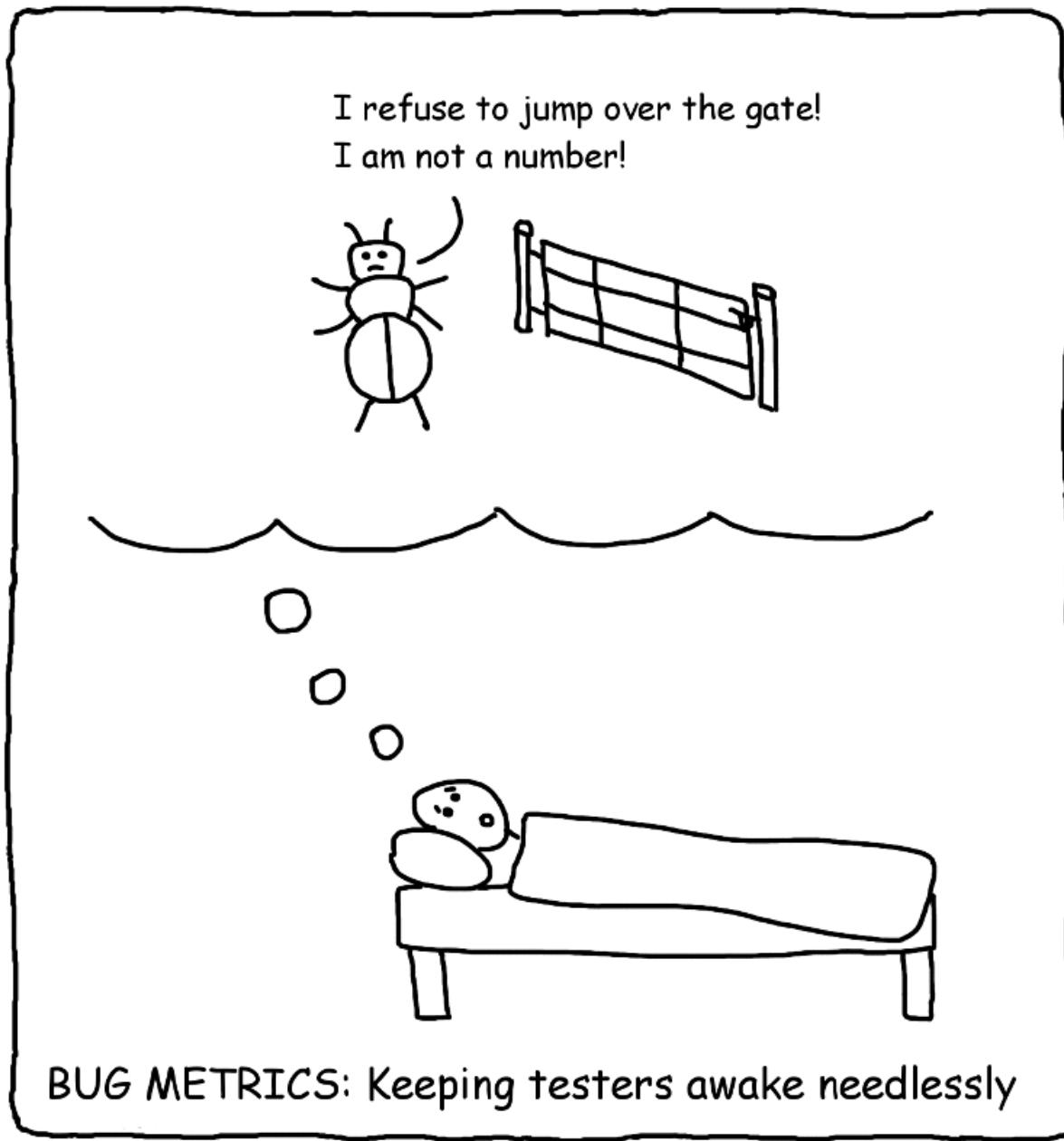
**There's nothing like moral support when trying to recreate that irreproducible bug**

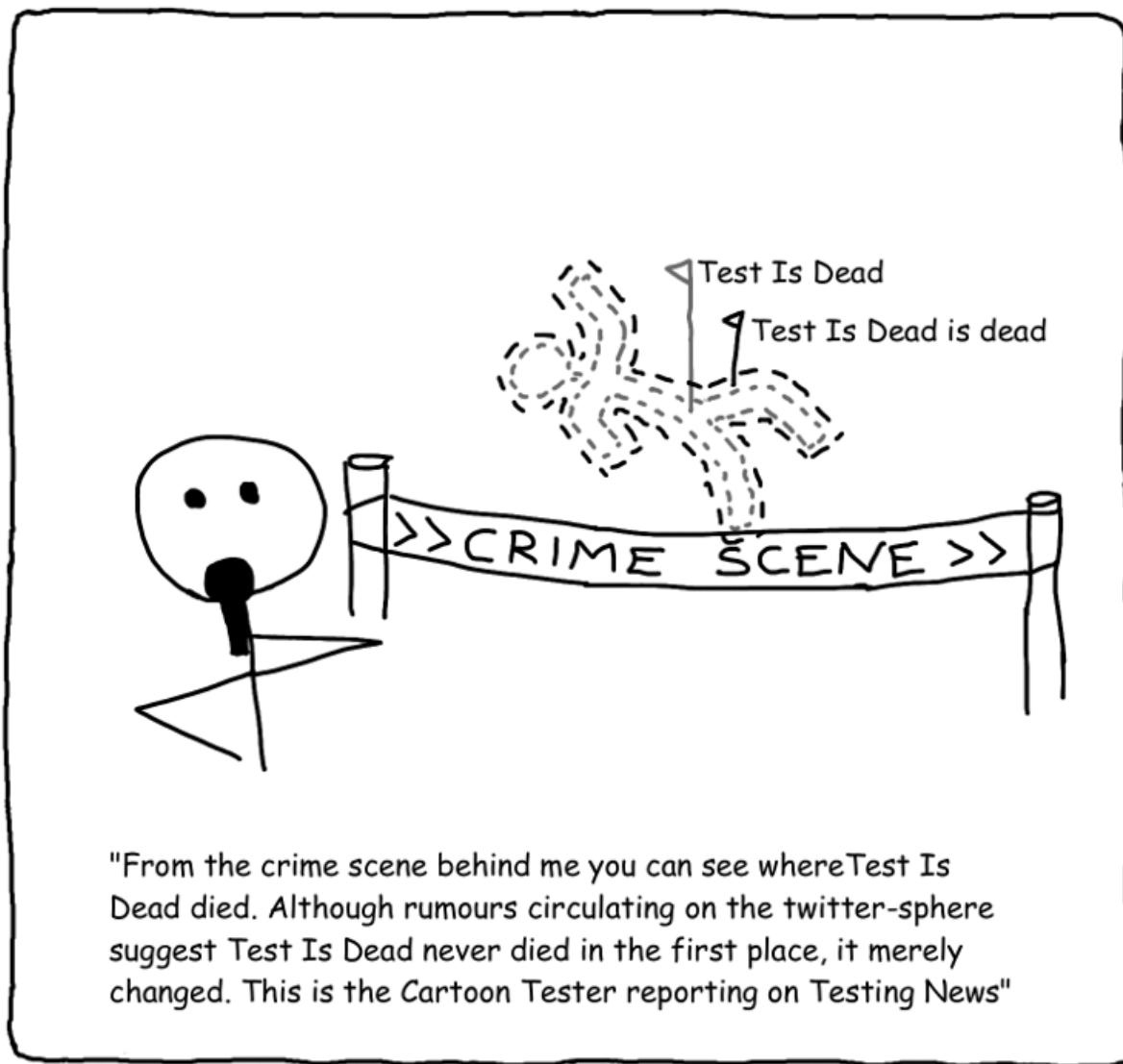
Keep going, you're  
getting close I'm sure.

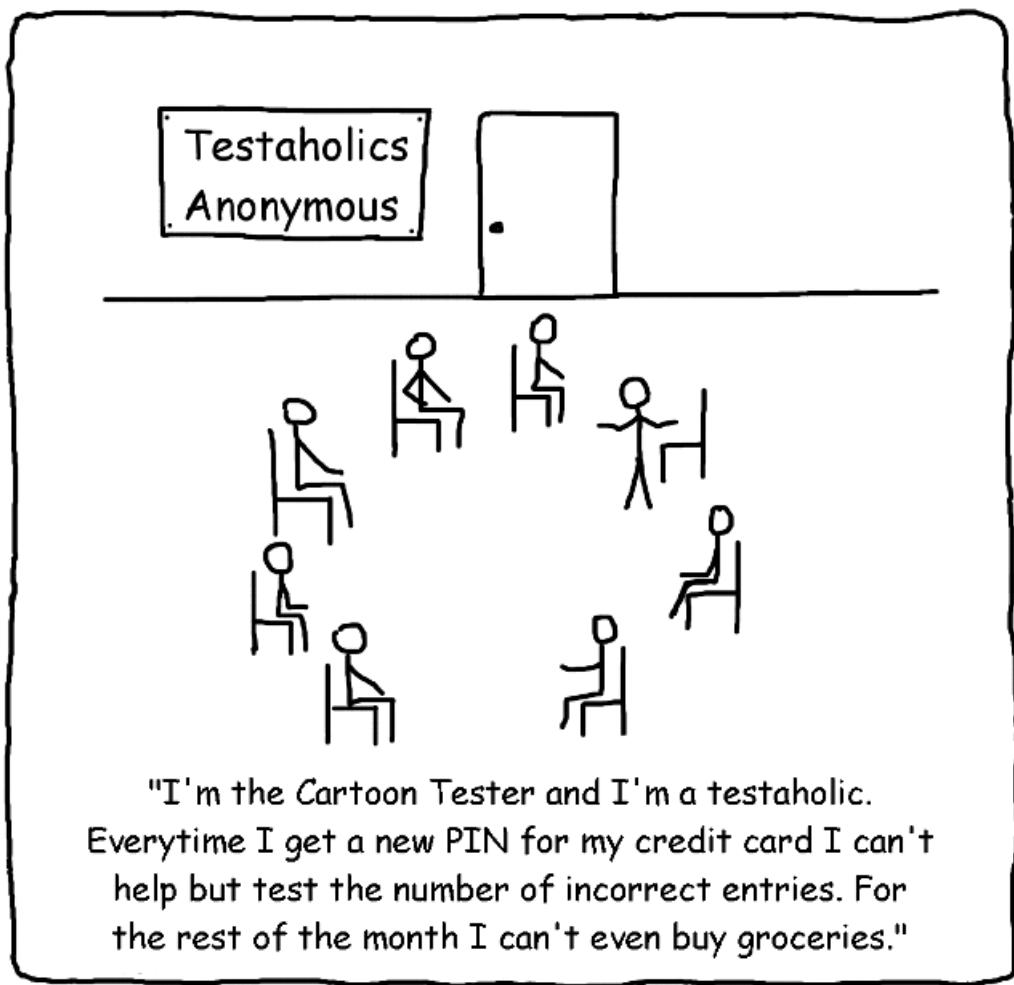


Give me a B! Give me a U! Give me a G!









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Is your life in software testing: [Select all that apply]



- Boring
- Stressful
- Full of regrets
- Unhealthy
- Lonely

A new solution, a new tool:

# AUTOMATE-IT-ALL

Using AUTOMATE-IT-ALL you will:

Live  
longer



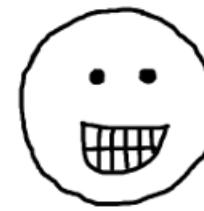
Make  
more  
money



Have  
more  
friends



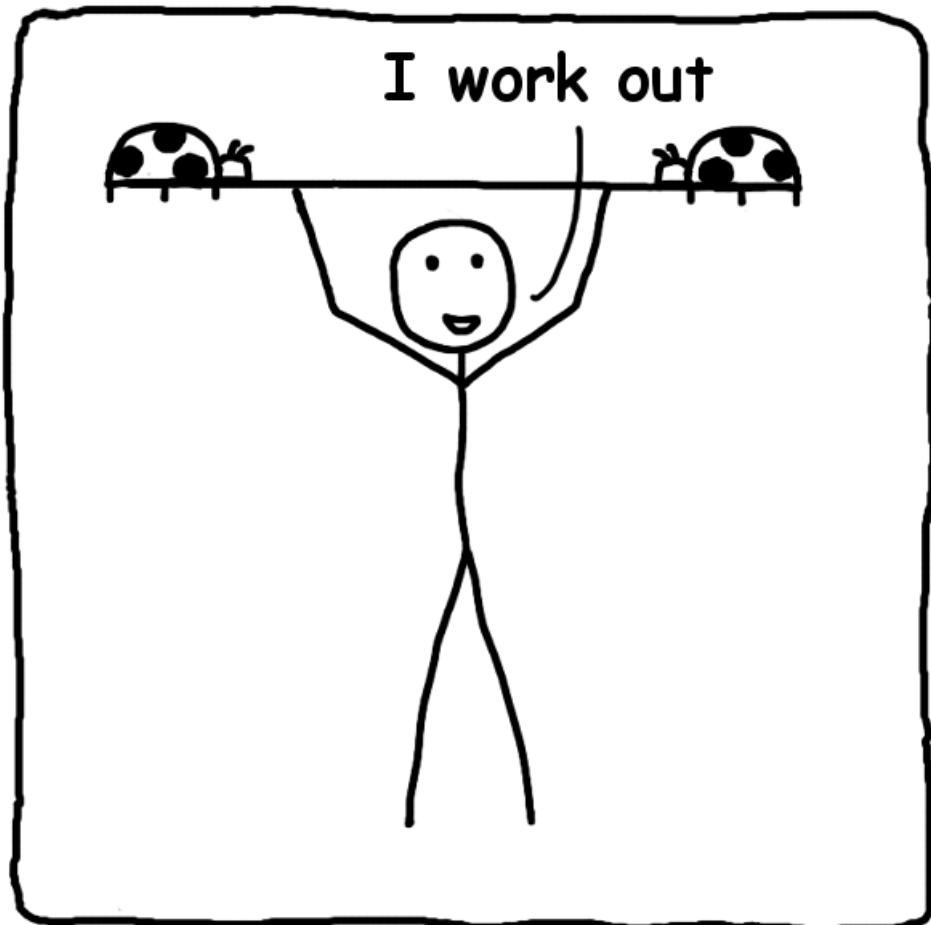
Be  
Happier



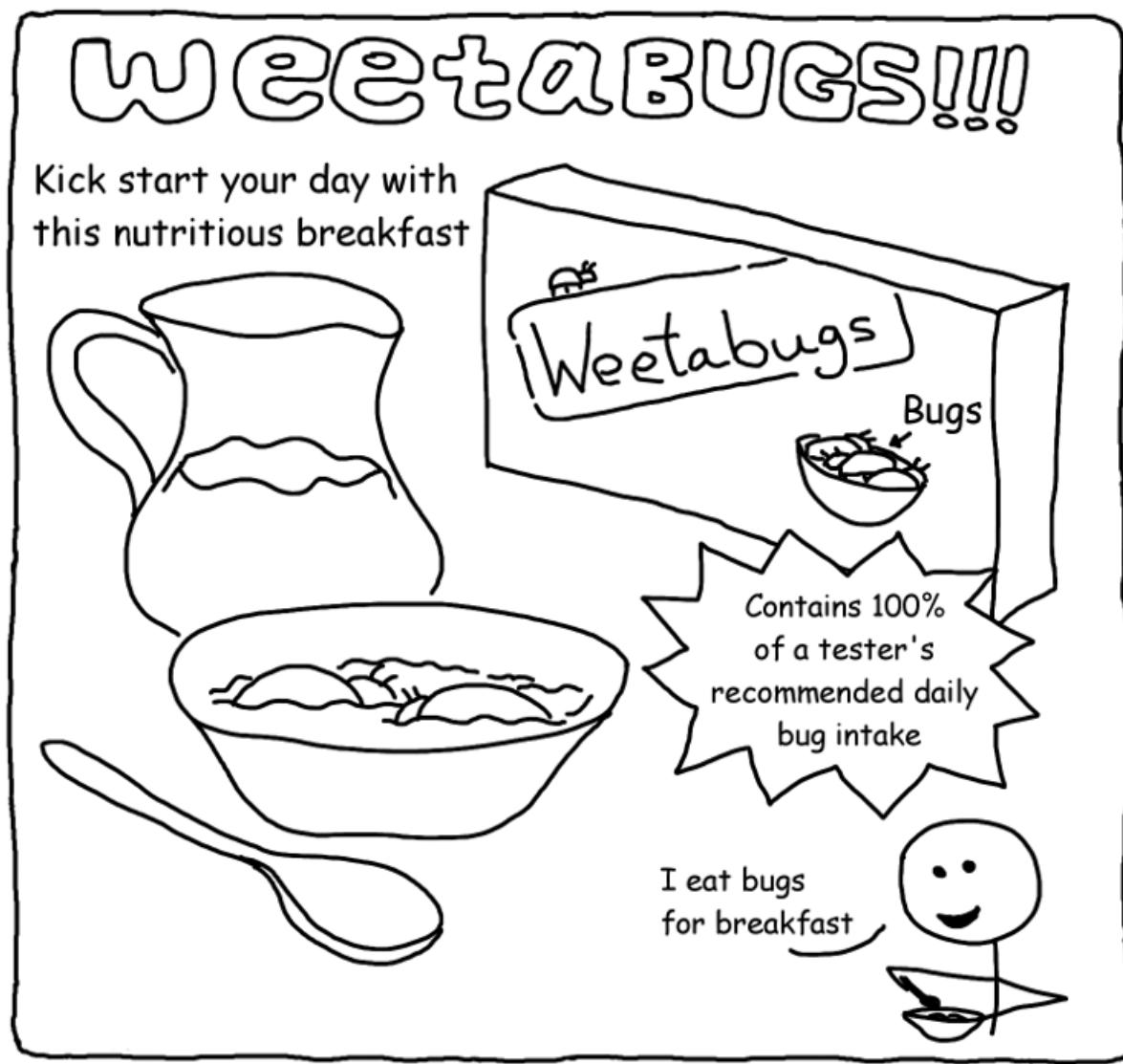
What's stopping you? Buy AUTOMATE-IT-ALL now!

Terms and conditions apply

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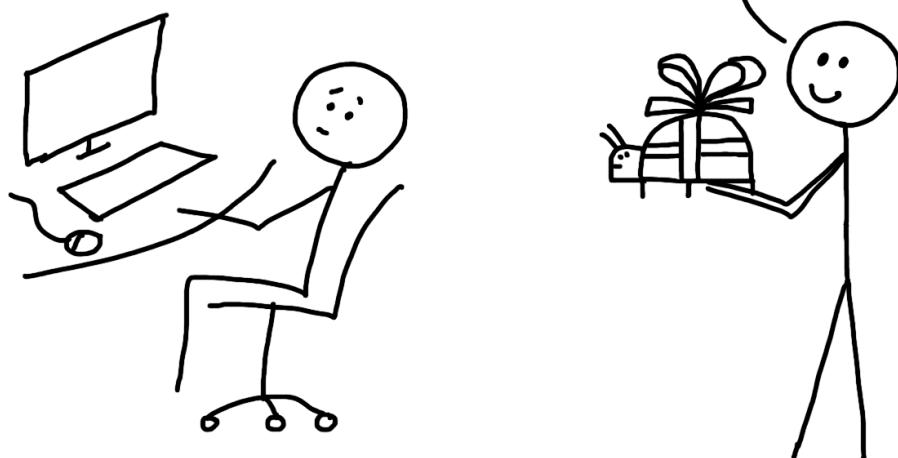
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## Cartoons #15

This Christmas, why don't you show your appreciation to the developers with a present?

Hi! I come bearing gifts.





cartoontester.blogspot.com © 2013

**It's Christmas, a time of Joy and Peace, so here's the Cartoons tester's attempt to lift the Christmas Cheer!**

### The 10 Joys of Testing

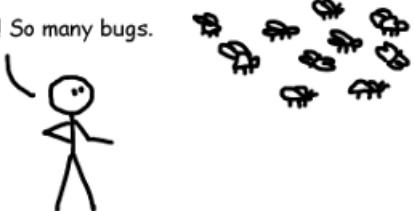
#### 1. Teamwork

Friends for ever... at least until the next bug/issue/problem.



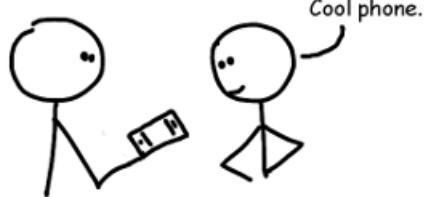
#### 2. Finding loads of bugs

Wow! So many bugs.



#### 3. Using new technologies

Cool phone.



#### 4. The challenge of meeting deadlines

I'm leaving as soon as it hits 5!



#### 5. Recreating difficult to recreate bugs

I'm hard!

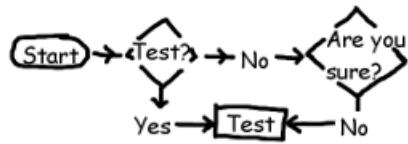


#### 6. Applying the latest methodologies

I'm into Agile.



#### 7. Improving the test process



#### 8. Automation



#### 9. Praise and recognition

SHOW ME THE MONEY!!

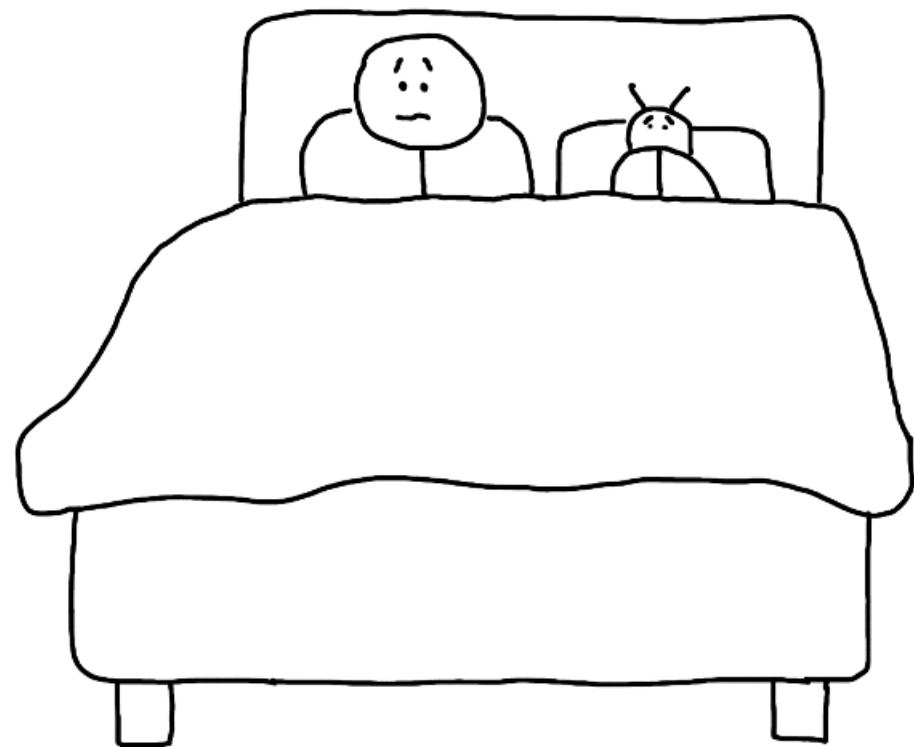


#### 10. Diversity

All of the above, plus more.



What came first, the tester or the bug?



## TEST LEADERSHIP?



~~Can't see the woods for the trees~~

~~Can't see the problem for the bugs~~

### In the office, at night...

I had the worst day today! The guy I had was entering extreme values in every single field. I could have sworn he was trying to 'break' me!!



Sorry to hear that mate, sounds like you had a tester doing domain testing. You know, boundary value analysis. I hate that!

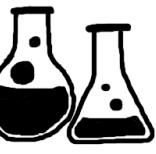


# SEEK..... LOCATE..... **EXTERMINATE!**

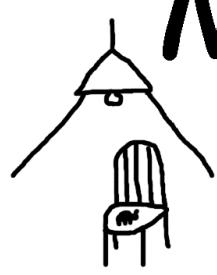
A Security Testing mnemonic by Dan Billing

**E**Xplore 

**T**hreats 

**E**xperiment 

**R**isk 

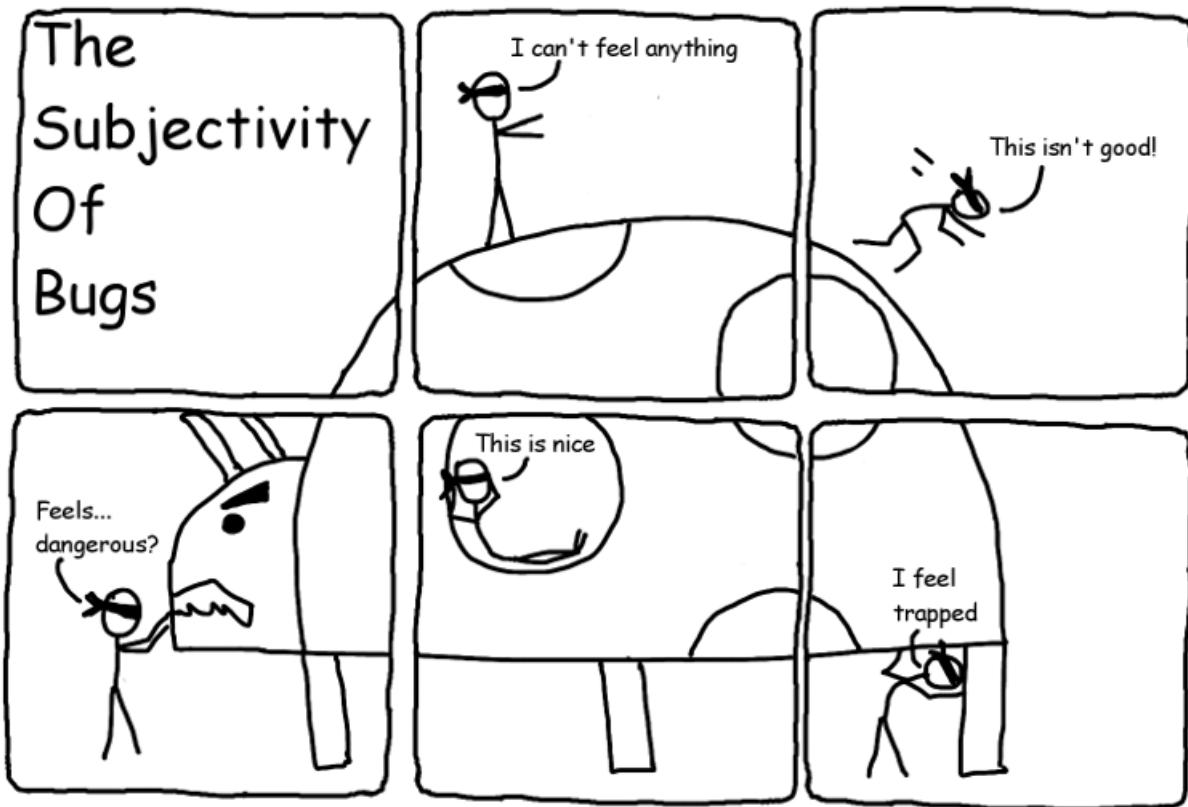
**M**onitor 

**I**Nterrogate 

 **A**nalysis

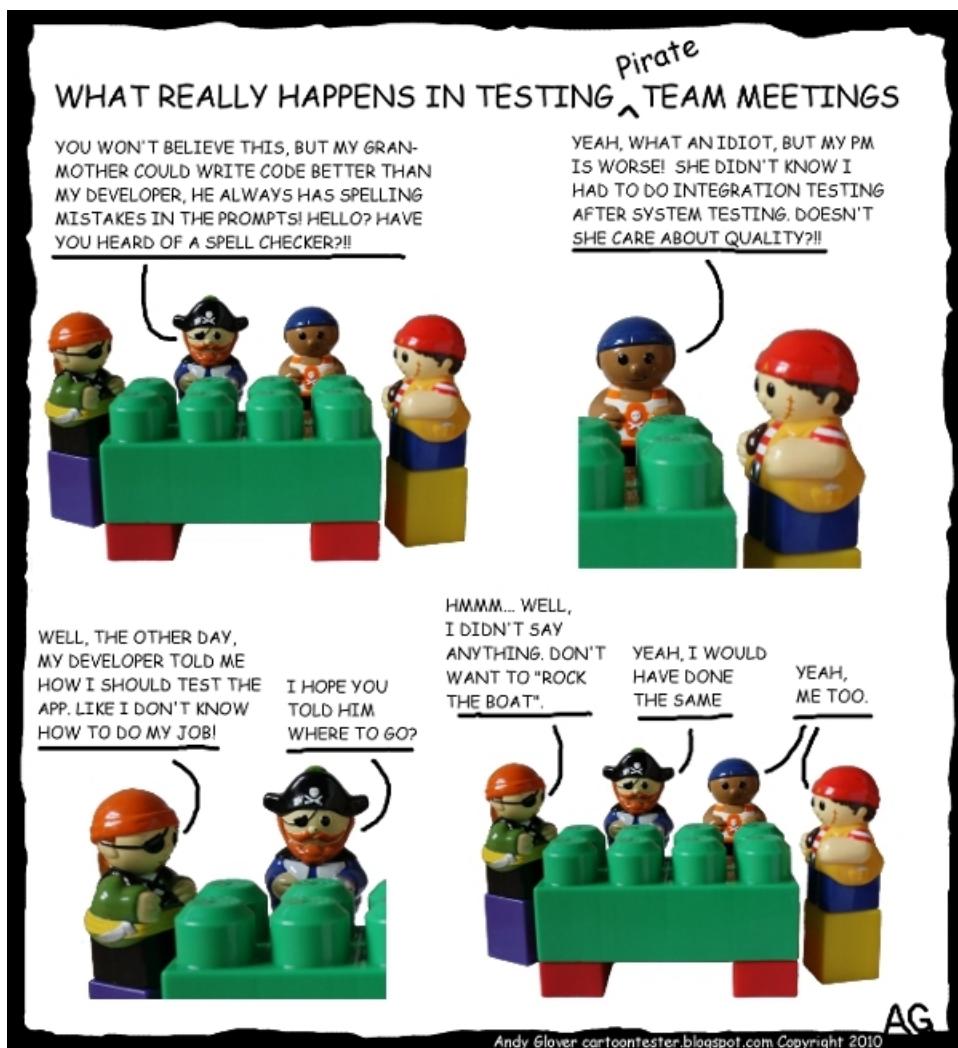
 **T**argeted

 **E**xpedited



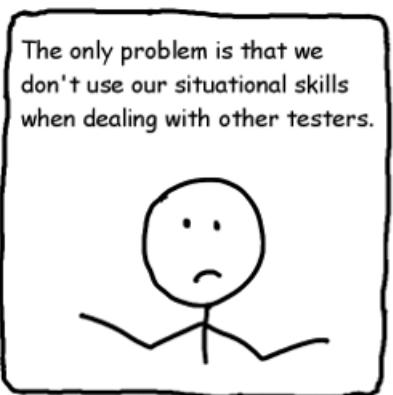
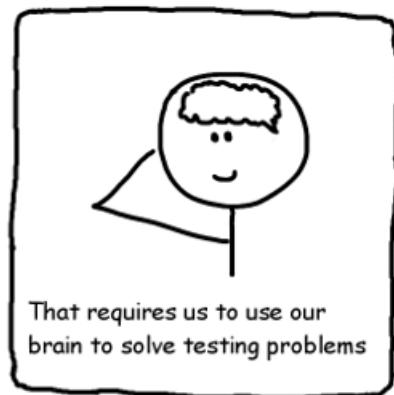
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# Cartoons #16





We approach each test  
situation as a unique challenge.



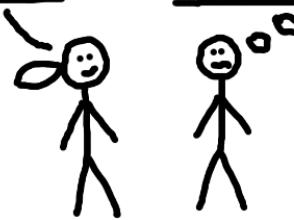
YAY to us!



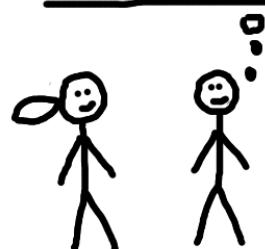
## REAL TEST ESTIMATION

HI TED, YOU HAVEN'T TOLD ME YOUR TEST ESTIMATES YET.

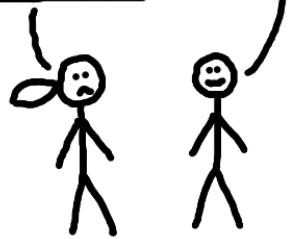
OH NO! I HATE THIS QUESTION. IF I SAY TOO MUCH, THEY'LL THINK I'M LAZY AND A BOTTLENECK, IF I SAY TOO LITTLE, I'LL LOSE MY CREDABILITY WITH THE TESTERS.



I REMEBER NOW. THE CLIENTS NEED THIS BY APRIL, SO I'LL JUST ADD 2 MORE WEEKS



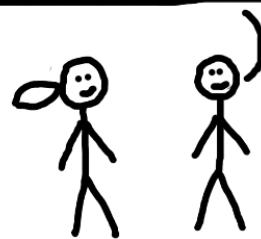
YEAH SORRY, IT SHOULD ALL BE DONE BY MID MAY  
OH DEAR, THE CLIENTS NEED IT BY APRIL...



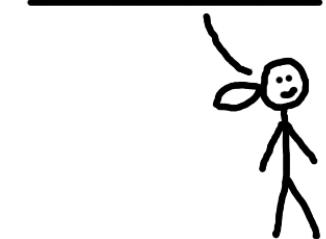
DON'T SAY ANYTHING, JUST KEEP QUITE.  
IS THERE ANYTHING WE CAN DO TO SHORTEN THE TIMELINES?



HMM, I DON'T KNOW. I GUESS IF THE DEVELOPERS DESIGN WITH TESTABILITY IN MIND AND MAKE SURE THEY DO PROPER UNIT TESTING, WE MIGHT BE ABLE TO MAKE IT.

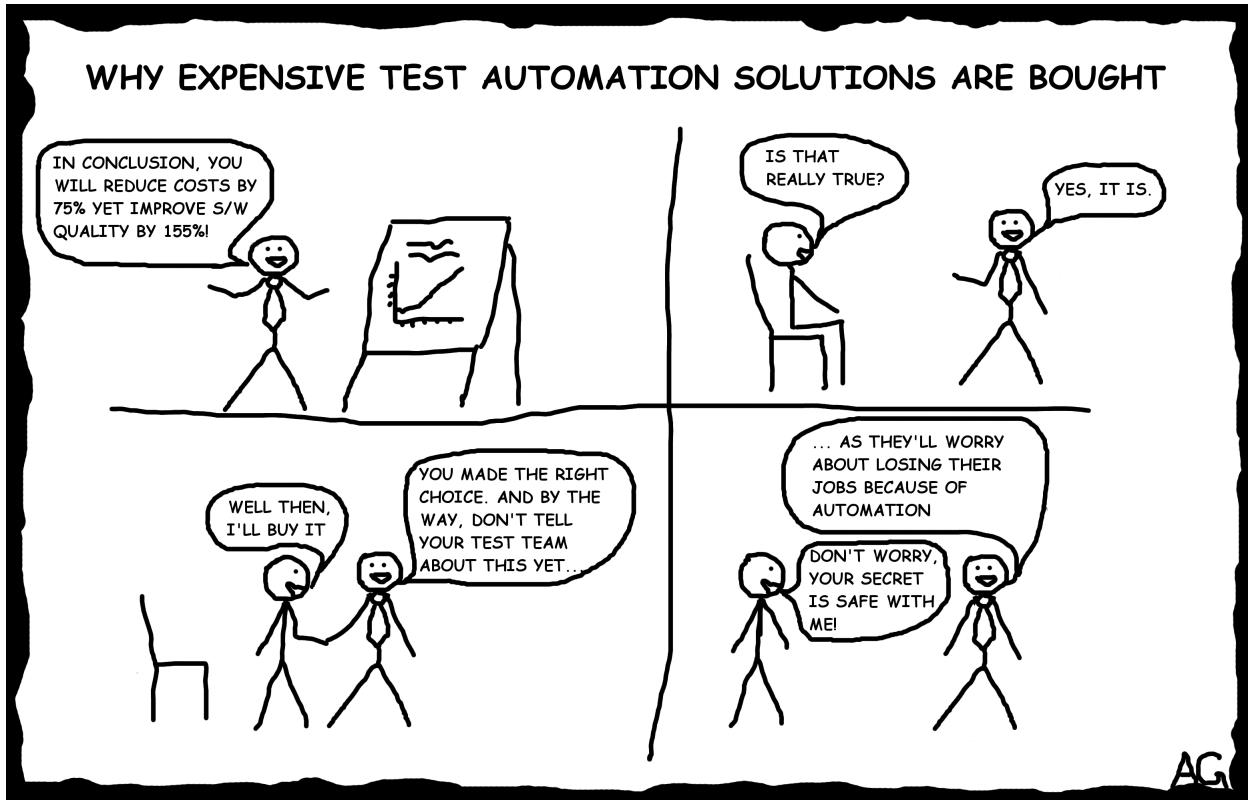


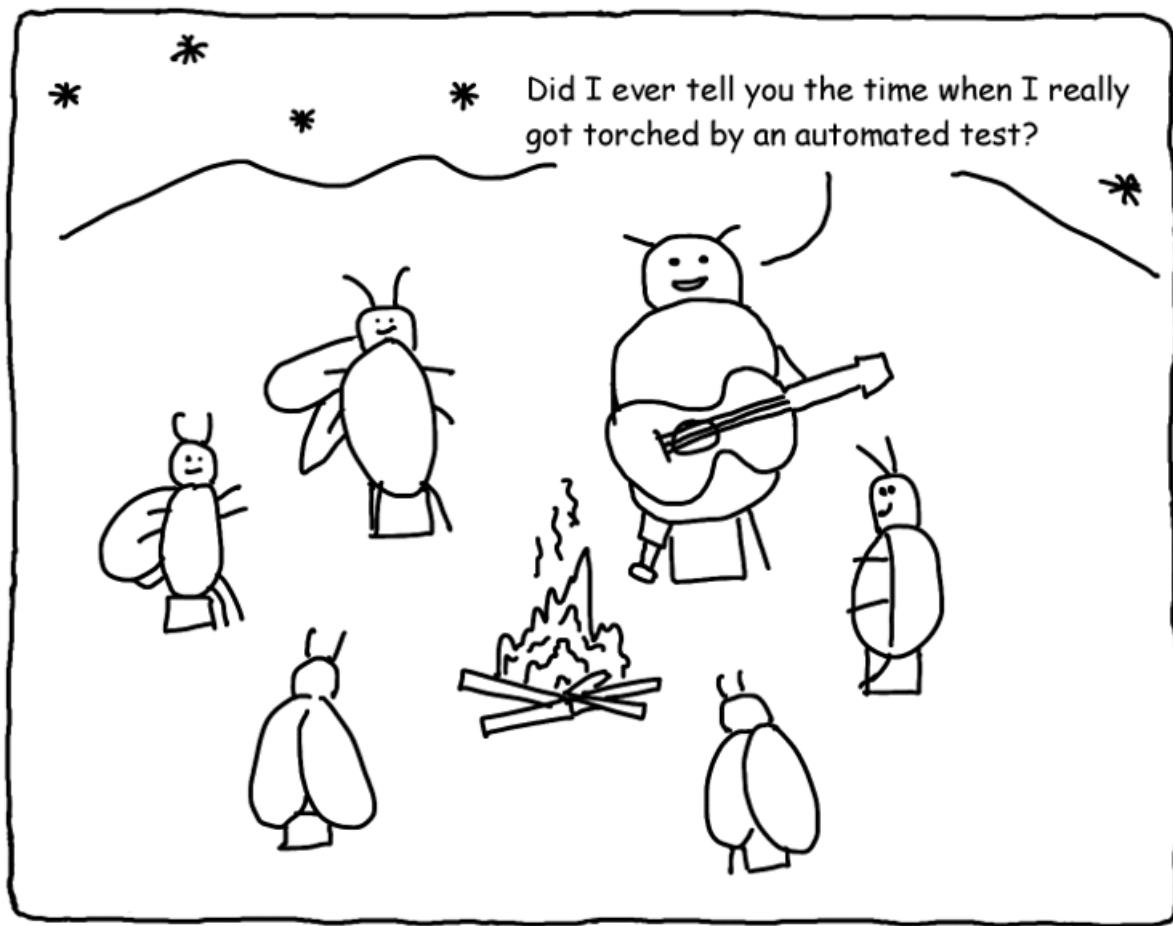
YEAH, I THINK I CAN ASK THE DEVELOPERS FOR THAT. THANKS TED.



YOU KNOW ME. ALWAYS HAPPY TO HELP OUT!

AG



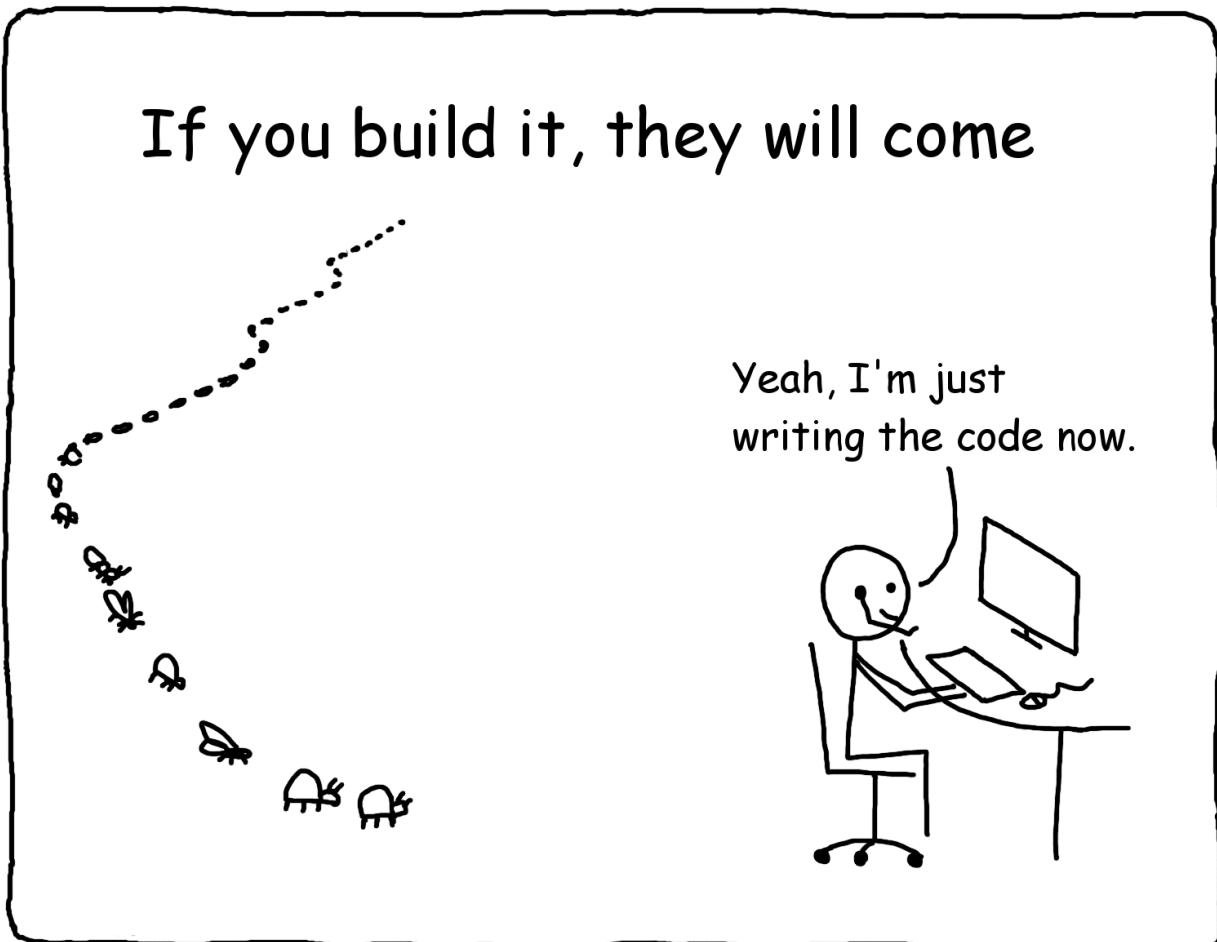


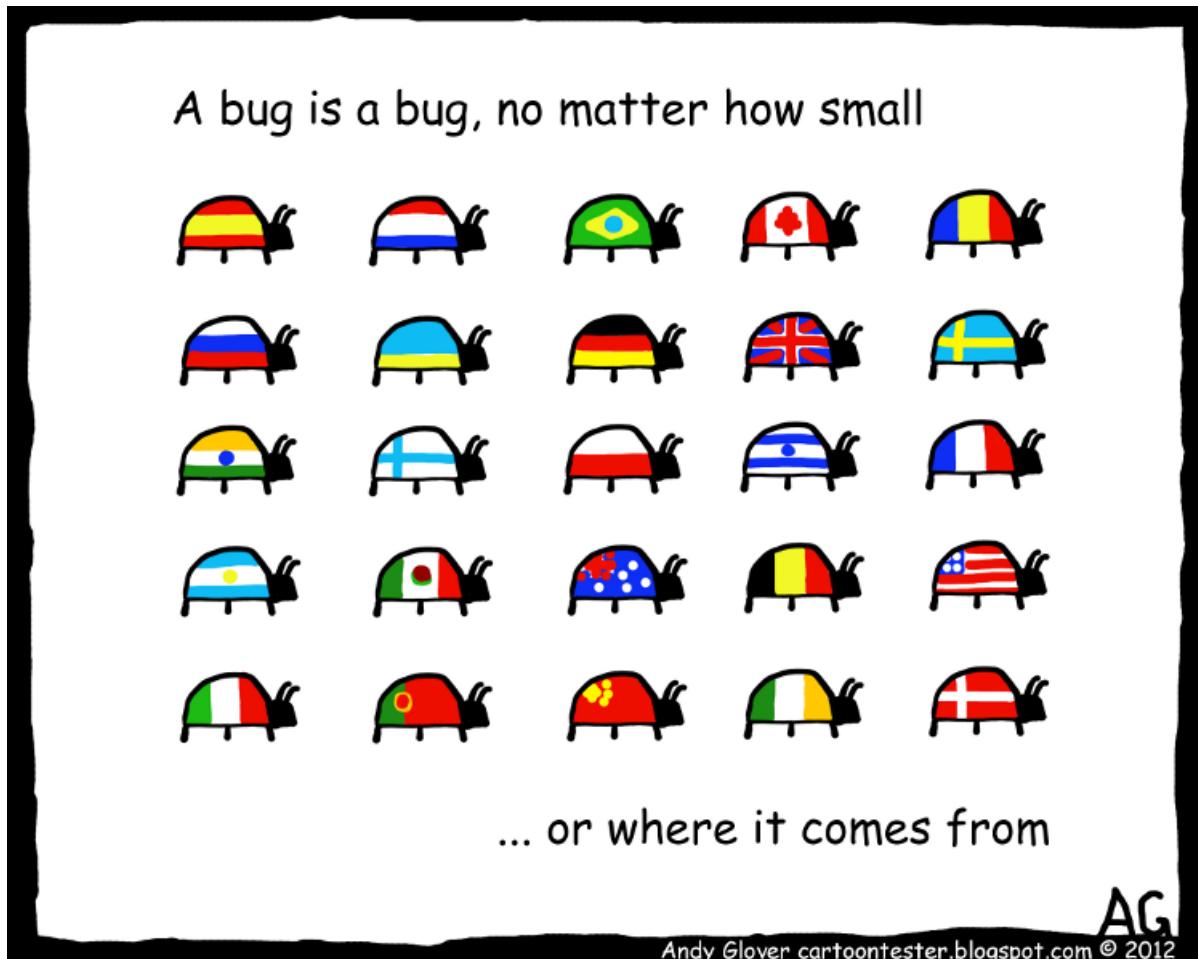
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A badly reported bug is much worse than a badly drawn one...



... At least I could claim  
I was being "artistic"





This is the very last cartoon of the book. I hope you've enjoyed reading and browsing through it. This one is another of my favourite cartoons. Testers around the Globe meet at conferences to share and learn from each other. All I did was change the idea from testers to bugs and created this cartoon. I especially like it because it reminds me that I am not alone as a tester, there are many crazy testers out there raising bugs as best they can. I didn't grow up wanting to be a tester and yet somehow stumbled into this and found it a worthwhile and satisfying career. To all testers out there, I thank you!

# Acknowledgements

I want to start with a huge hug for my wife. Thank you! Alison was the first one to laugh at my cartoons. If it wasn't for her this book would not have existed.

Thank you to Alan Richardson for agreeing to write the Foreword! It is very flattering to hear positive comments from someone I admire.

A special thanks to the Testing Club, now better known as the Ministry of Testing. Rosie Sherry and Rob Lambert were the first people who showed a big interest in my cartoons and included them in the Test Planet issues.

Thanks to all my followers and fans. Of course without you I would have stopped drawing cartoons a long time ago. Thank you all who were kind enough to leave feedback or just pressing one of the reaction options in the blog post (like 'cool') made a huge difference in motivating me to draw more cartoons.

And finally I want to thank God, through his Grace we have all been born creative!