









TEAM @app-qa



Qas Khandker - The Discovery/Home
OA ENGINEER 2



Sri Divya - TCore/Shopping
QA ENGINEER 2



Nihal Alfred - XApp Platform SENIOR QA ENGINEER 2

At Lyst, We are a group of QA folks, here to assure quality & provide the best user experience to use Lyst with utmost convenience across all platforms. Also support, inspire, learn & empower each other.

- e Passionate (Going beyond what is obvious)
- Team work (Together Everyone Achieves More)
- Quality over speed(Quality NOT Quantity)
- Communicative (If something does not work as expected notify as soon as possible)
- Curious (When you are curious, you will find lots of things interesting to do)

WHAT WE DO?

QA LEARNING CLUB/TECH SKILLS SHARE



ON A MISSION TO BECOME FULL STACK TESTERS

BDD - DOCUMENTATION



LIVING DOCUMENTATION ON HOW OUR SOFTWARE FEATURES WORK

UI AUTOMATION



INCREASING TEST COVERAGE TO FOSTER
FASTER TEST EXECUTION

BUG TRIAGE



PRIORITISING BUGS BASED ON VISIBILITY, SEVERITY, FREQUENCY AND RISK

APP RELEASE MANAGEMENT



COORDINATING RELEASES ACROSS MULTIPLE TEAMS AND PLATFORMS TO ENSURE RELEASES ARE ON SCHEDULE







FEATURE TESTING ~117 (iOS) | ~121 (Android)

TESTING NEW FEATURES DESIGNED TO BE USEFUL, INTUITIVE AND EFFECTIVE



SMOKE TESTING ~100

TESTING BASIC AND CRITICAL FUNCTIONALITIES

ARE STILL STABLE AFTER DEPLOYMENTS



~95%|4.55% ~98.69%|0.0.1%

REGRESSION ~10 (iOS) | ~12 (Android)

TESTING NEW CODE CHANGES TO CONFIRM NO ADVERSE SIDE EFFECTS TO EXISTING FUNCTIONALITIES



EXPLORATORY ~20

TESTING ON THE FLY WITH A PURPOSE TO FIND BUGS



ANALYTICS TESTING

EVENT TESTING THAT HELP QUANTIFY APP USAGE AND DRIVE BUSINESS DECISIONS

TESTING TO UNCOVER BUGS /ISSUES BEFORE A GENERAL PUBLIC RELEASE

APP RELEASE PROCESS



Typical Release Week (2nd week of the Sprint)





Monday	Tuesday	Wednesday	Thursday	Friday	Weekend	Monday
Android Release Sync 🙌	iOS Release Sync 🙌	Android Code Freeze 🌼	Android Regression 🌨 👮	TO THOUSE OF THE PARTY AND THE	Google & Apple Review/	GO LIVE! 🚀
			iOS Code Freeze 🌼			











BUG TRIAGE PROCESS

