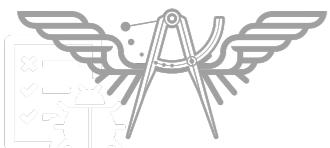


Effective Software Testing



Effective Software Testing



Topics

Software Development Life Cycle

Software quality problem

Test-first vs Test-last vs Test later

Testing strategies

Good testing

Test design

Test techniques



What problems in your team ?

Think about testing issues !!



Other's problems

Team silo

Poor communication

Testing is a phase (never enough time !!)

Requirements change but ...

Tester not involved early

Don't understand the requirements

Developers don't do their test !!



Quality vs. Quantity



Software Delivery



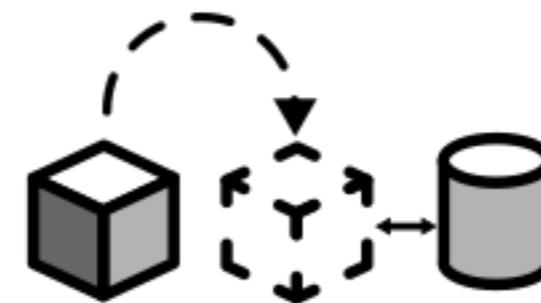
Build



Test



**Provide
Infrastructure**



Deploy



**Test
More**

<https://martinfowler.com/articles/practical-test-pyramid.html>



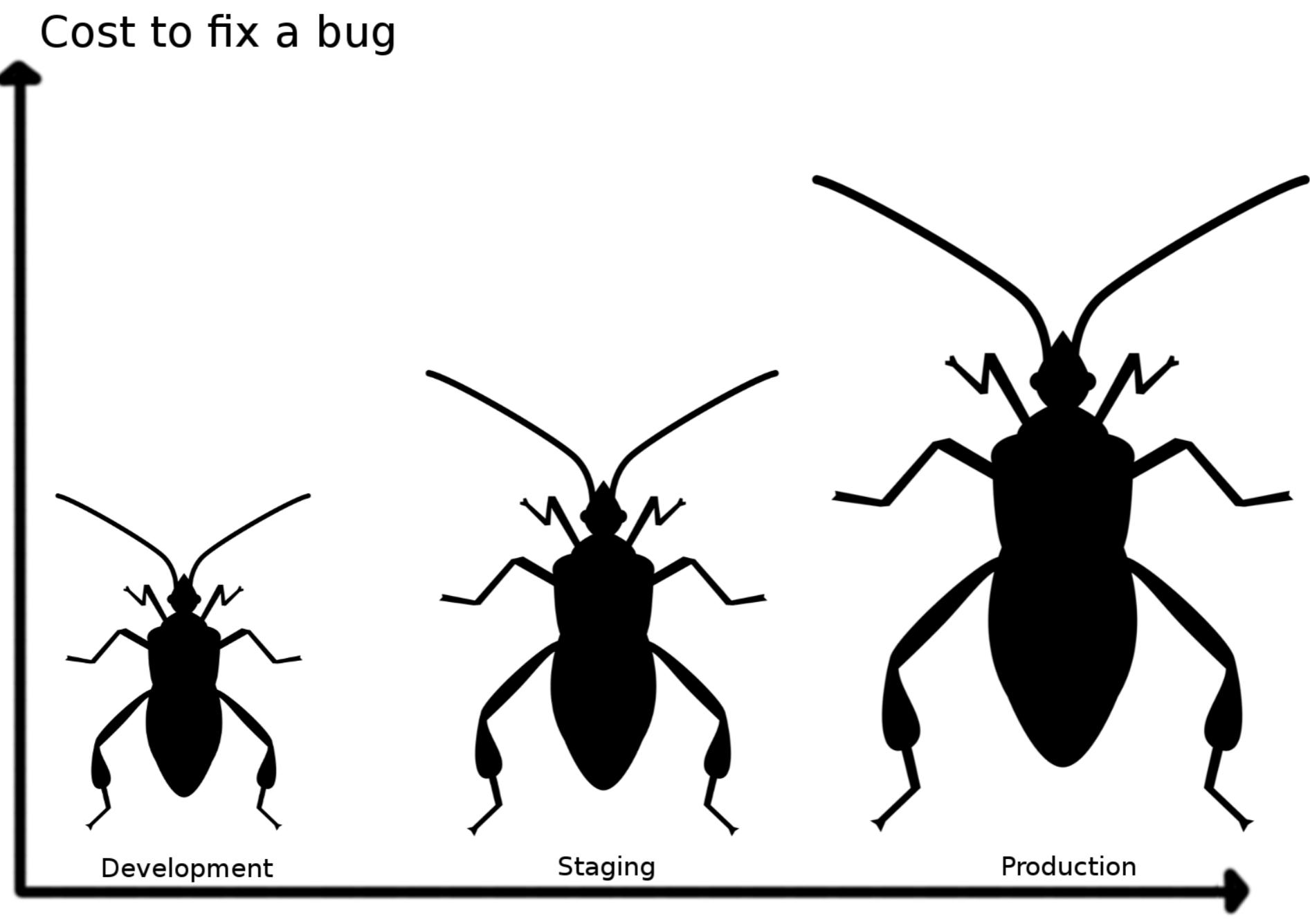
Start with Why ...



**"Program testing can be used
to show the presence of bugs,
but never their absence."**

Edsger W. Dijkstra, 1970, Notes on Structured Programming



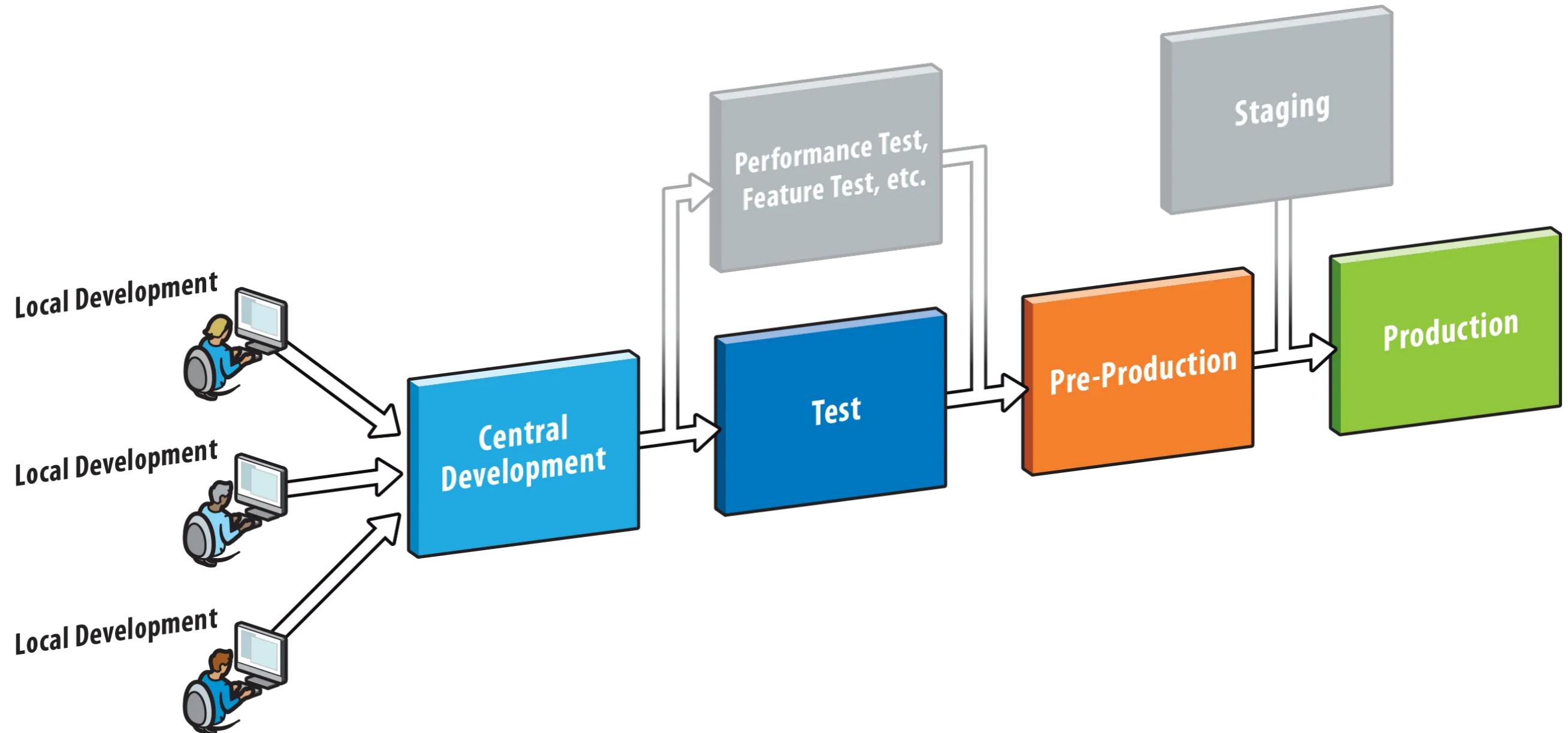




Every time a developer changing the code !!



Environments to deliver software



Why we need to test ?

Help you to **catch bugs**

Boosted confidence

Quality code

Enforce **modularity** of your project

Develop features **faster**

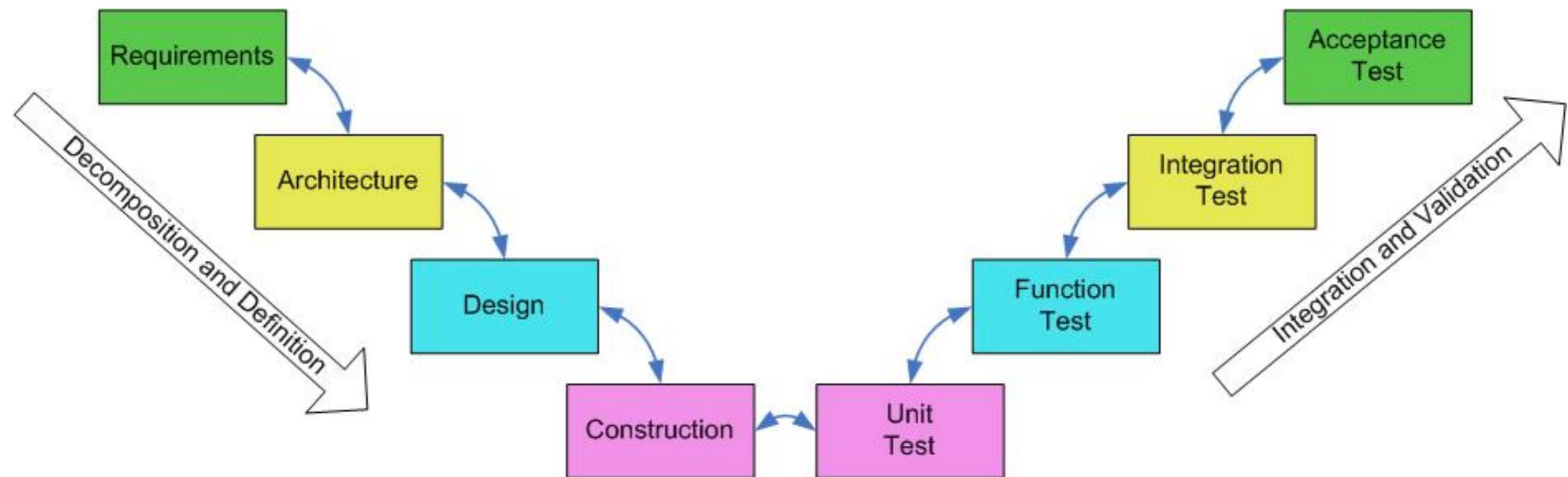
Better documentation



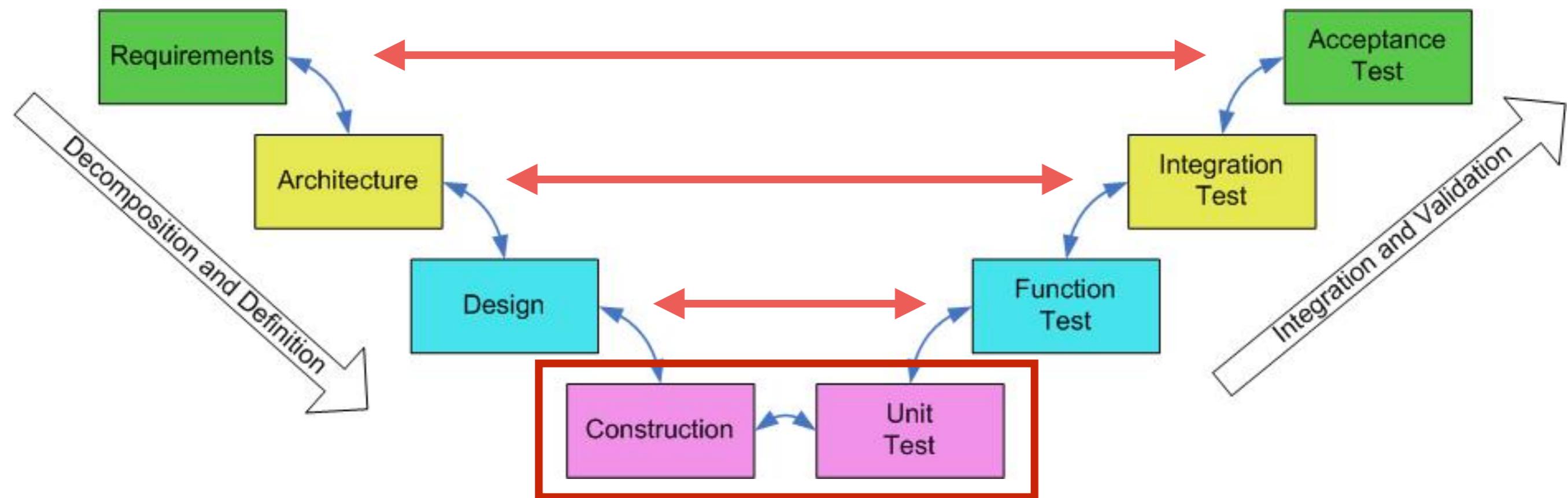
What kind of test should we write ?



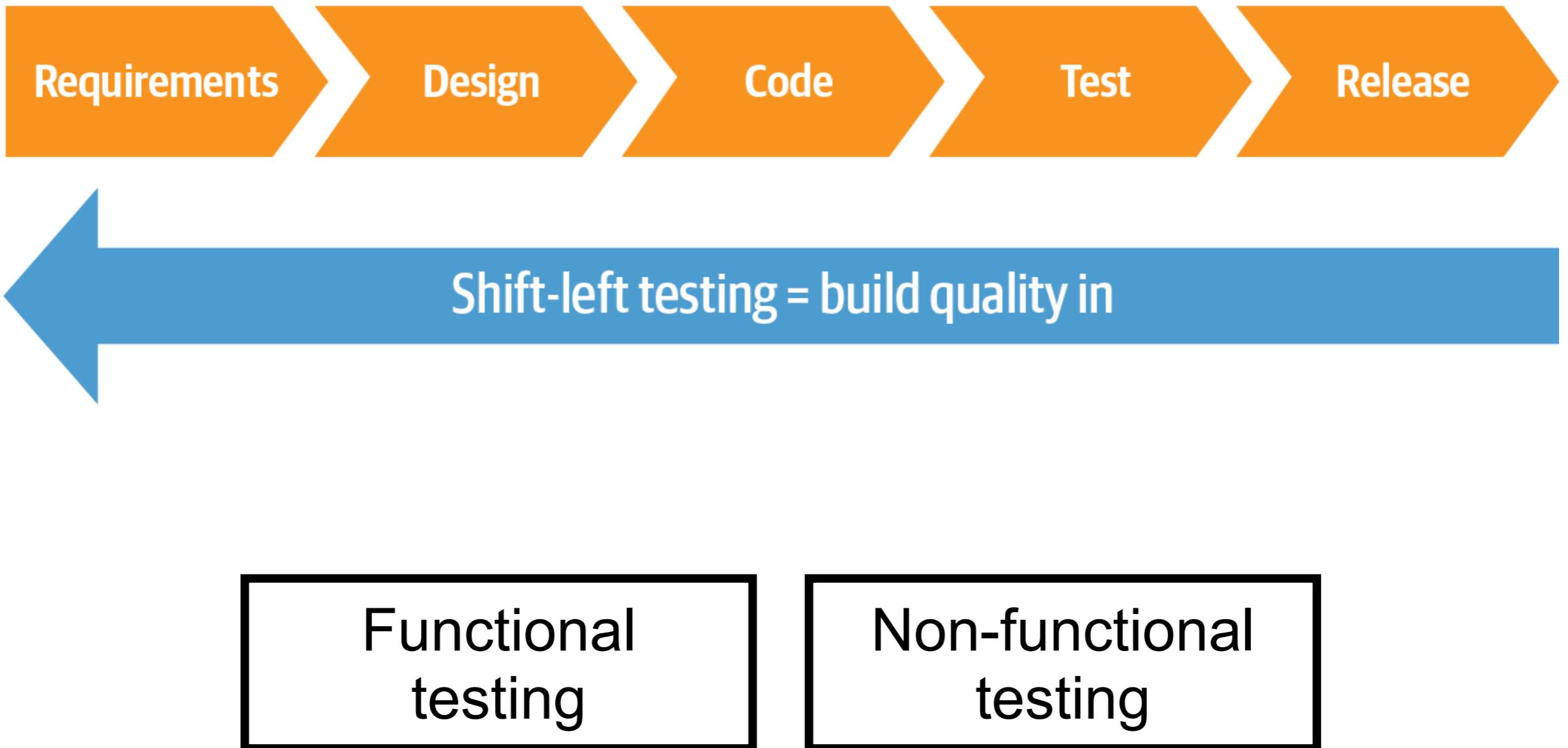
V Model



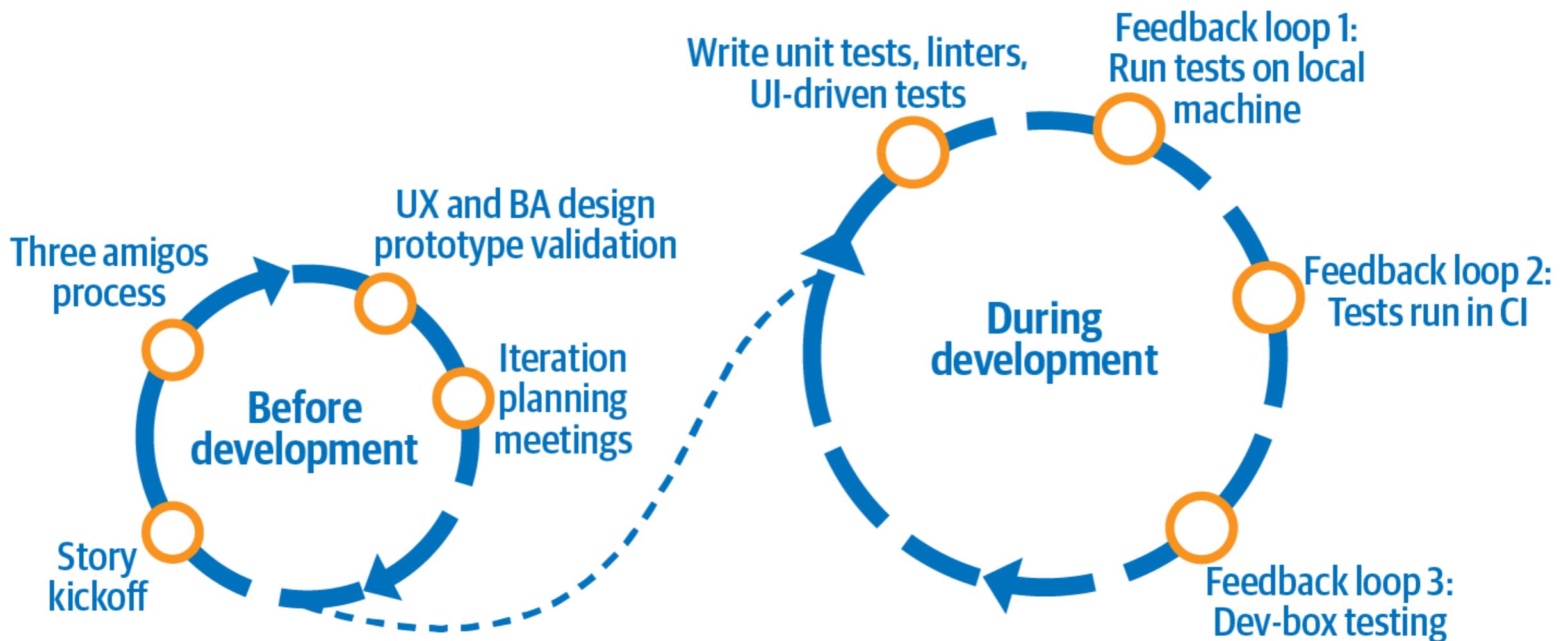
V Model



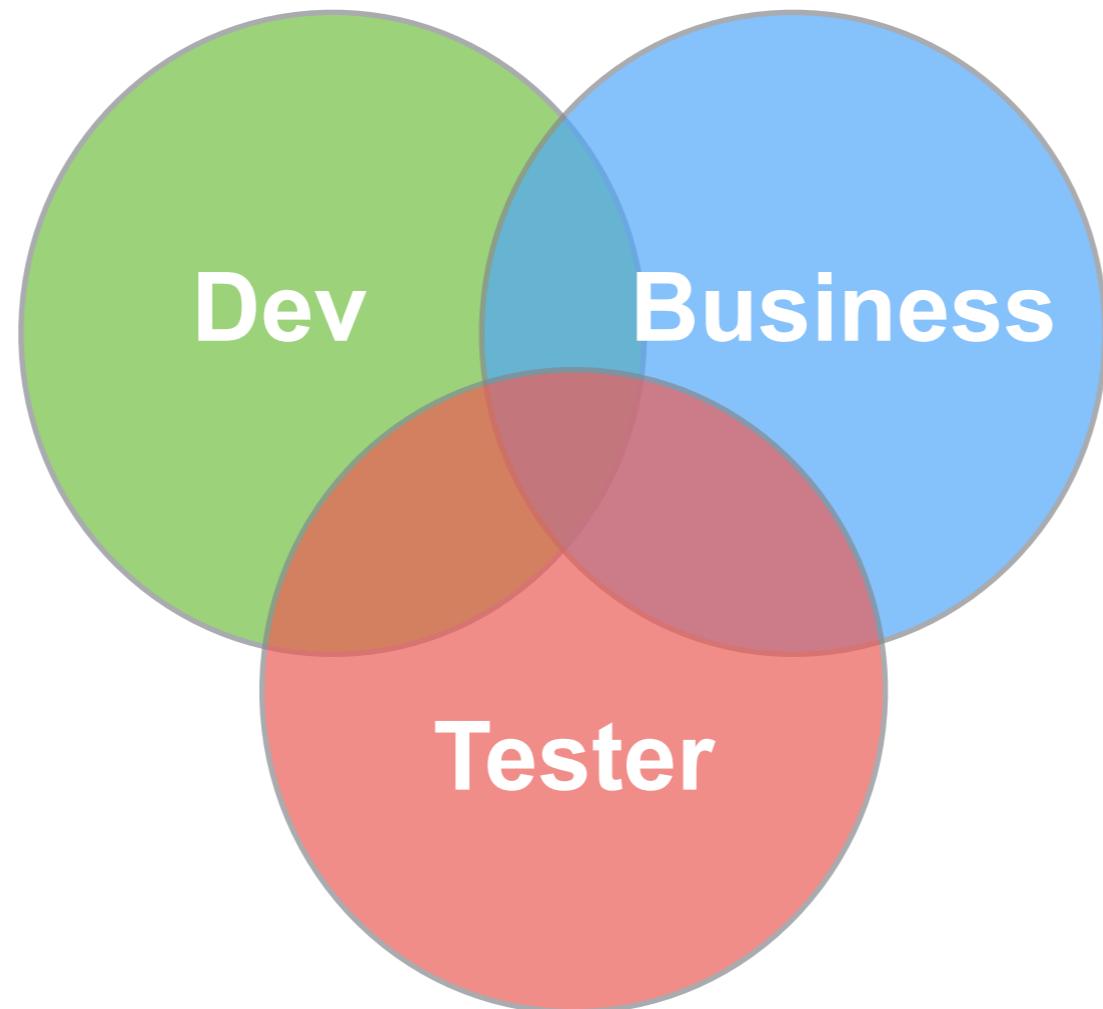
Shift Left Testing



Quality Check ?



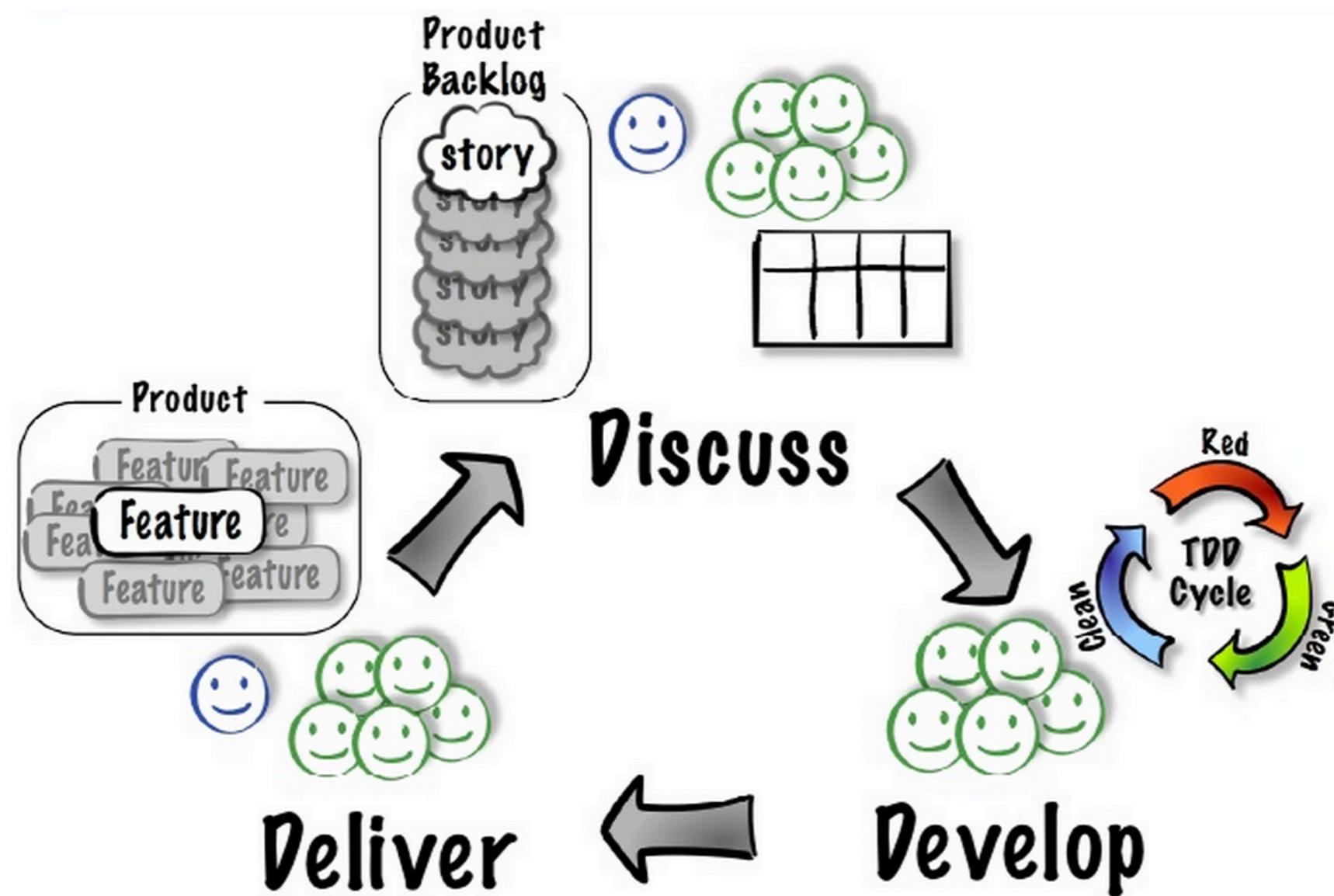
Power of Three



THINK before coding



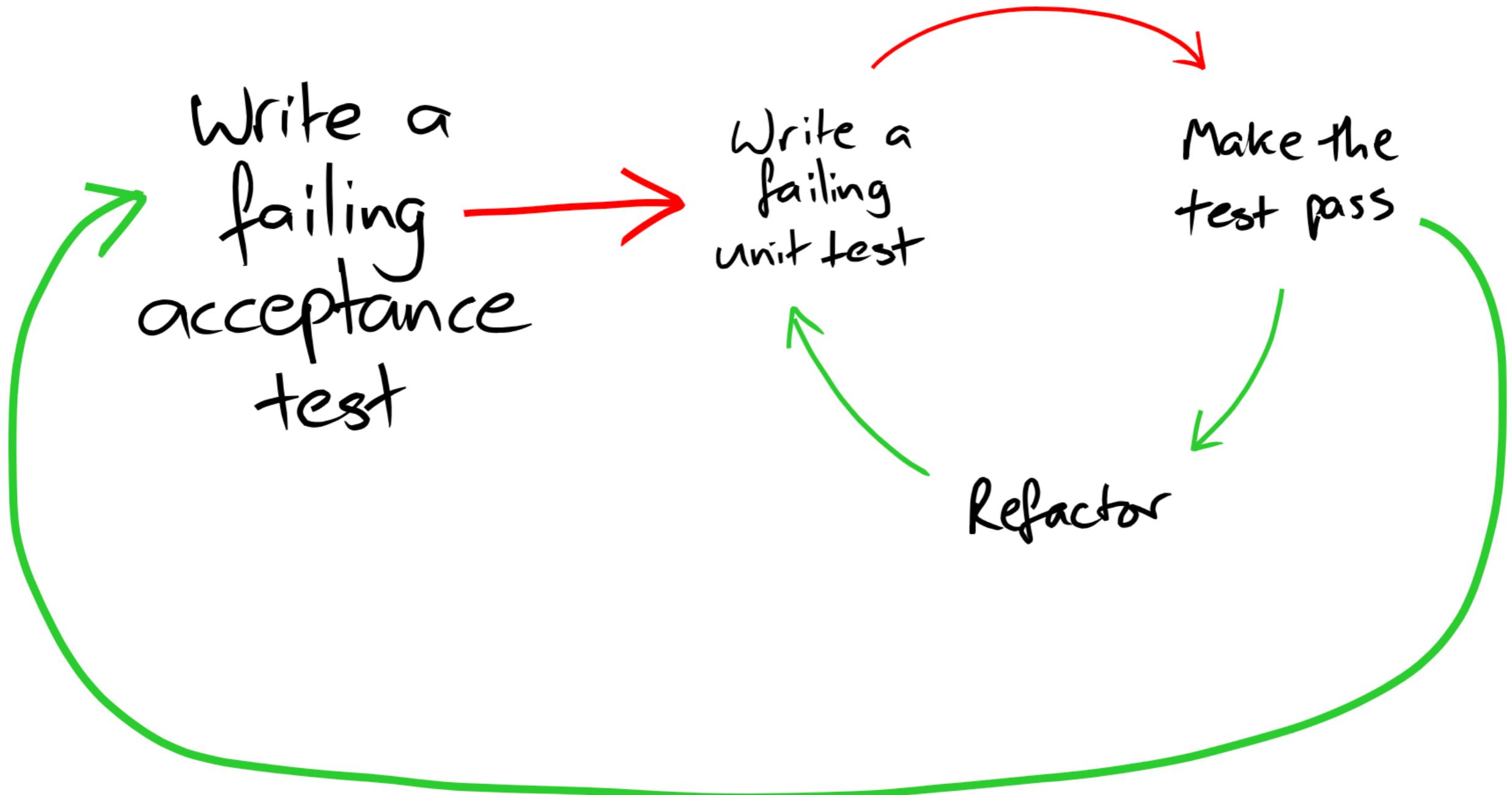
Acceptance Test-Driven Development



(Model developed with Pekka Klärck, Bas Vodde, and Craig Larman.)



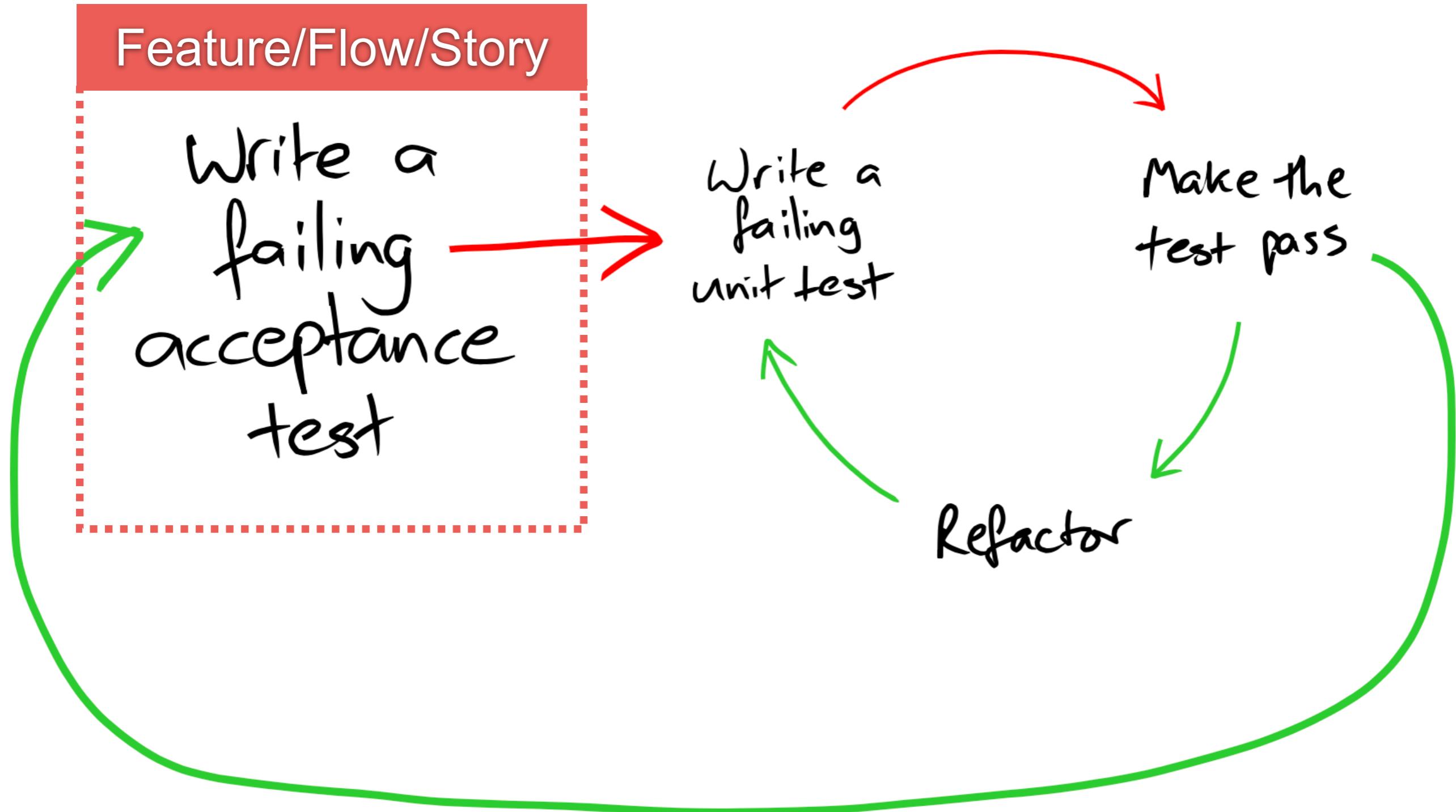
Outside-in develop/test



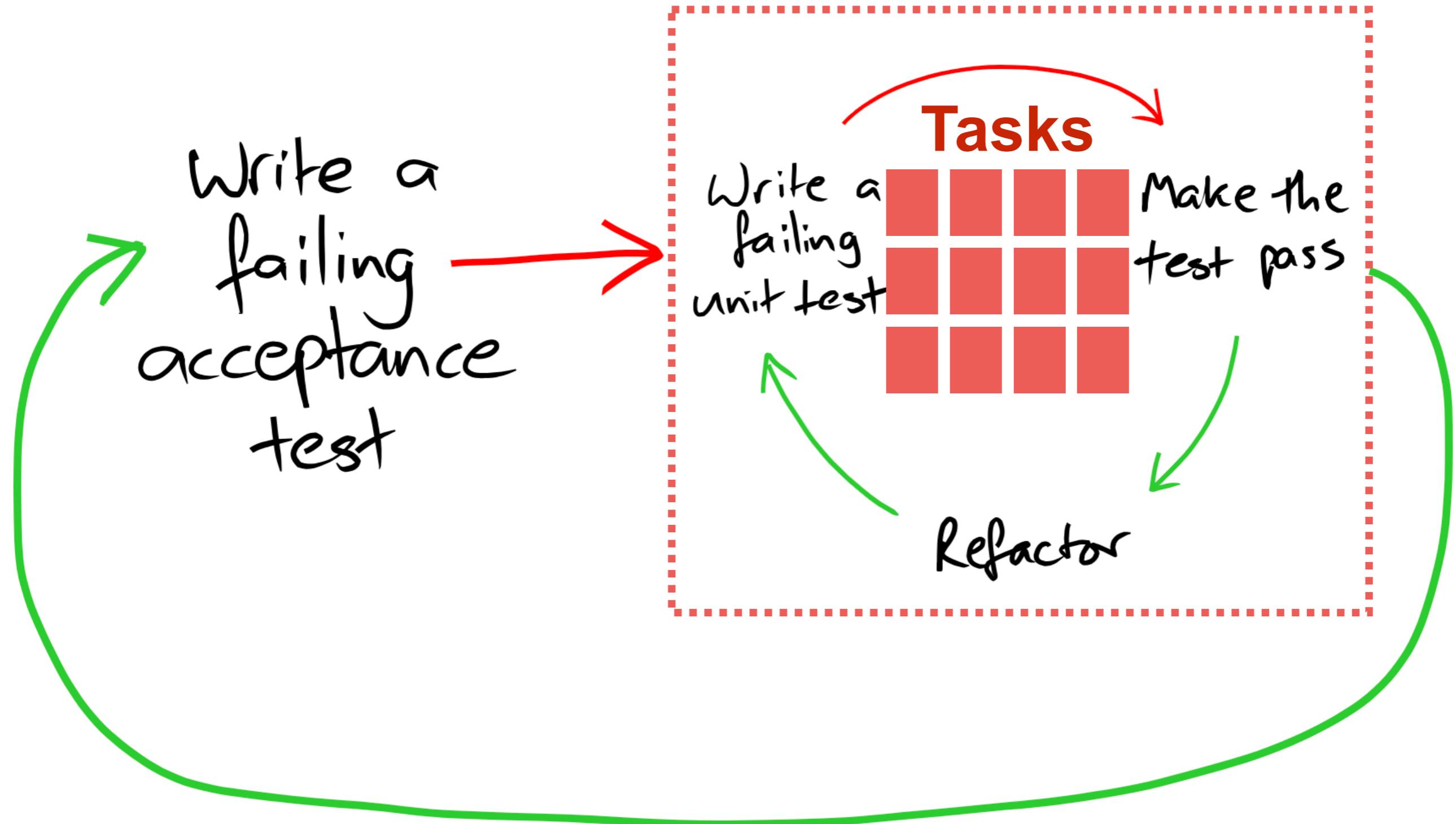
<http://www.growing-object-oriented-software.com/>



Outside-in develop/test



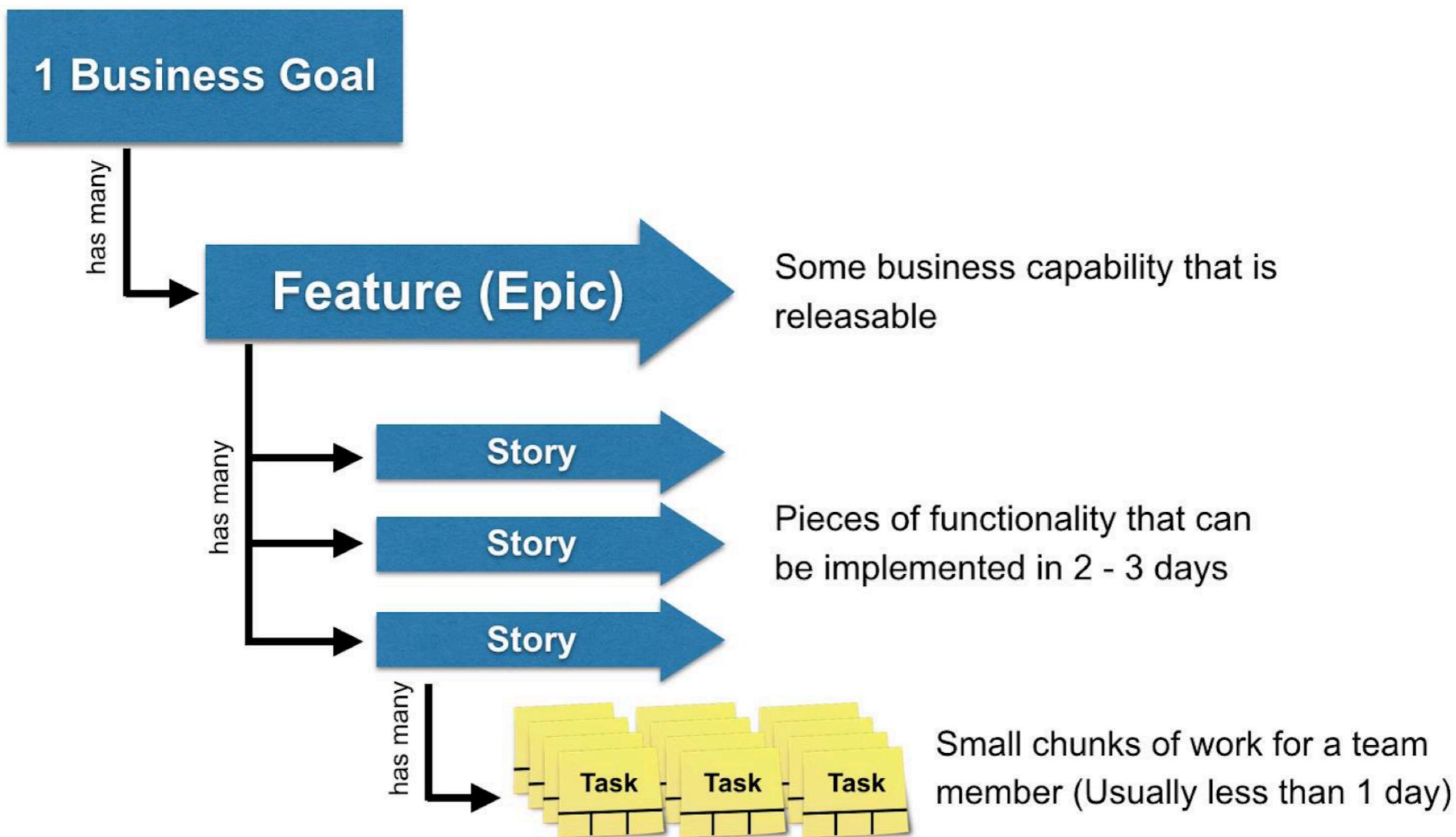
Outside-in develop/test



Tests Cases
= **Business Criteria**
+ **Examples (real data)**



Work break down



Key success factors

Whole team solve problems

Whole team thinks about testing

Whole team committed to quality

Everyone collaborates

Improve technical skills

Better testing process (improvement)



Whole team approach

Functional

Common functional expertise



System analysts



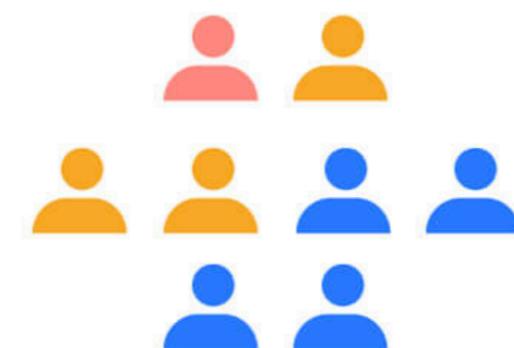
Developers



Testers

Cross - Functional

Representatives from the various functions



Development Team



Iterative and Incremental process



Iterative and incremental process

Feature 1 is Done ?

Feature 1

Time



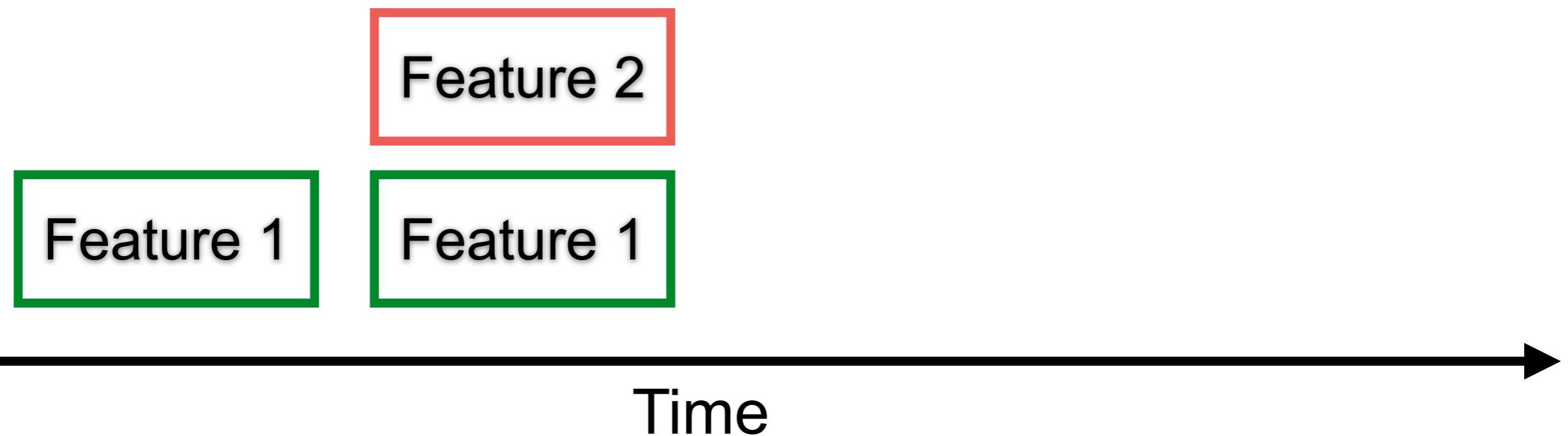
Iterative and incremental process

Done = coded and tested



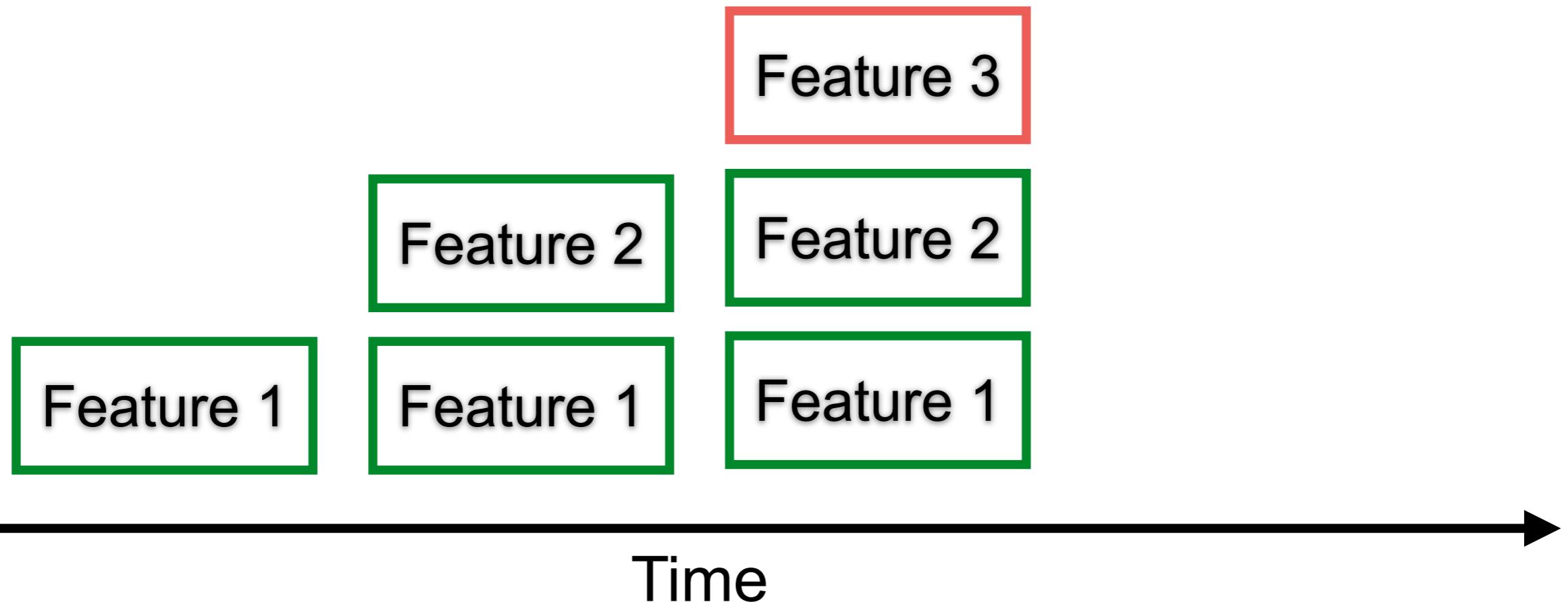
Iterative and incremental process

Done = coded and tested



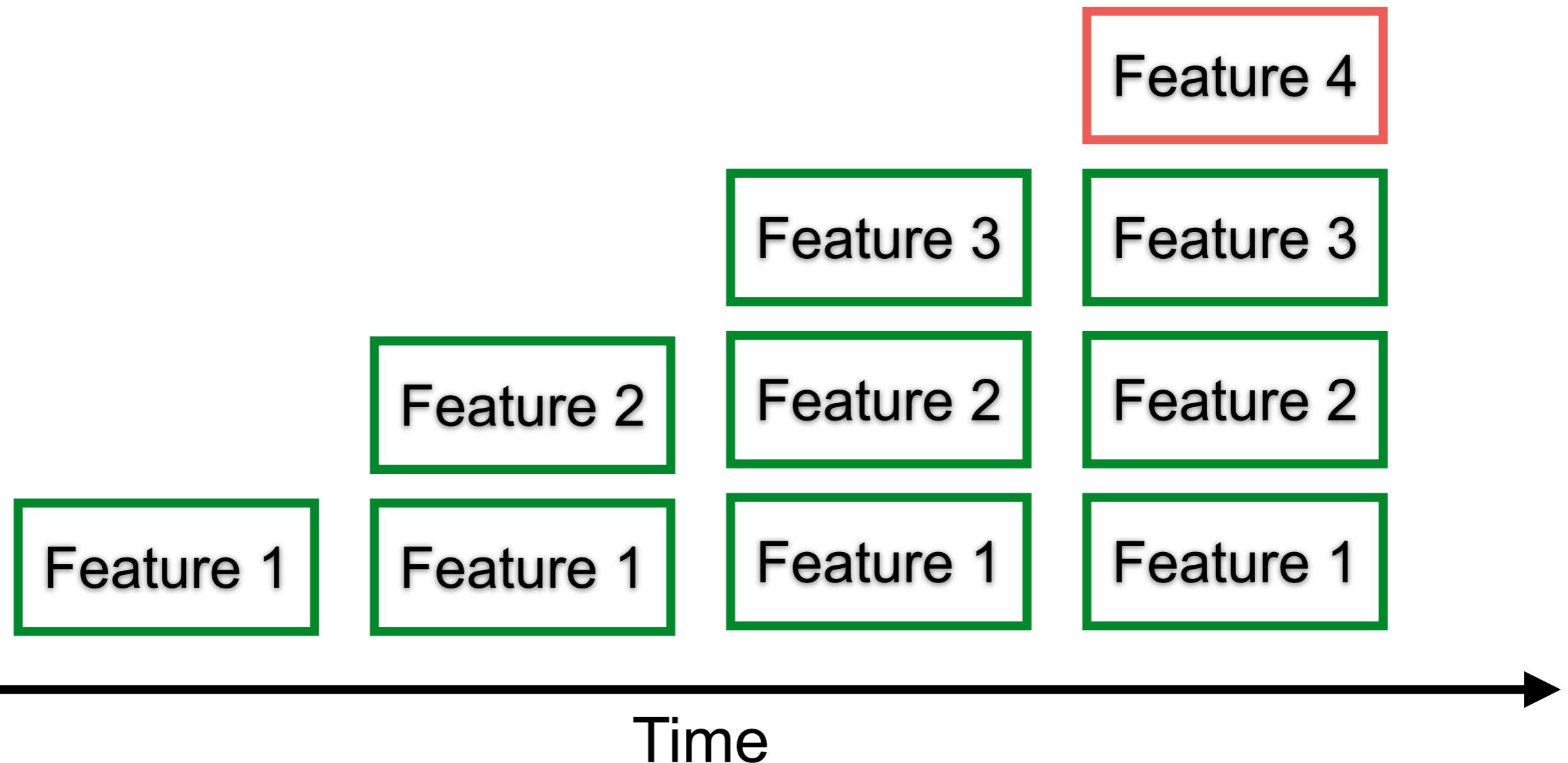
Iterative and incremental process

Done = coded and tested



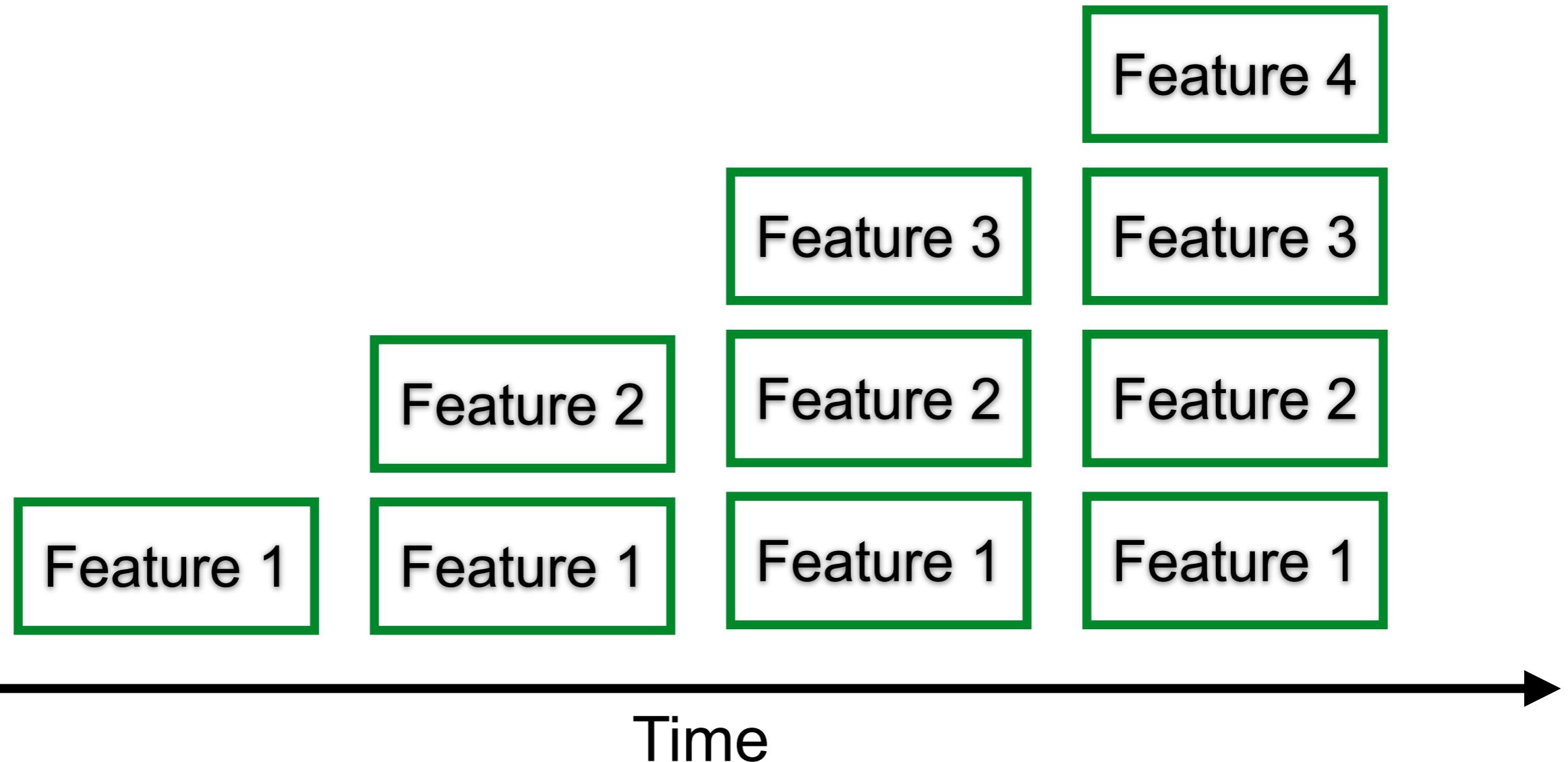
Iterative and incremental process

Done = coded and tested



Iterative and incremental process

Done = coded and tested



Testing is activity

~~Test phase~~

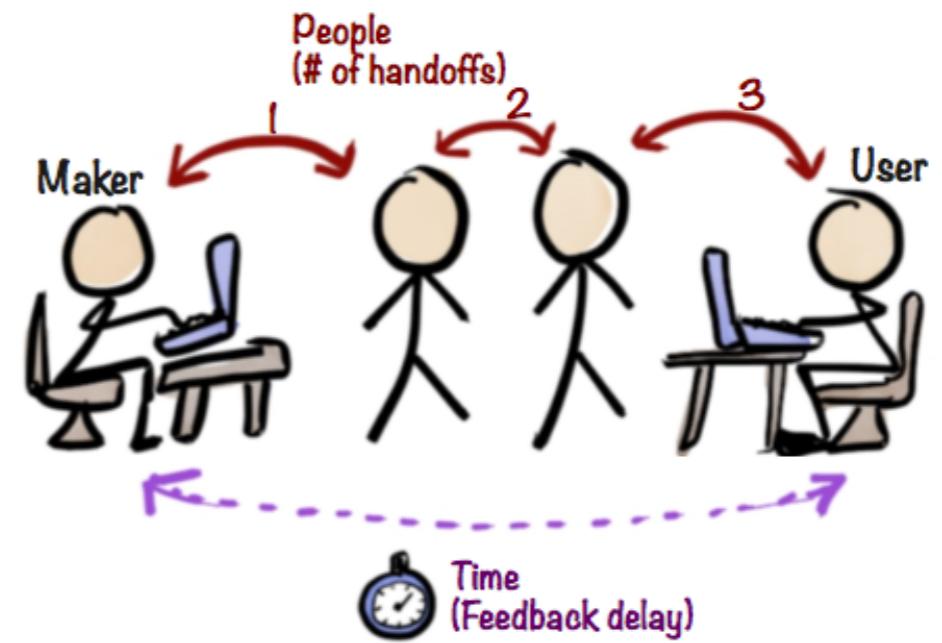
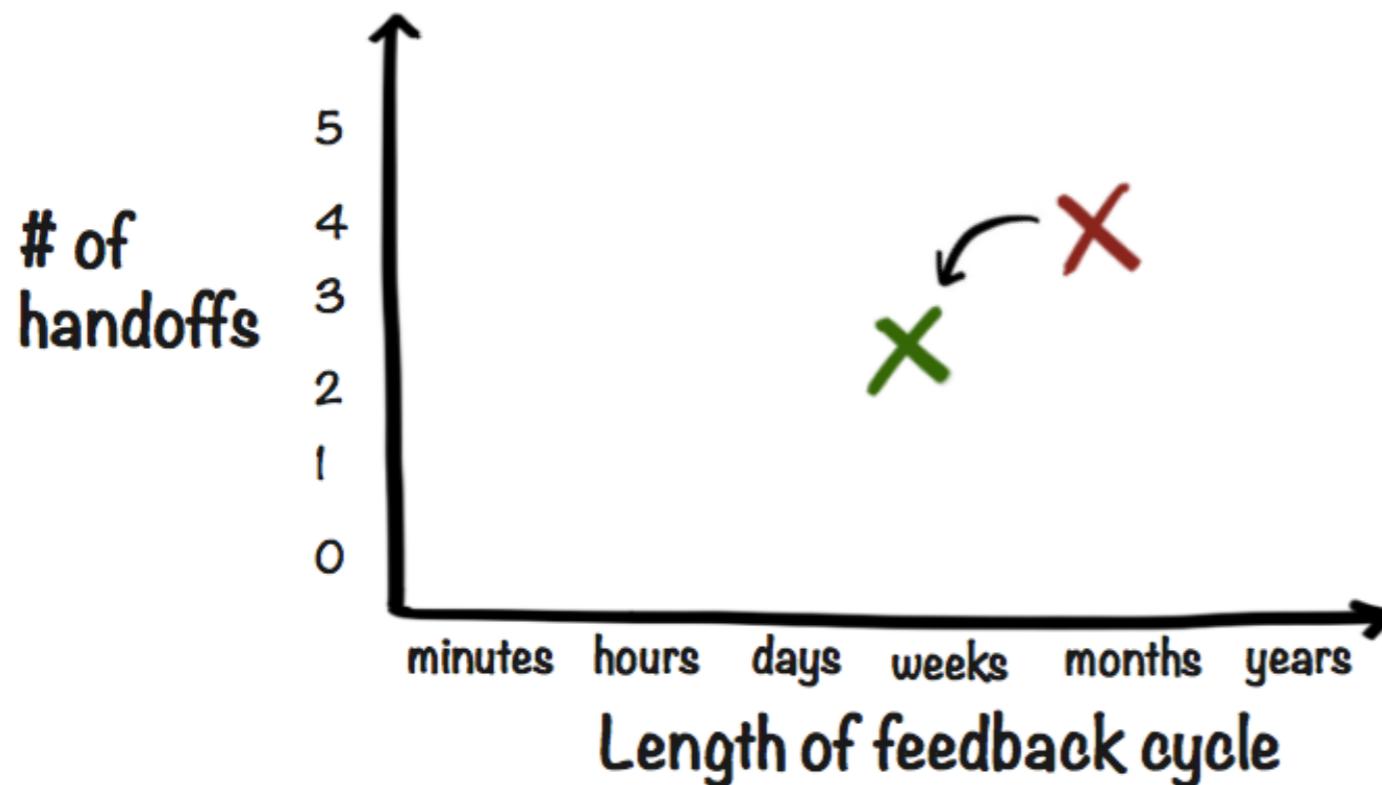
~~Test team~~

~~Tester role~~

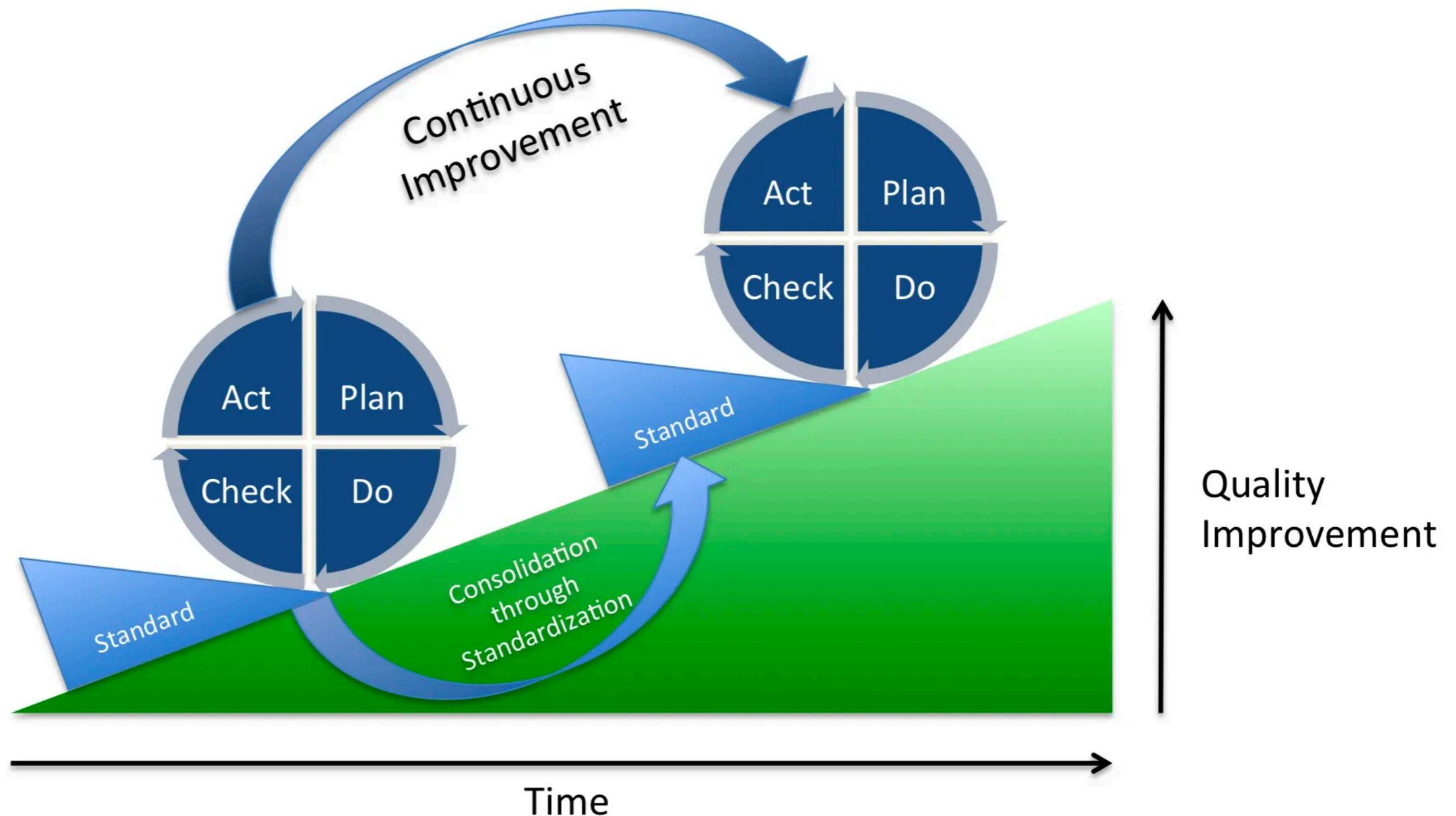


Fast feedback loop

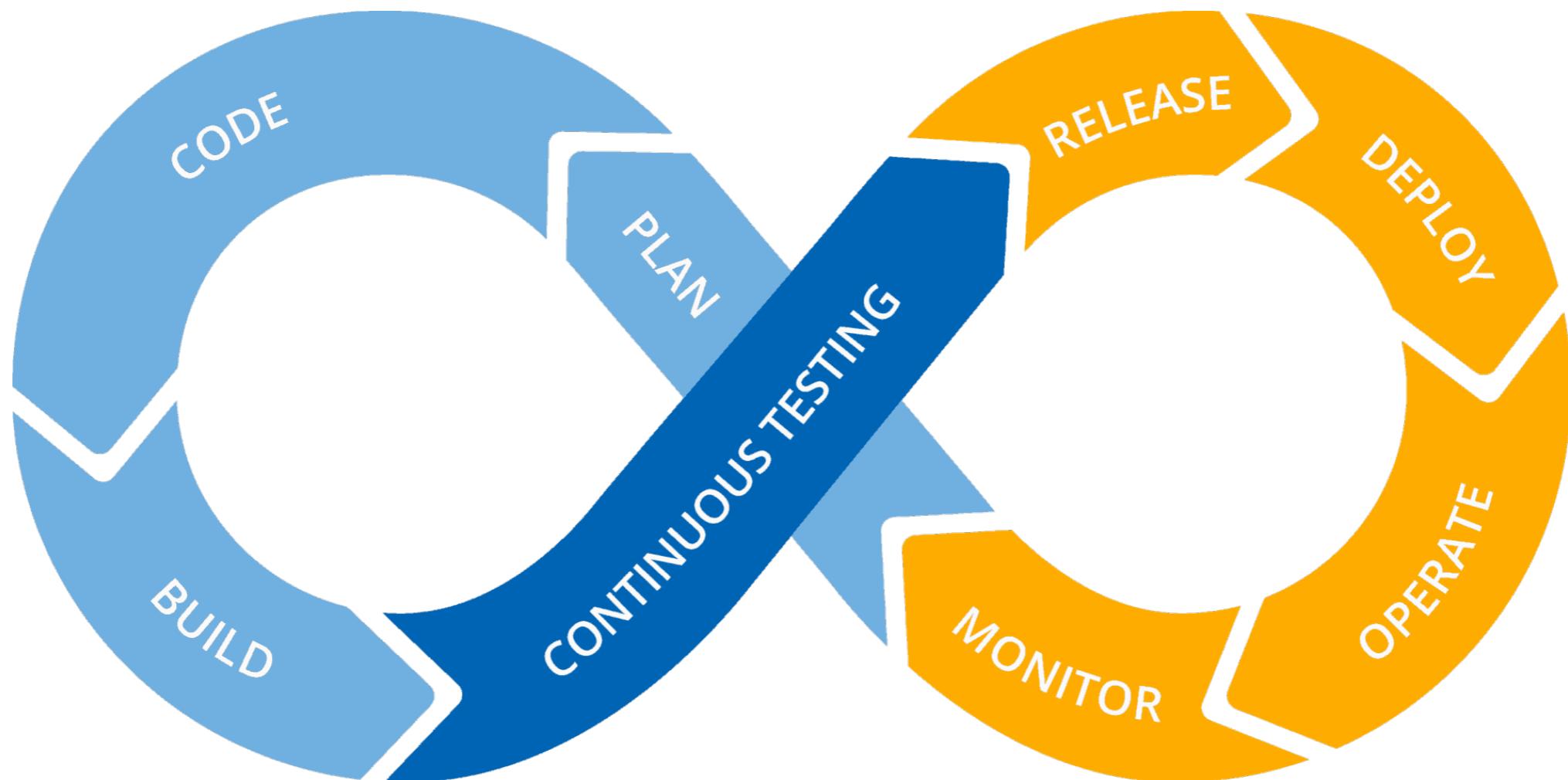
Shorten the feedback loop



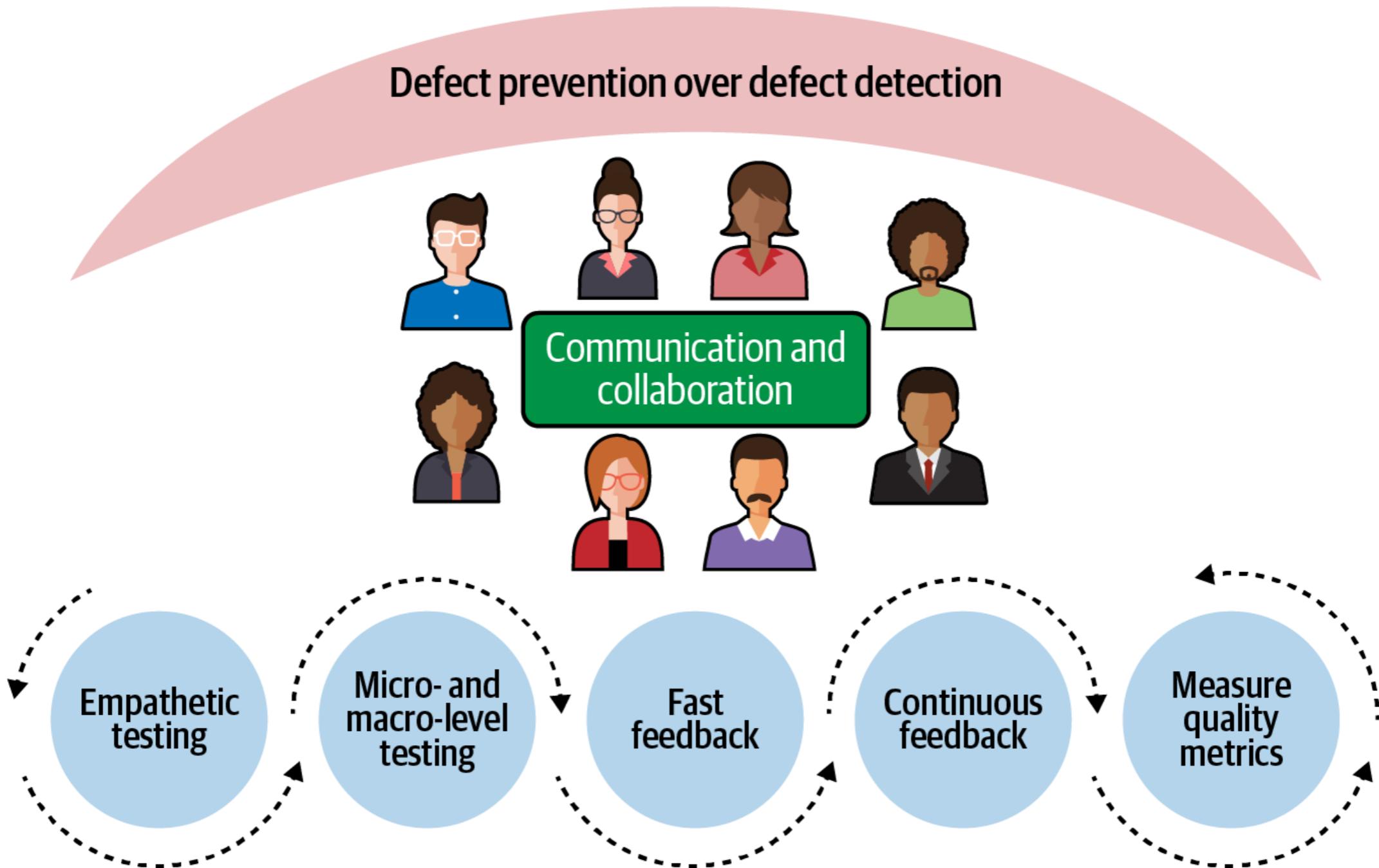
Continuous improvement



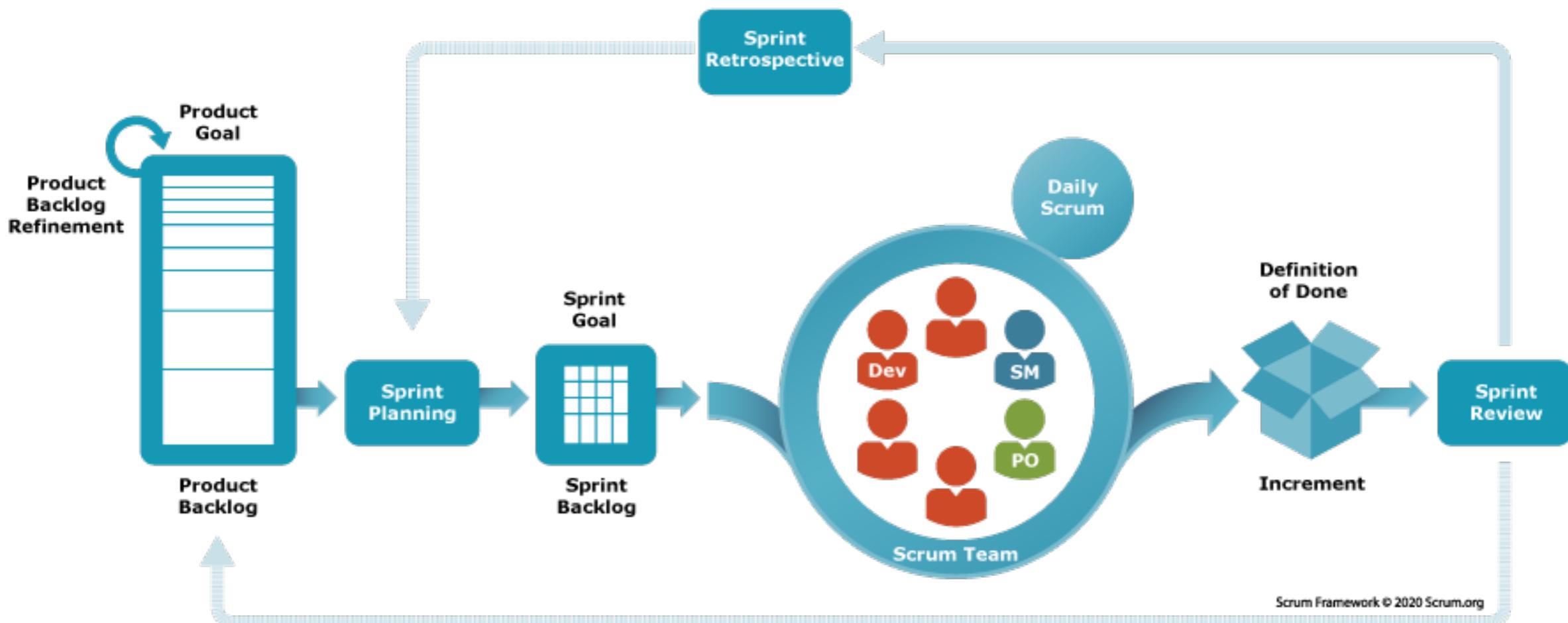
Continuous testing and feedback



Principles of Testing



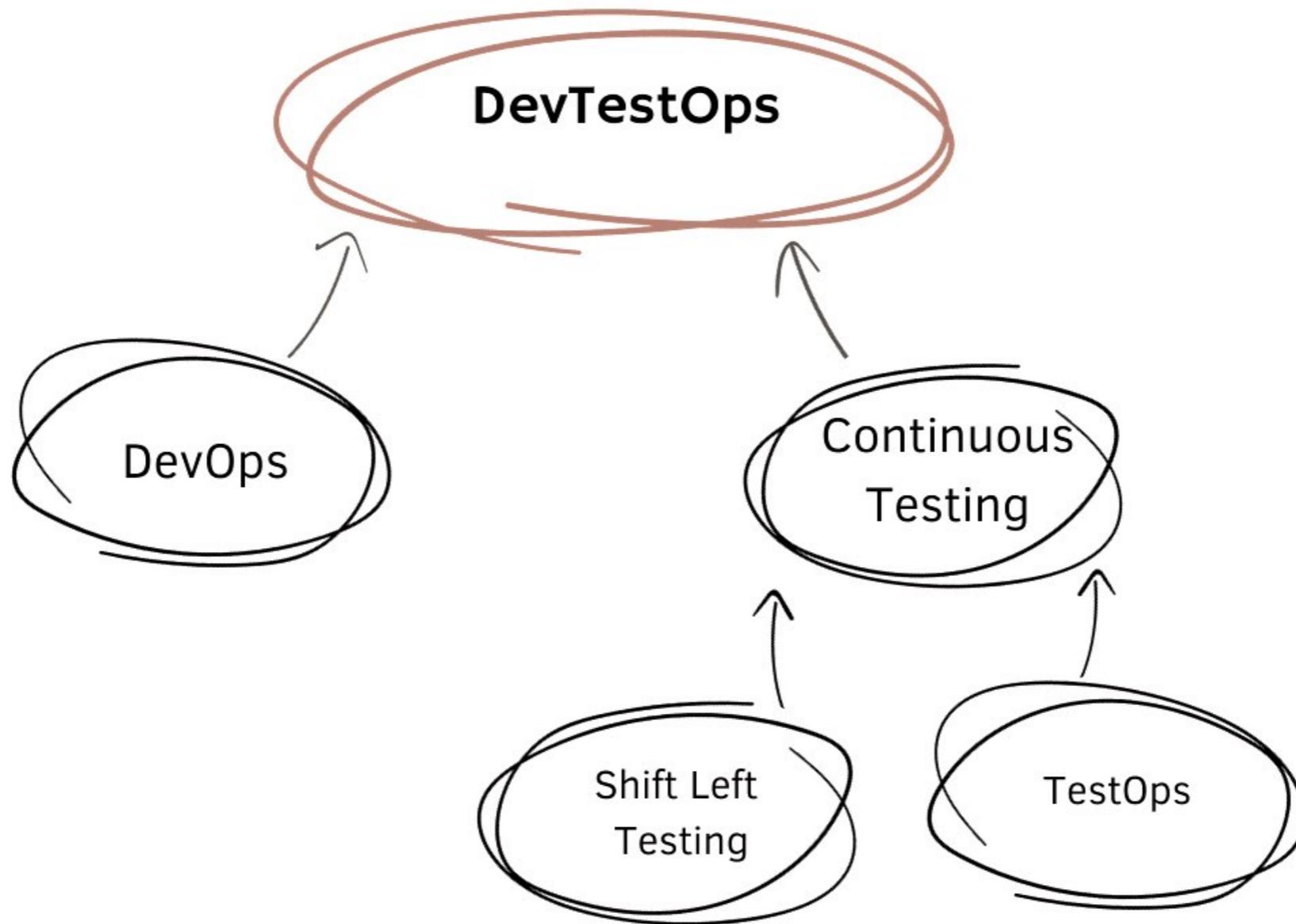
Scrum framework



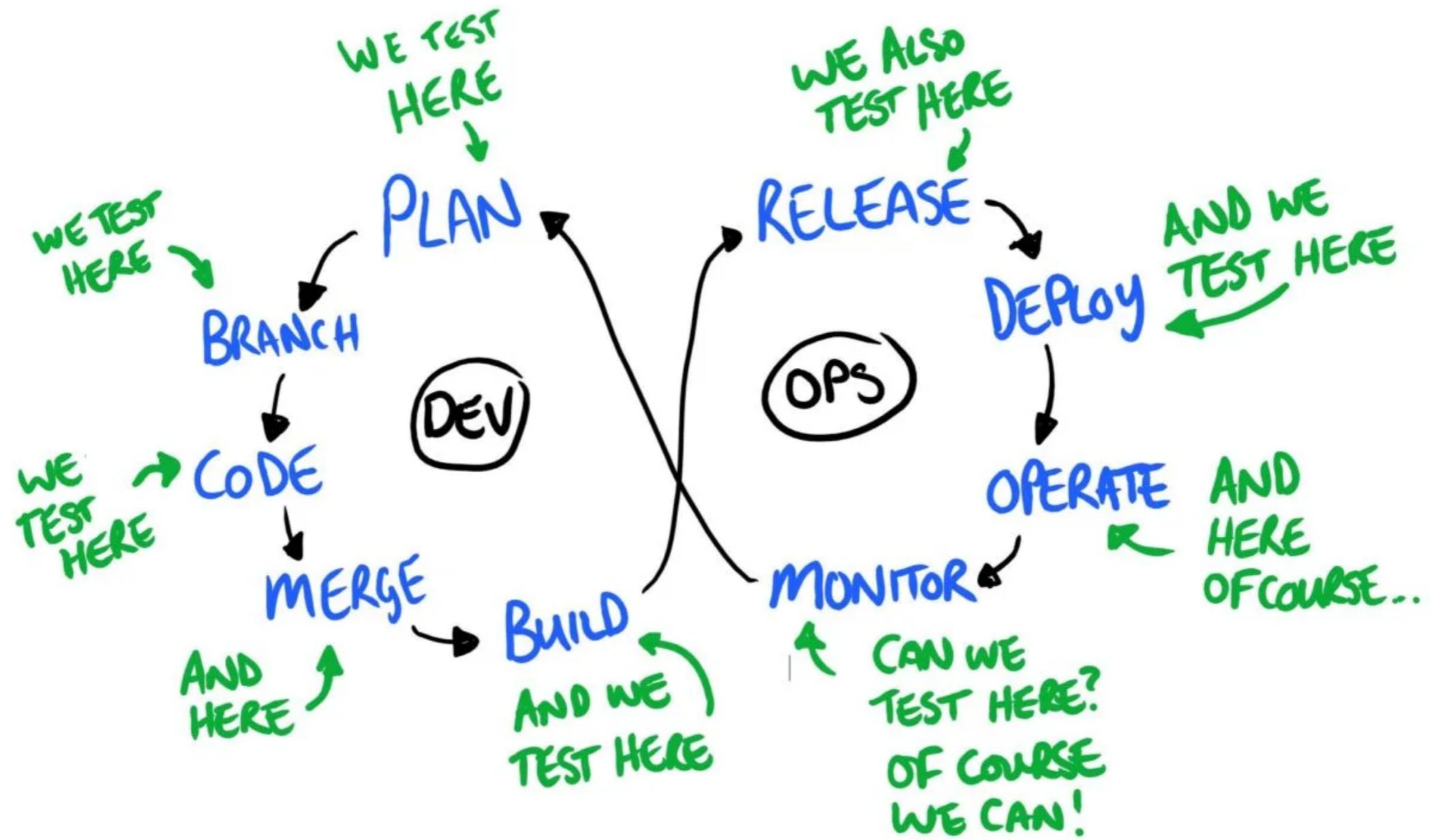
<https://www.scrum.org/resources/what-scrum-module>



DevOps + Continuous Testing



DevTestOps



Manual testing



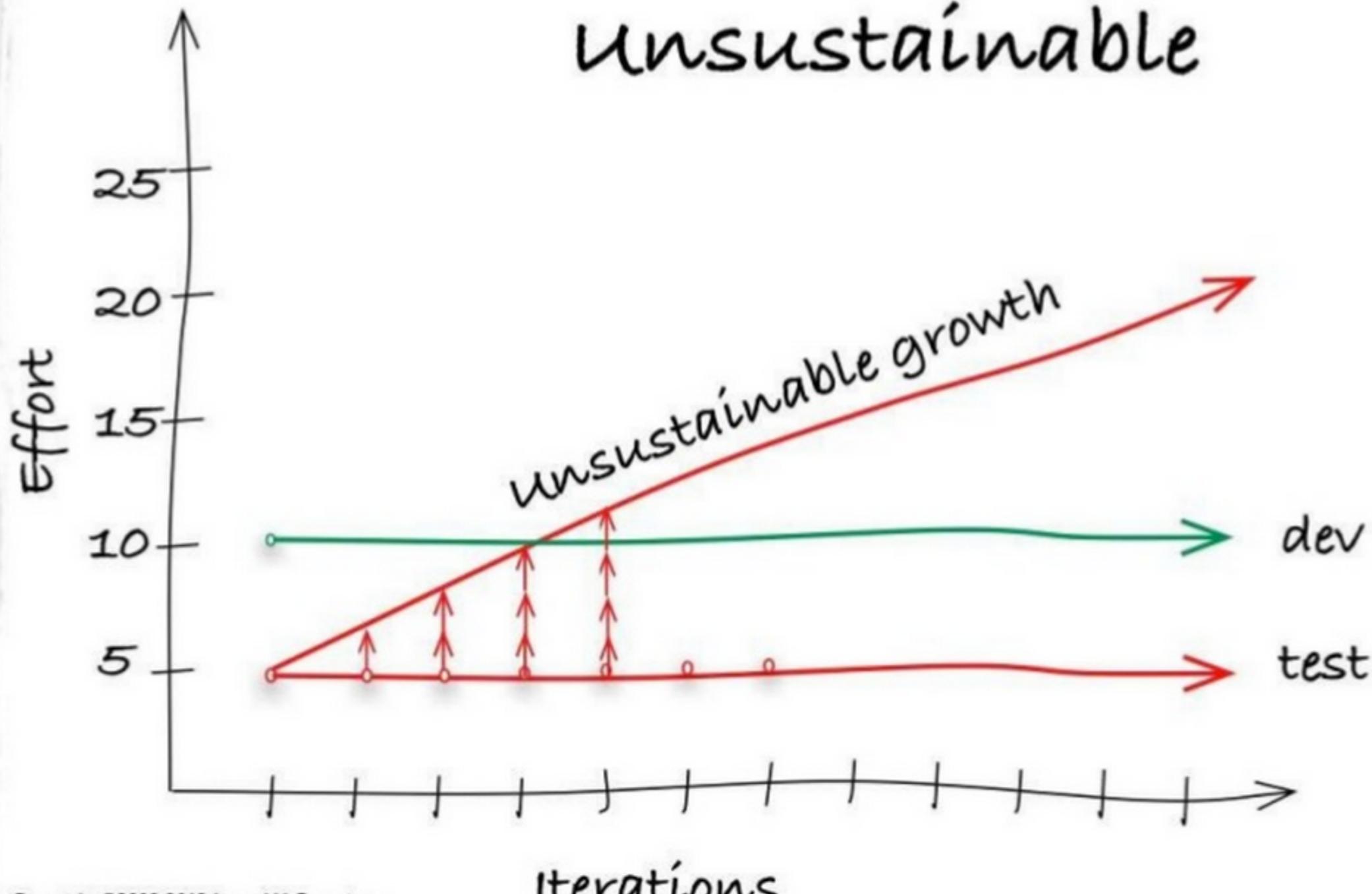
CAUTION



Human error



Manual Test is unsustainable

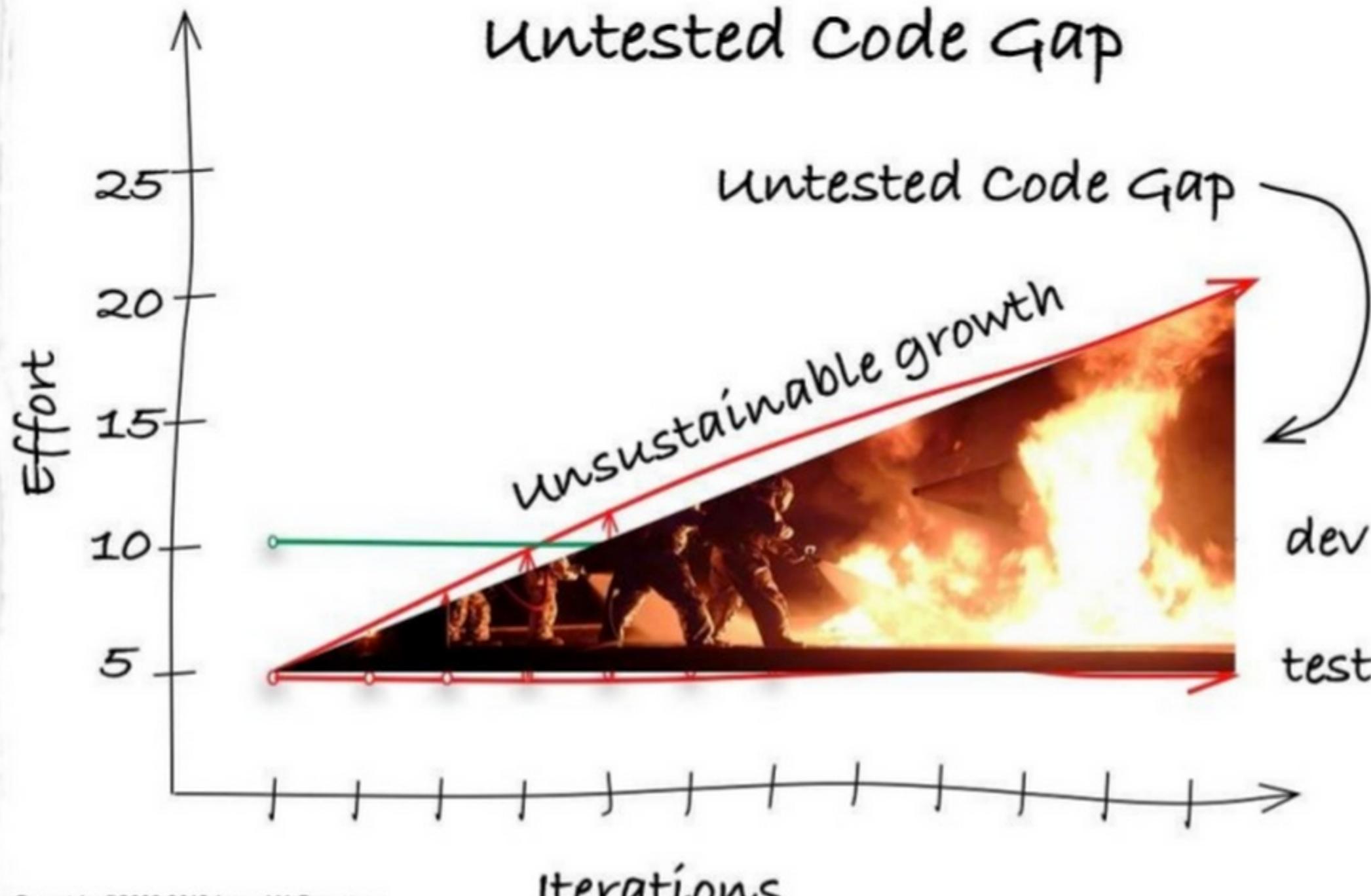


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<https://wingman-sw.com/>



Risk Accumulates in the Untested Code Gap



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<https://wingman-sw.com/>



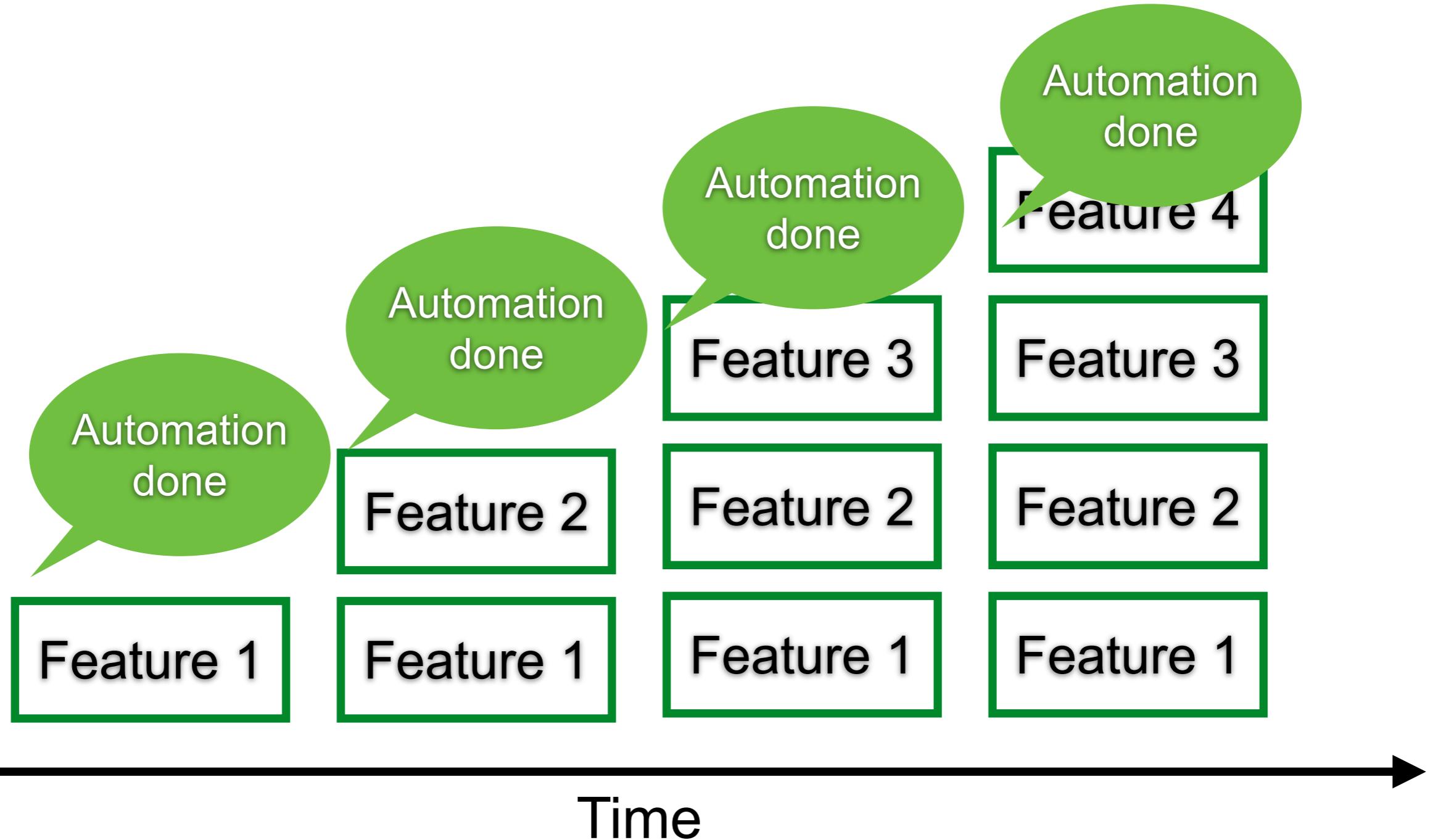
Regression Testing

Runs after every change to ensure that the change introduces no unintended breaks



Iterative and incremental process

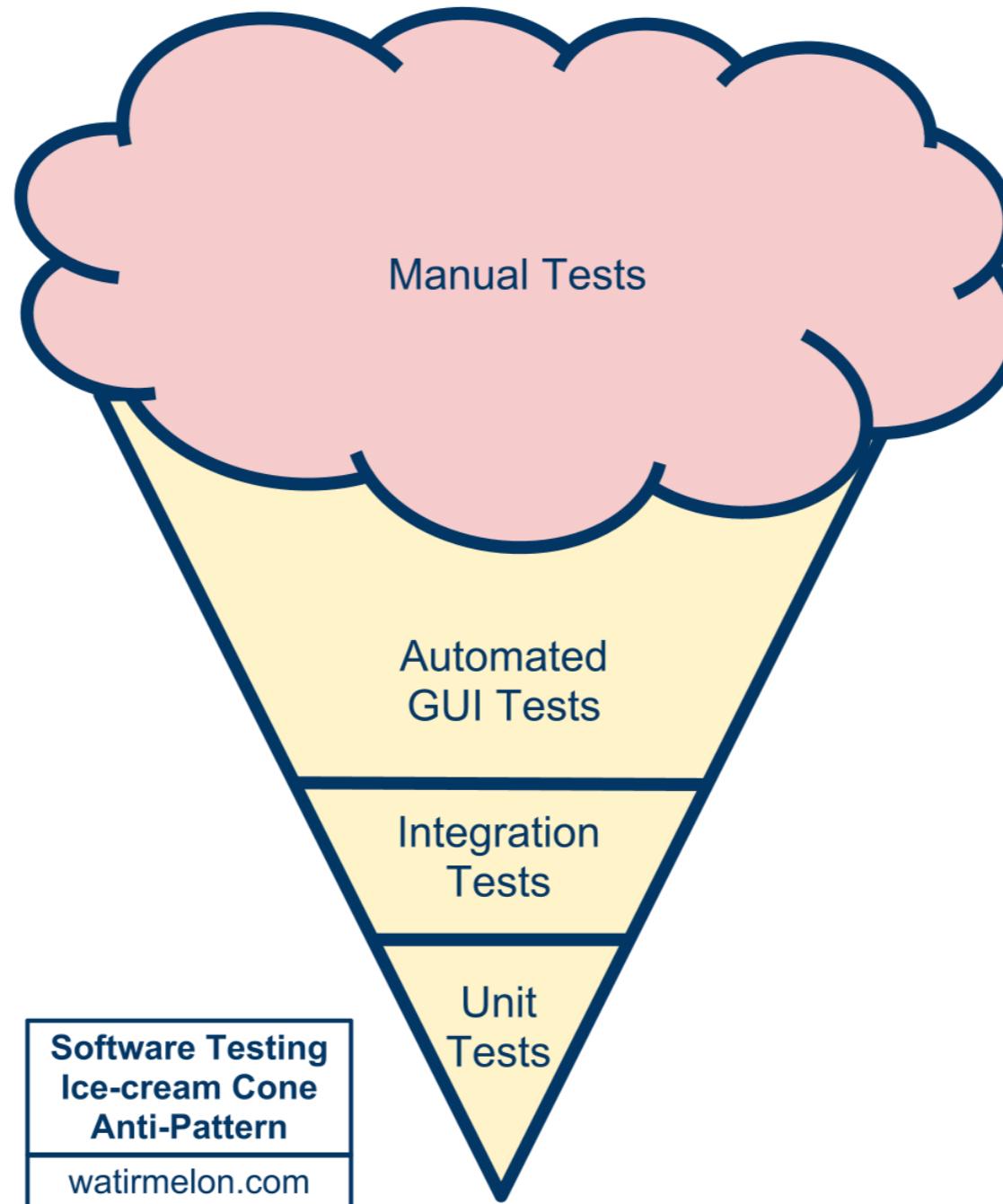
Done = coded and tested



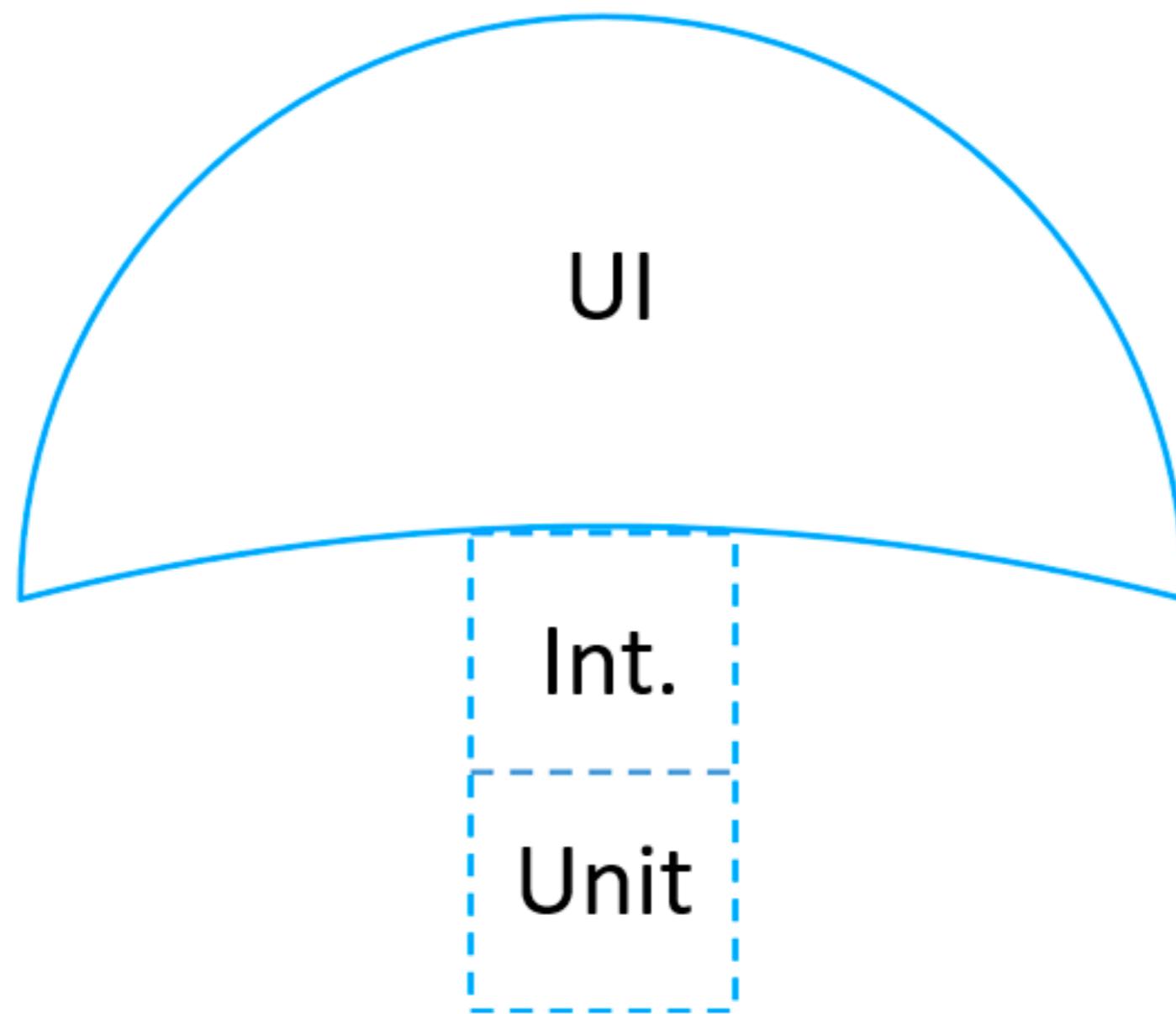
Testing pyramid



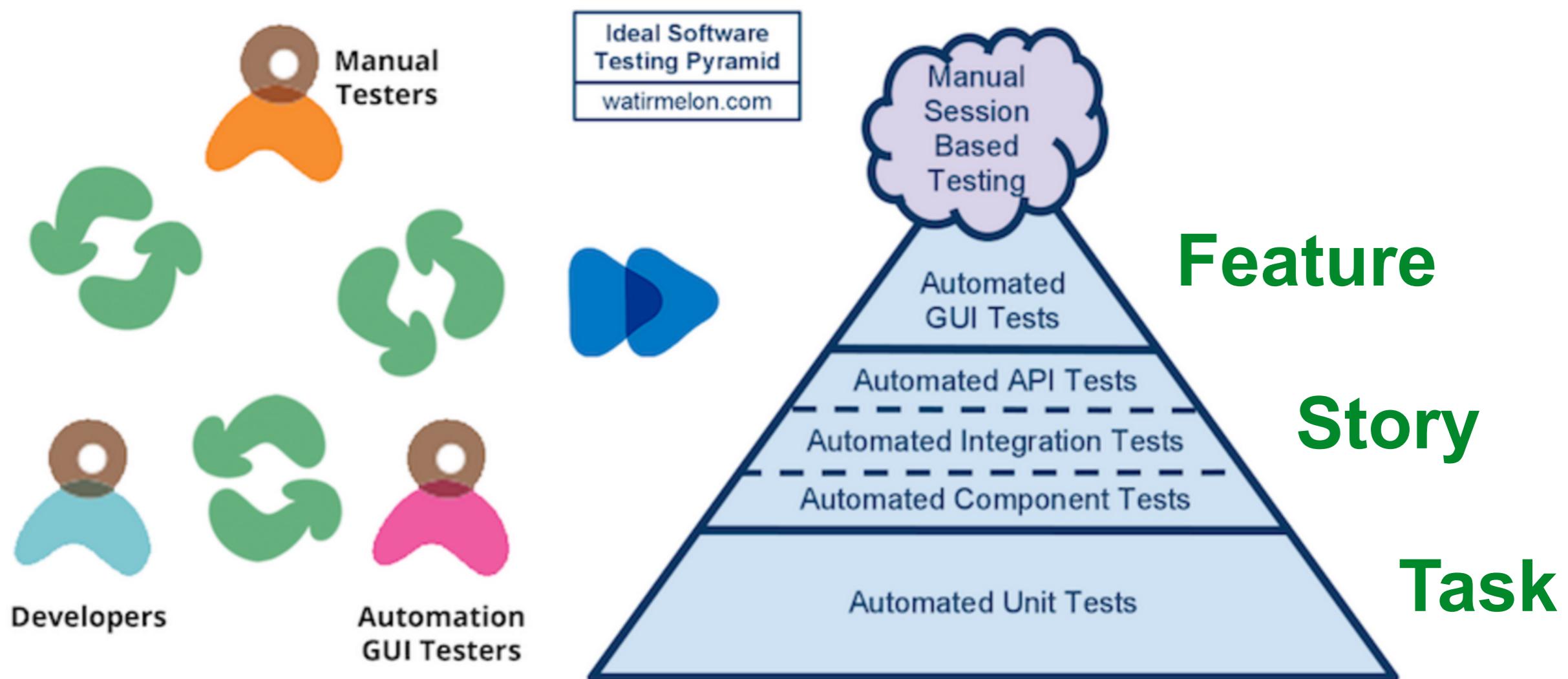
Ice-cream testing



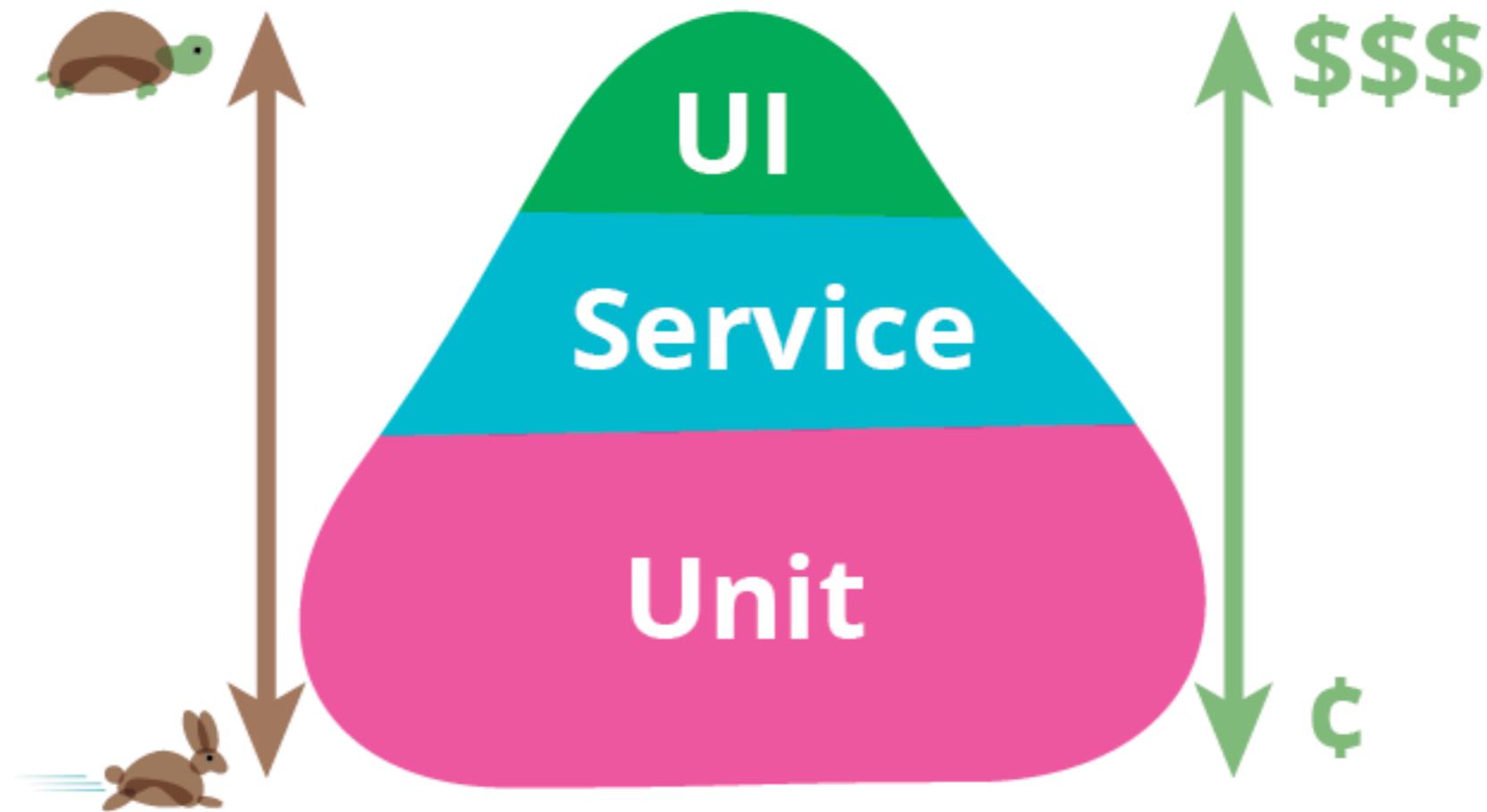
Mushroom testing



Testing Pyramid



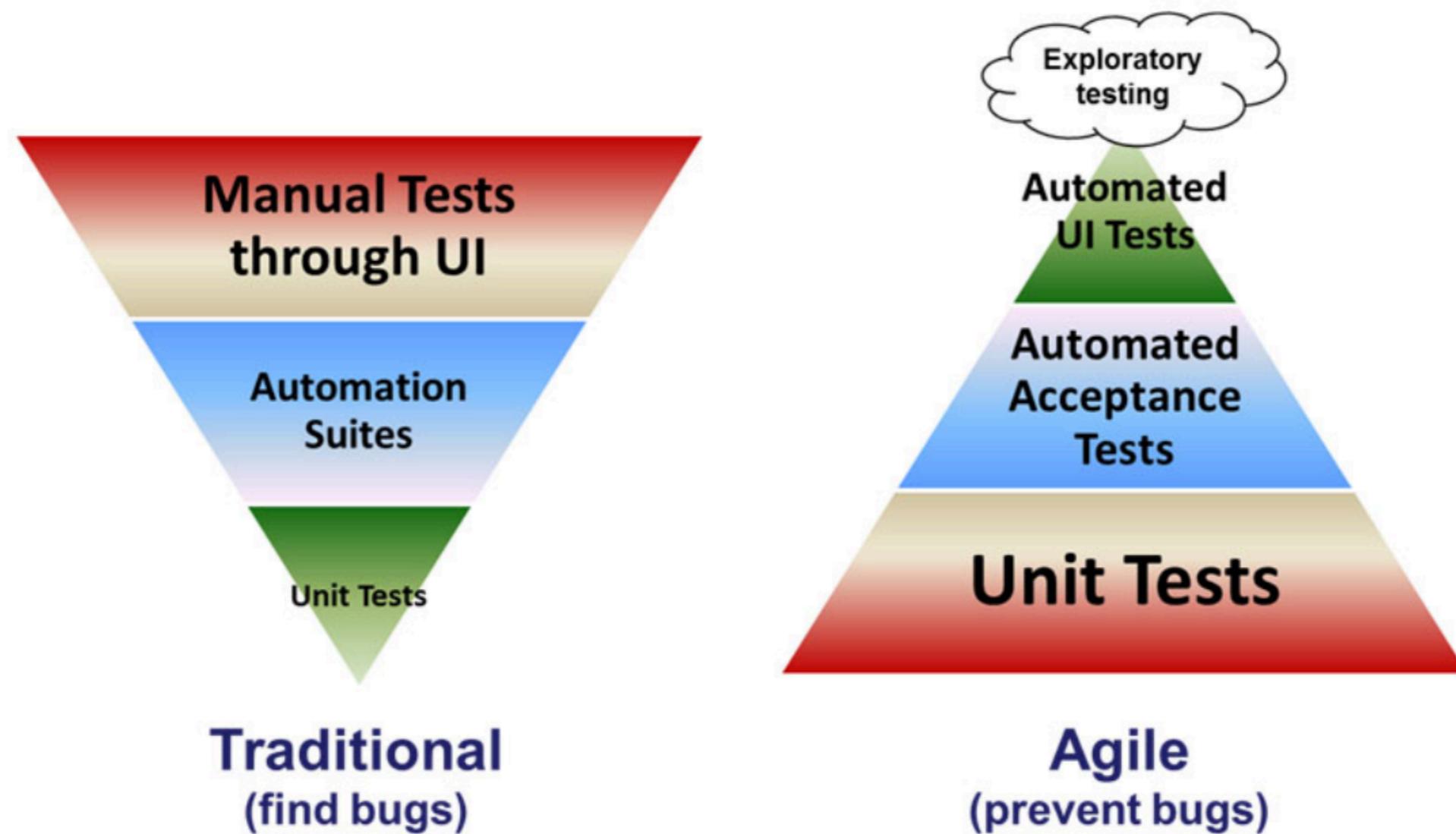
Testing Pyramid



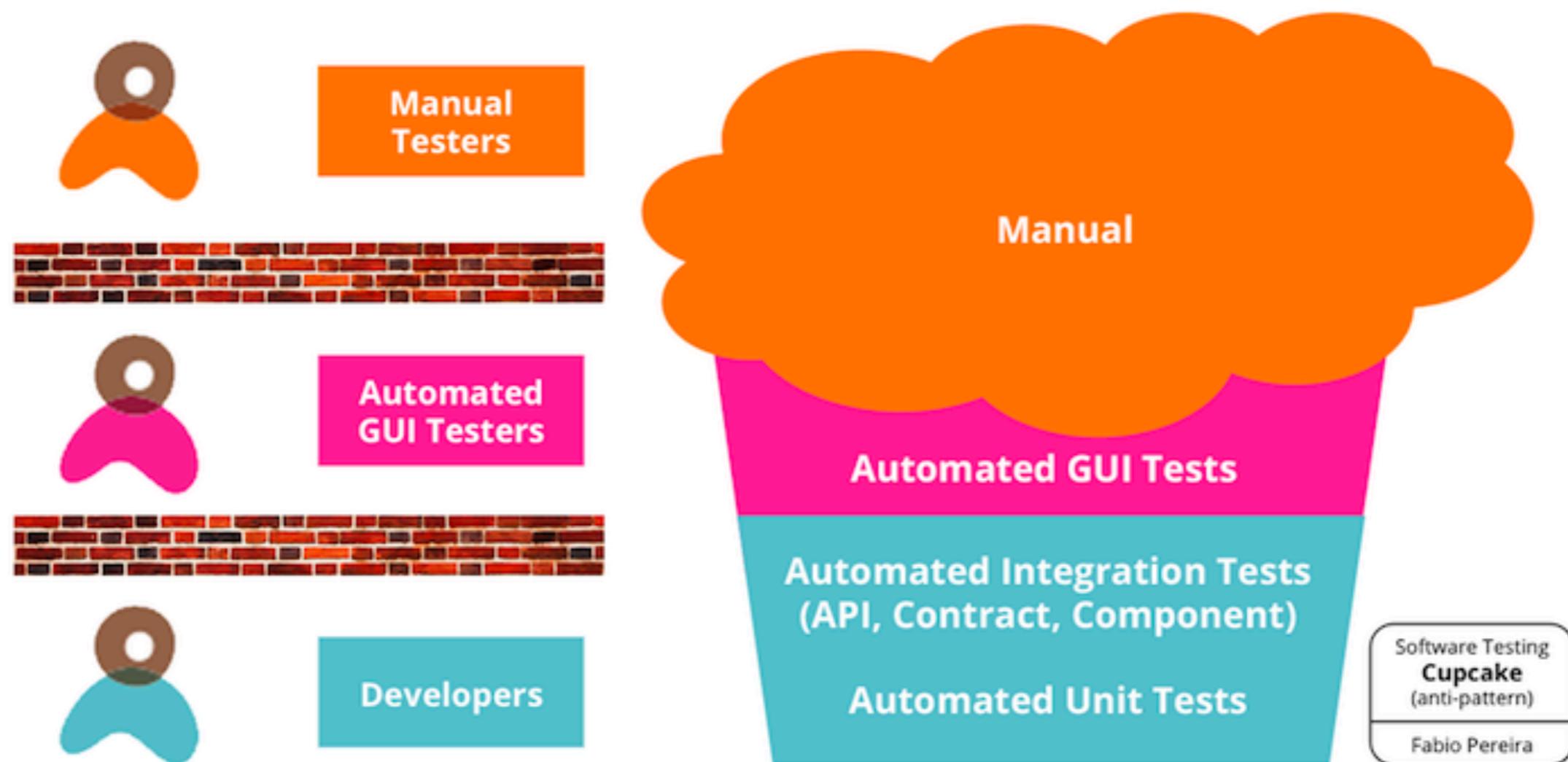
<https://martinfowler.com/bliki/TestPyramid.html>



Find vs Prevent



Cupcake testing !!



<https://www.thoughtworks.com/insights/blog/introducing-software-testing-cupcake-anti-pattern>



Trophy testing

THE FOUR TYPES OF TESTS

End to End

A helper robot that behaves like a user to click around the app and verify that it functions correctly.

Sometimes called “functional testing” or e2e.

Integration

Verify that several units work together in harmony.

Unit

Verify that individual, isolated parts work as expected.

Static

Catch typos and type errors as you write the code.



<https://kentcdodds.com/blog/the-testing-trophy-and-testing-classifications>



Testing

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Understand What and Why to test ?

Discussion is very important



Remember !!

Test pyramid is a tool
To talk about automation tasks
How to prioritize and help to do automation ?
Way to make **visible to the whole team**



Where to start ?



What are the
biggest obstacles ?

Time/Tools/System/People



What should be careful ?

- Automating end-to-end tests
- User Interface are slow
- Working with database
- Working with external system
- Automated every paths



Thinking about automation

Incremental testing

Easy to test

Testable

Fast customer feedback

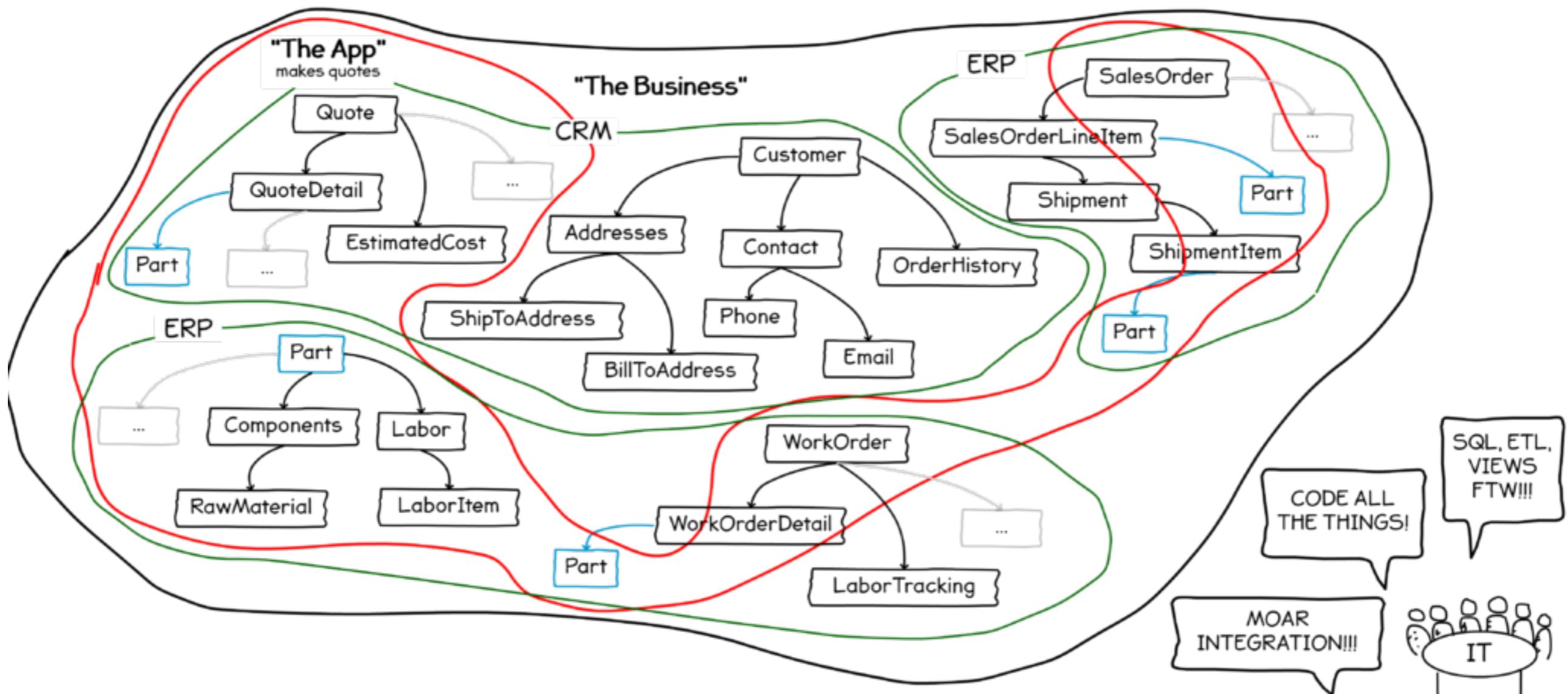


Know your System Architecture

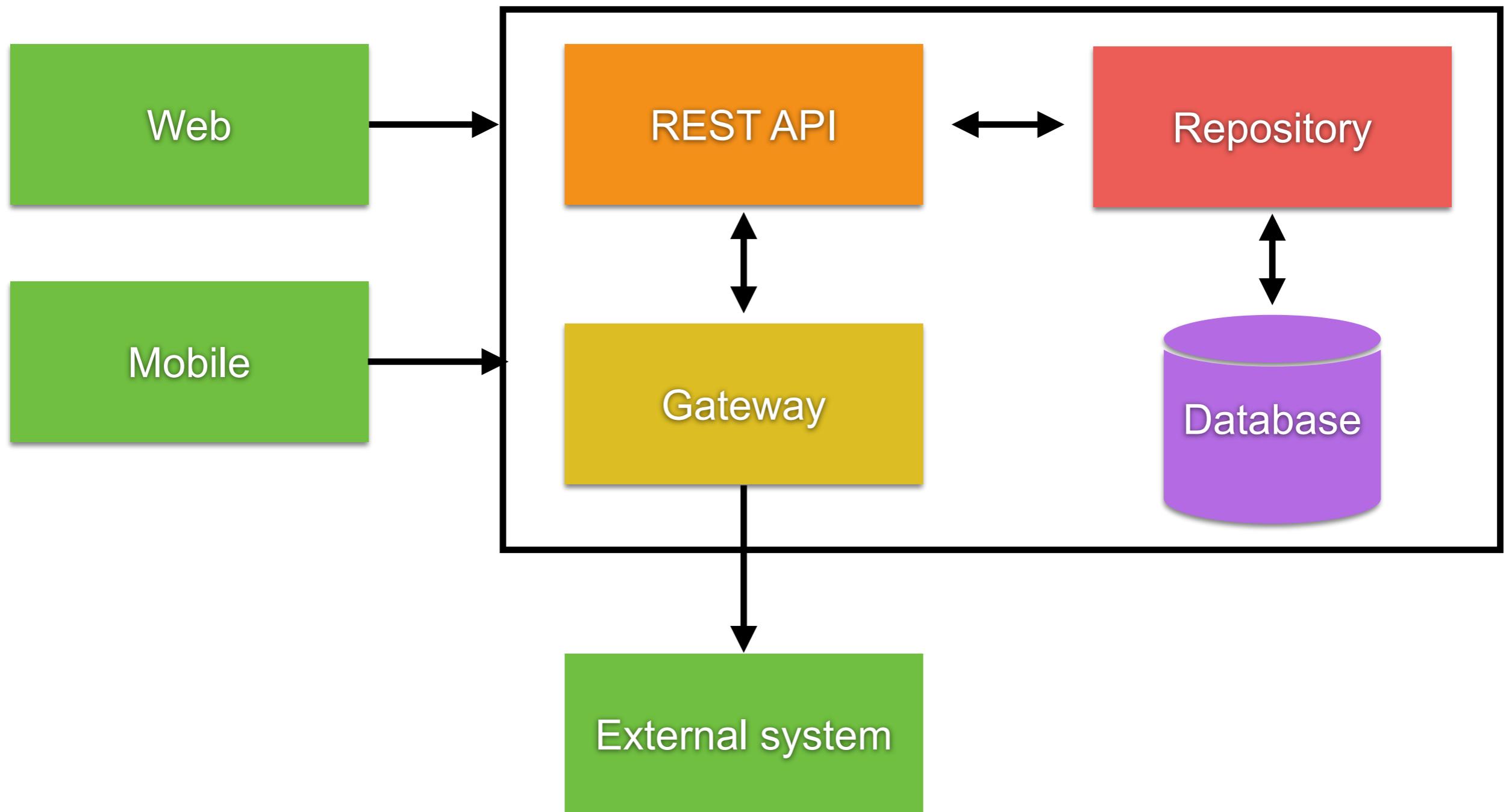


System impacts !!

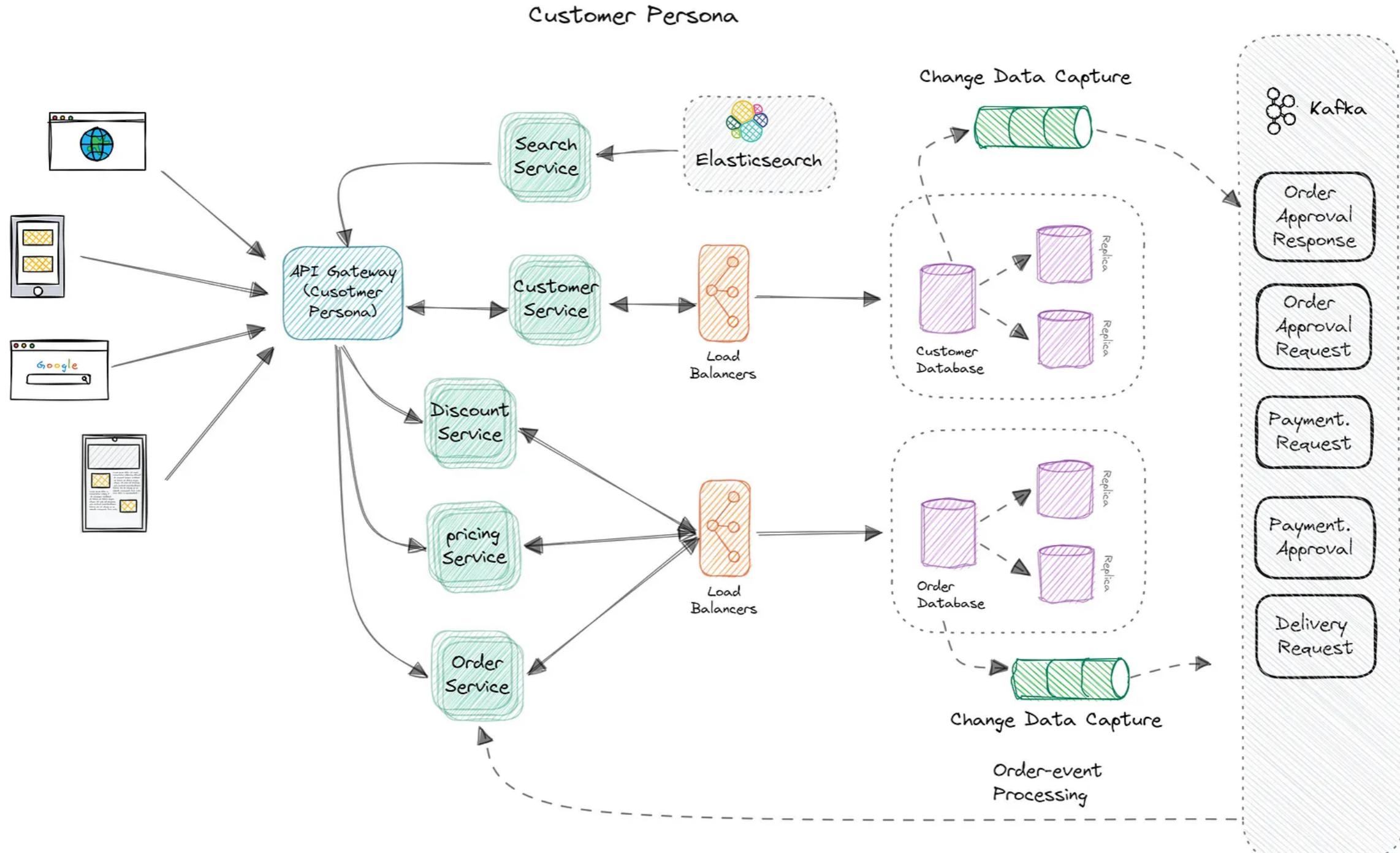
Know your systems



Simple Architecture



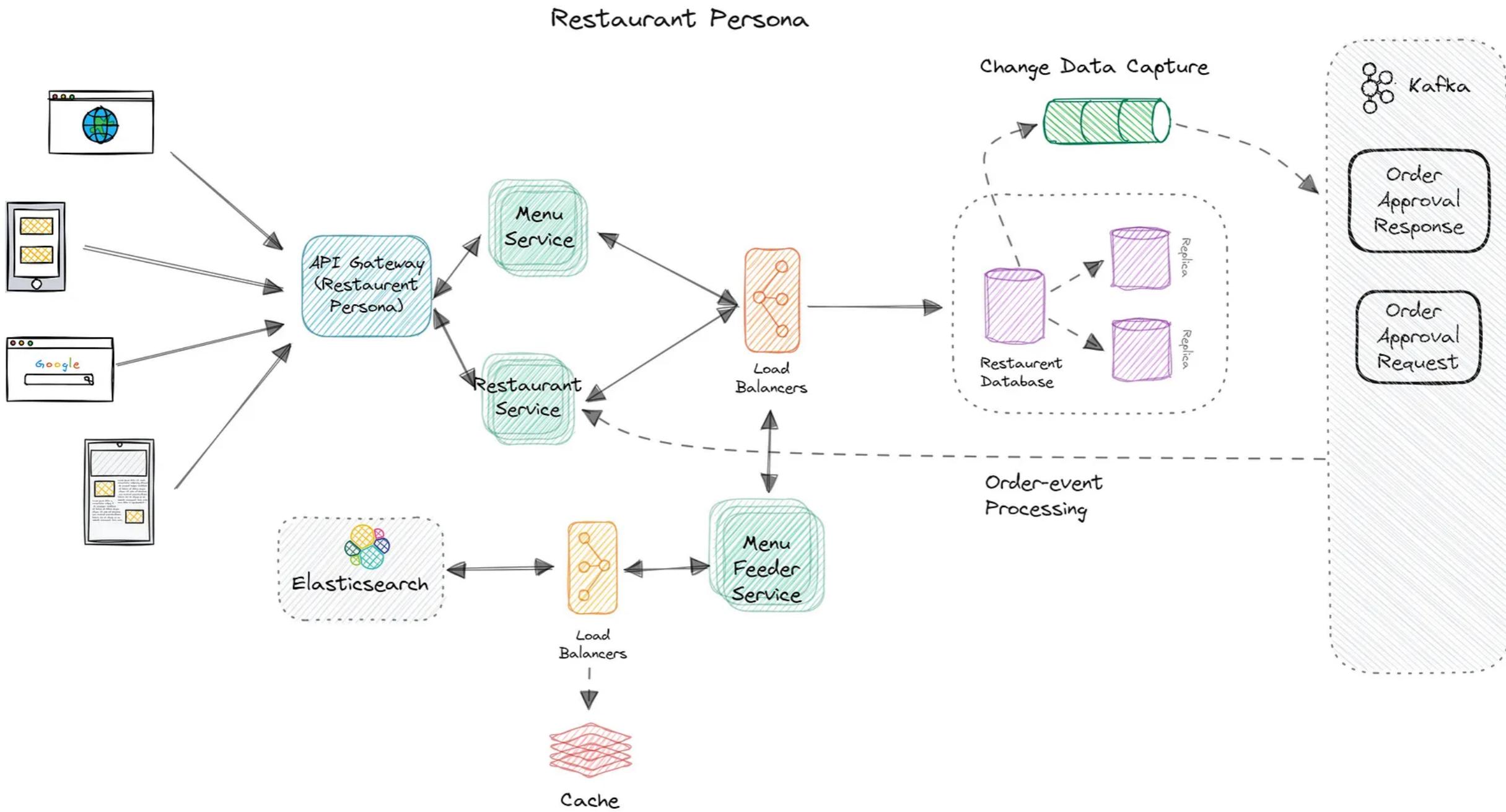
Food Delivery (Customer)



<https://medium.com/@systemdesignbychk/system-design-a-deep-dive-into-the-food-ordering-system-f84ae6375ce3>



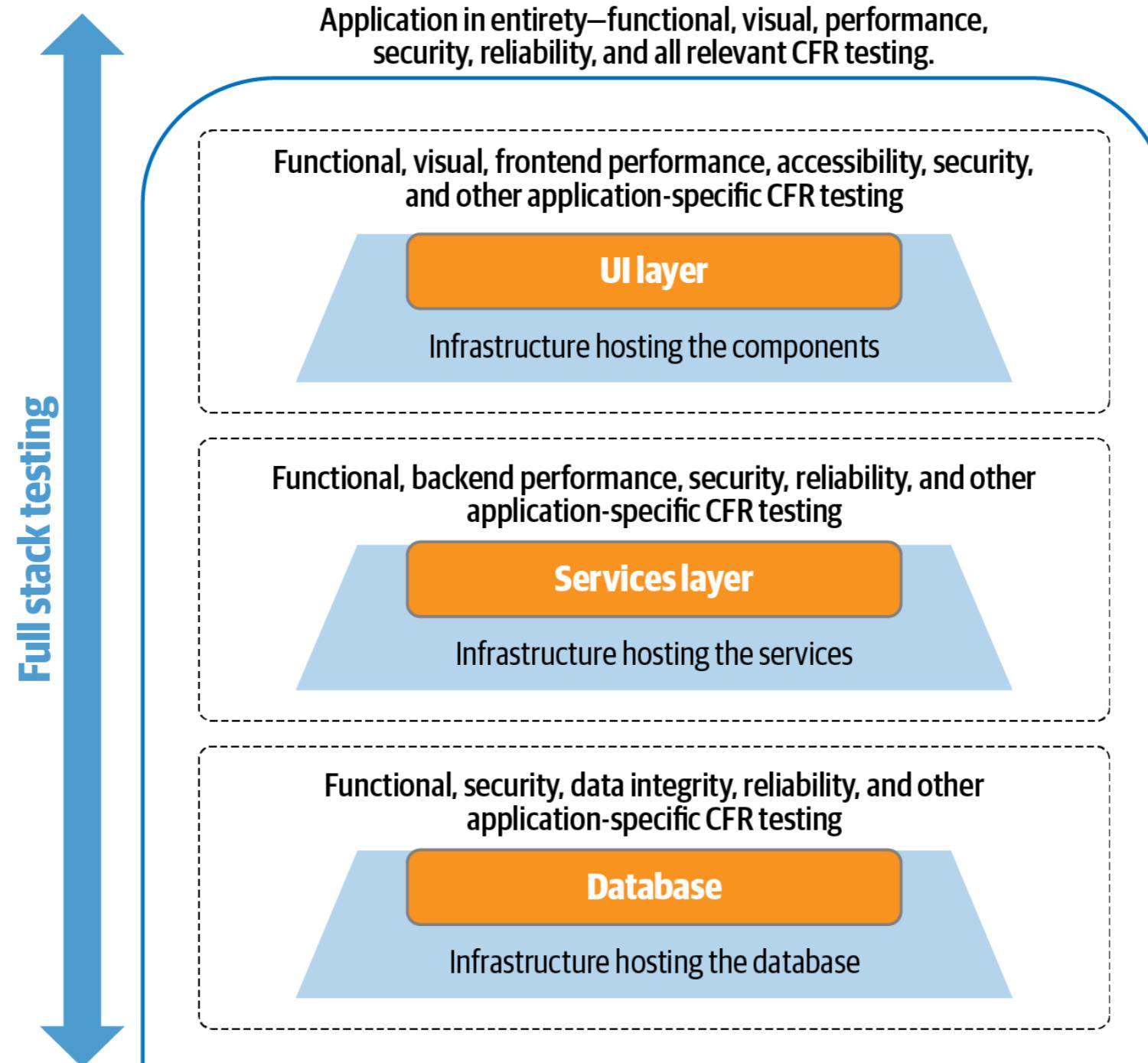
Food Delivery (Restaurant)



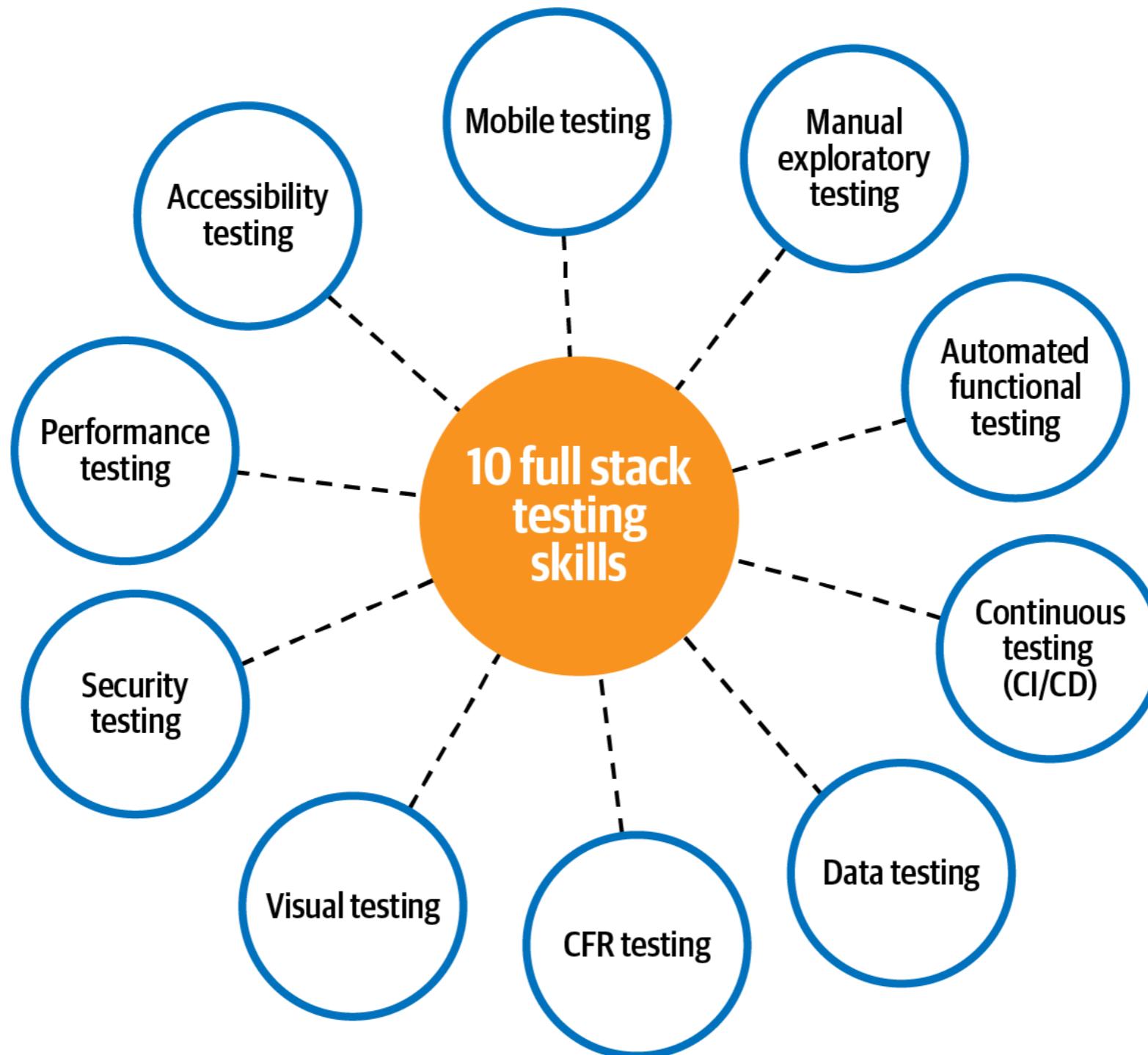
<https://medium.com/@systemdesignbychk/system-design-a-deep-dive-into-the-food-ordering-system-f84ae6375ce3>



Full Stack Testing

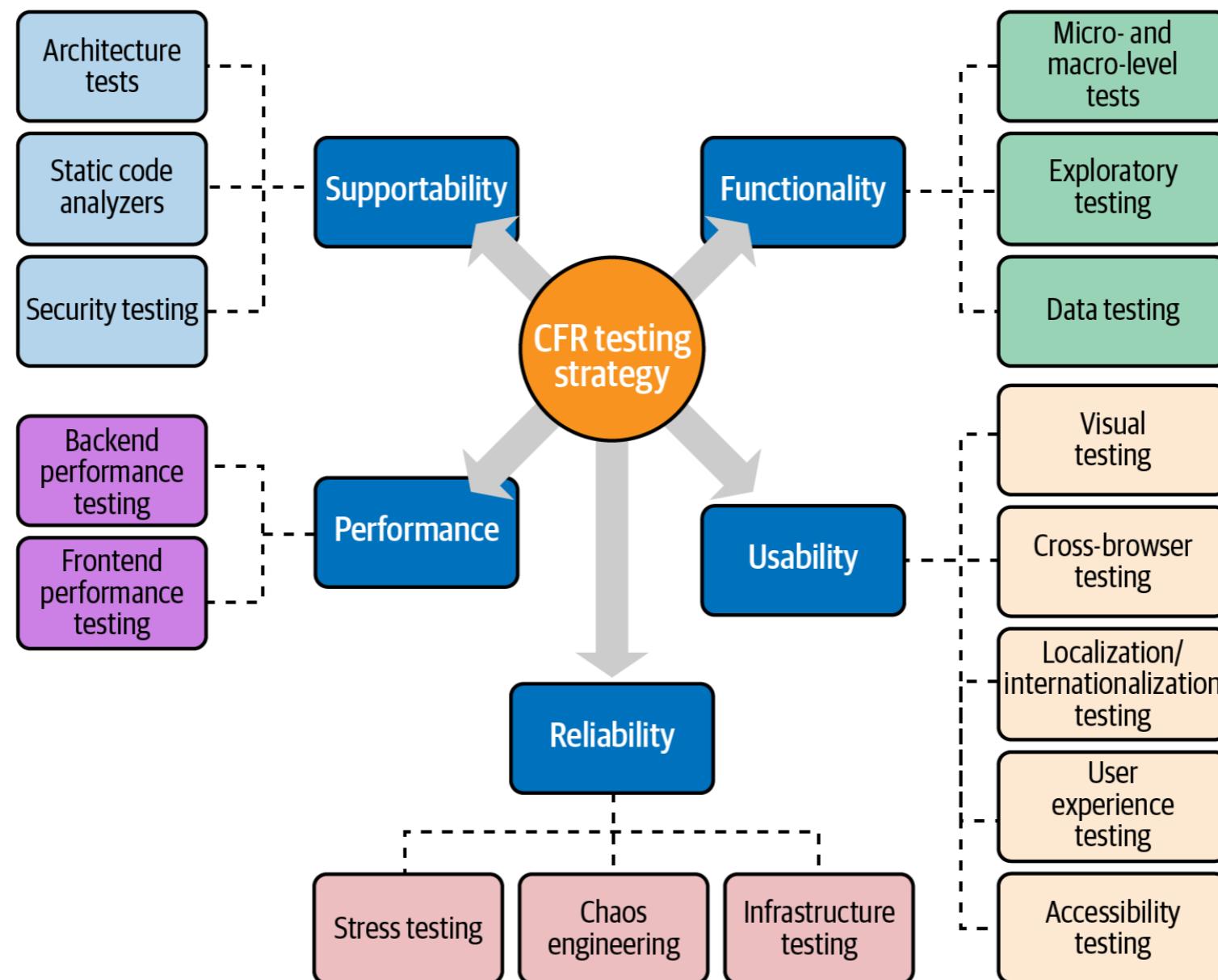


Full Stack Testing Skills



CFR testing

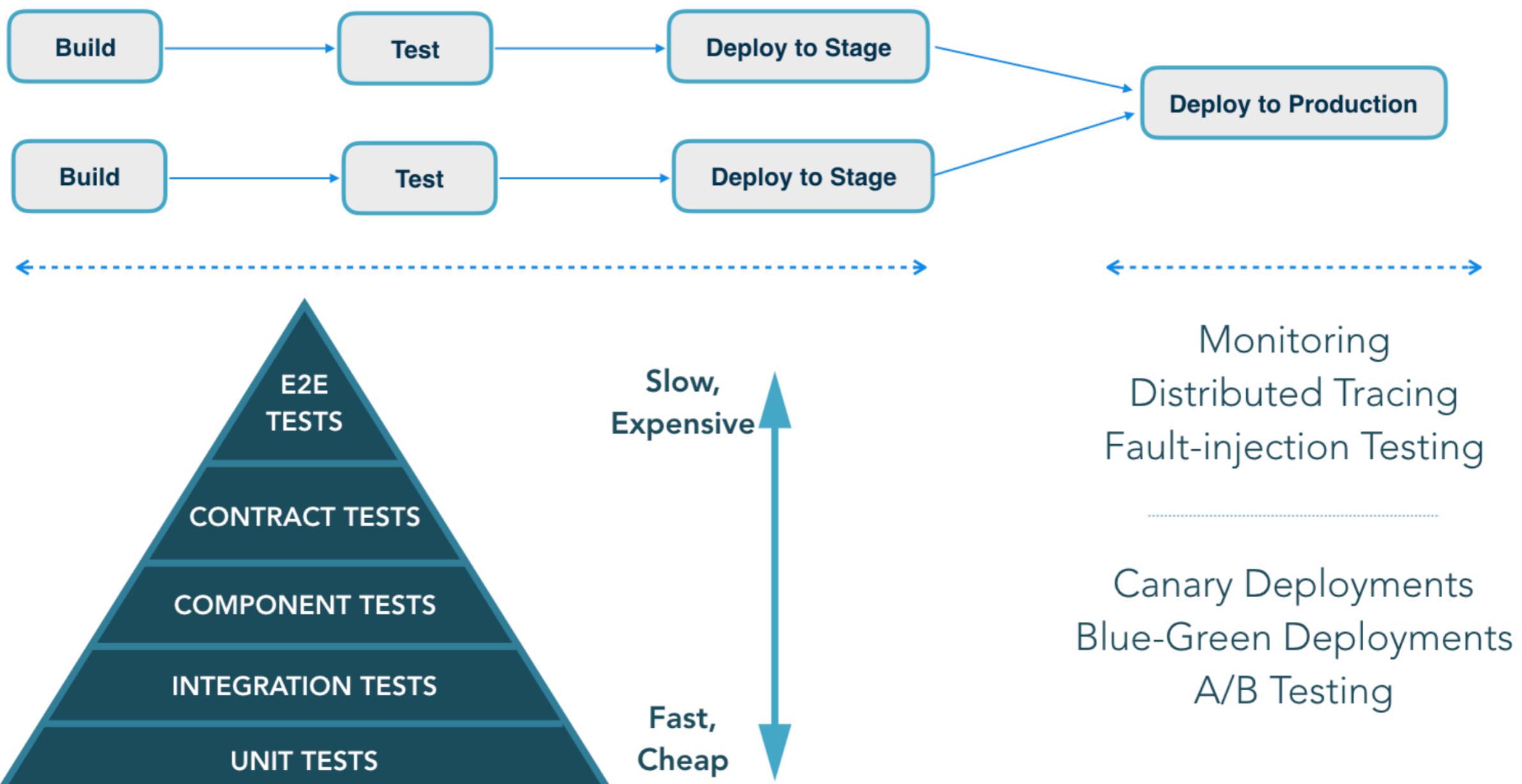
Cross Functional Requirement



Test Strategies



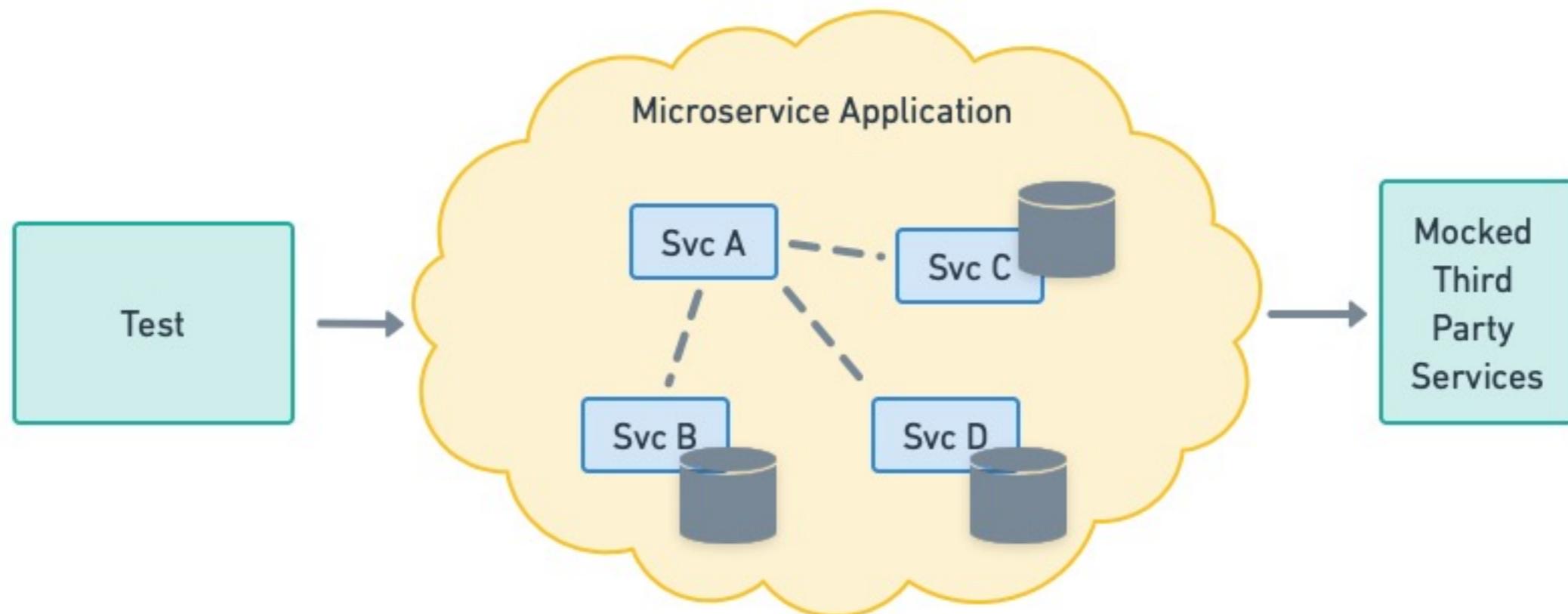
Test strategy



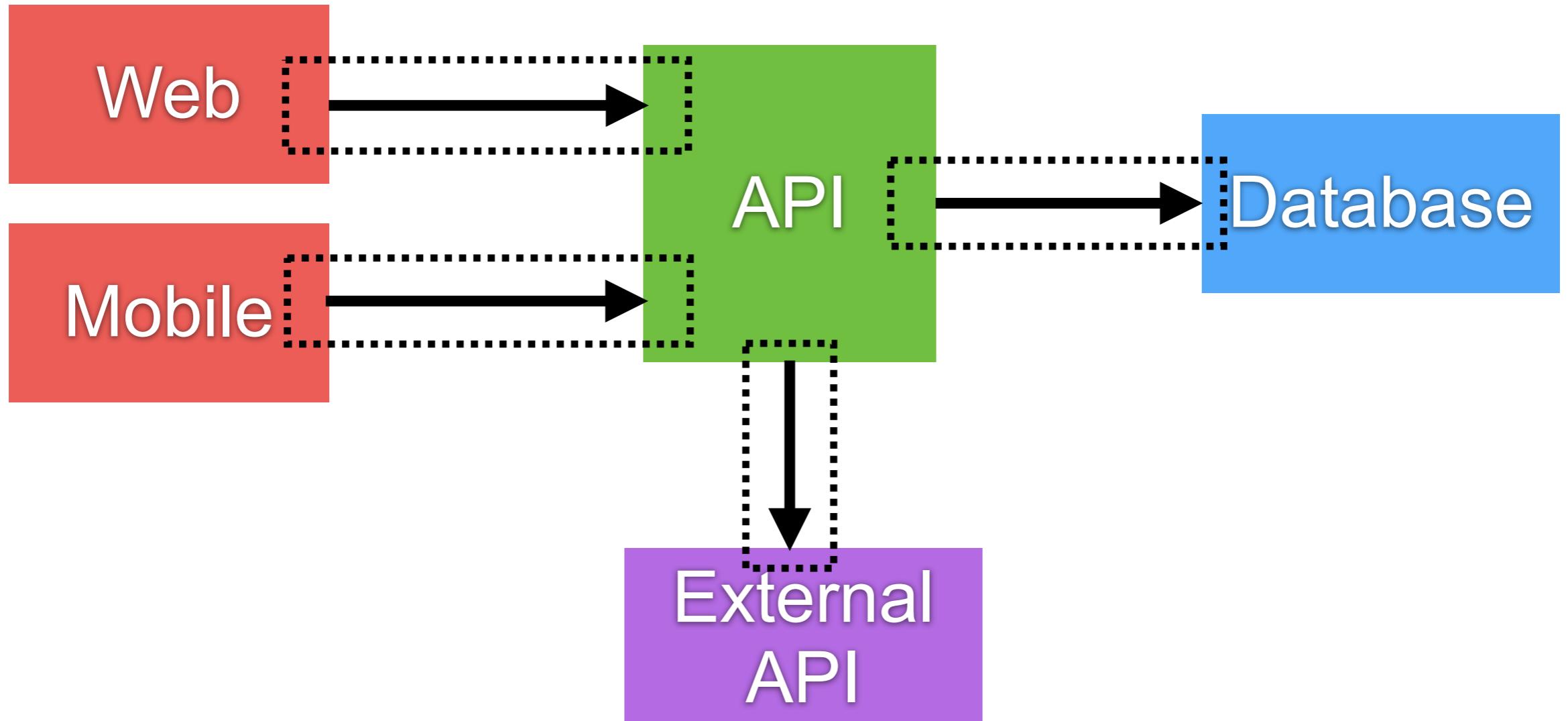
<https://martinfowler.com/articles/microservice-testing/>



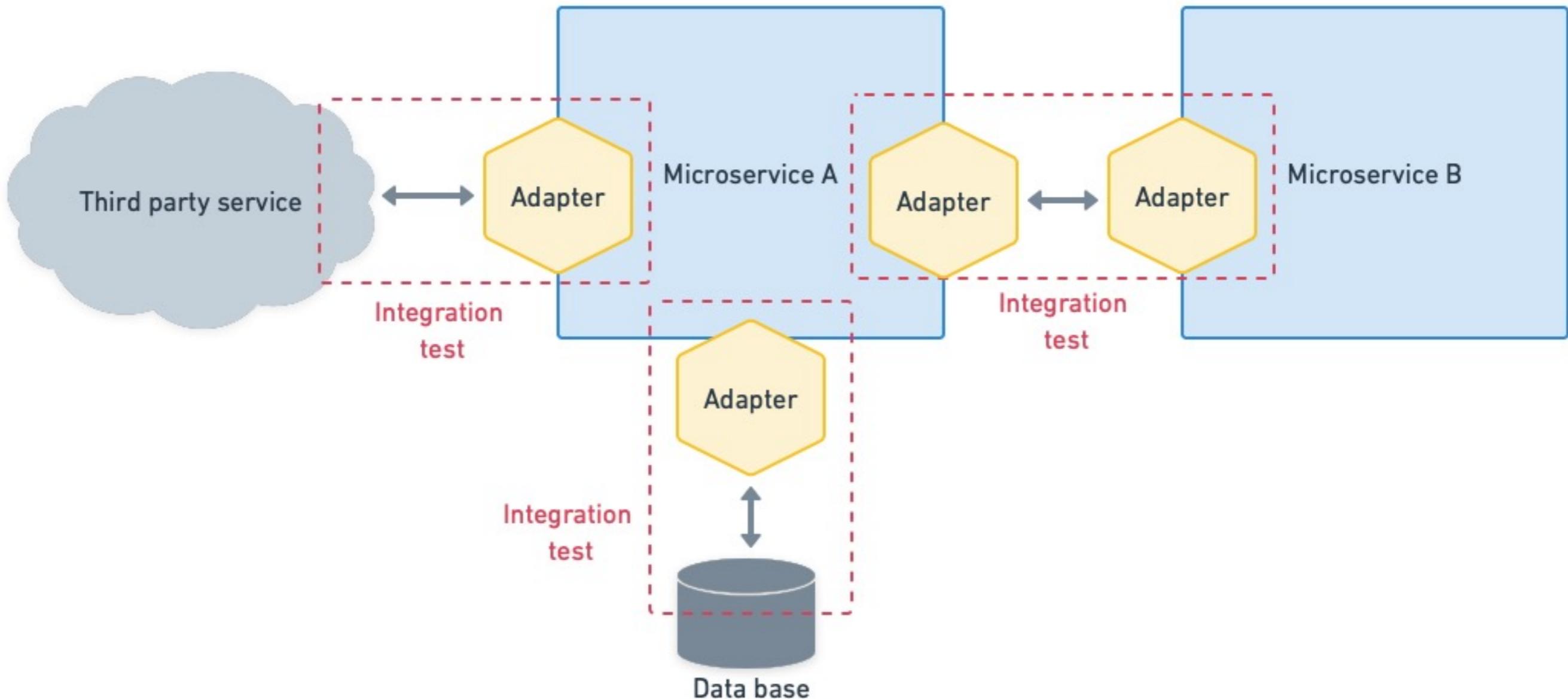
End-to-End testing



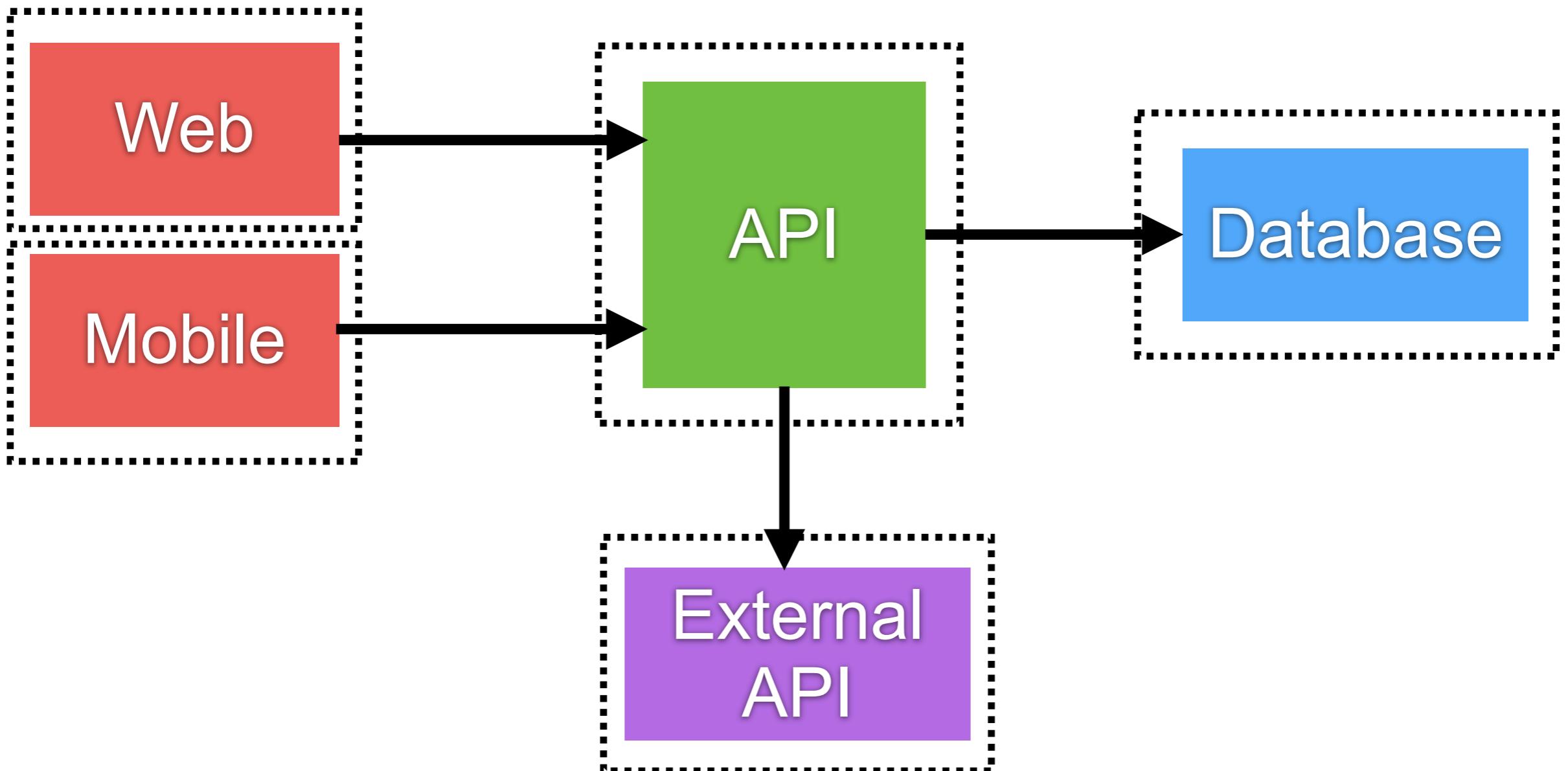
Integration testing



Integration testing

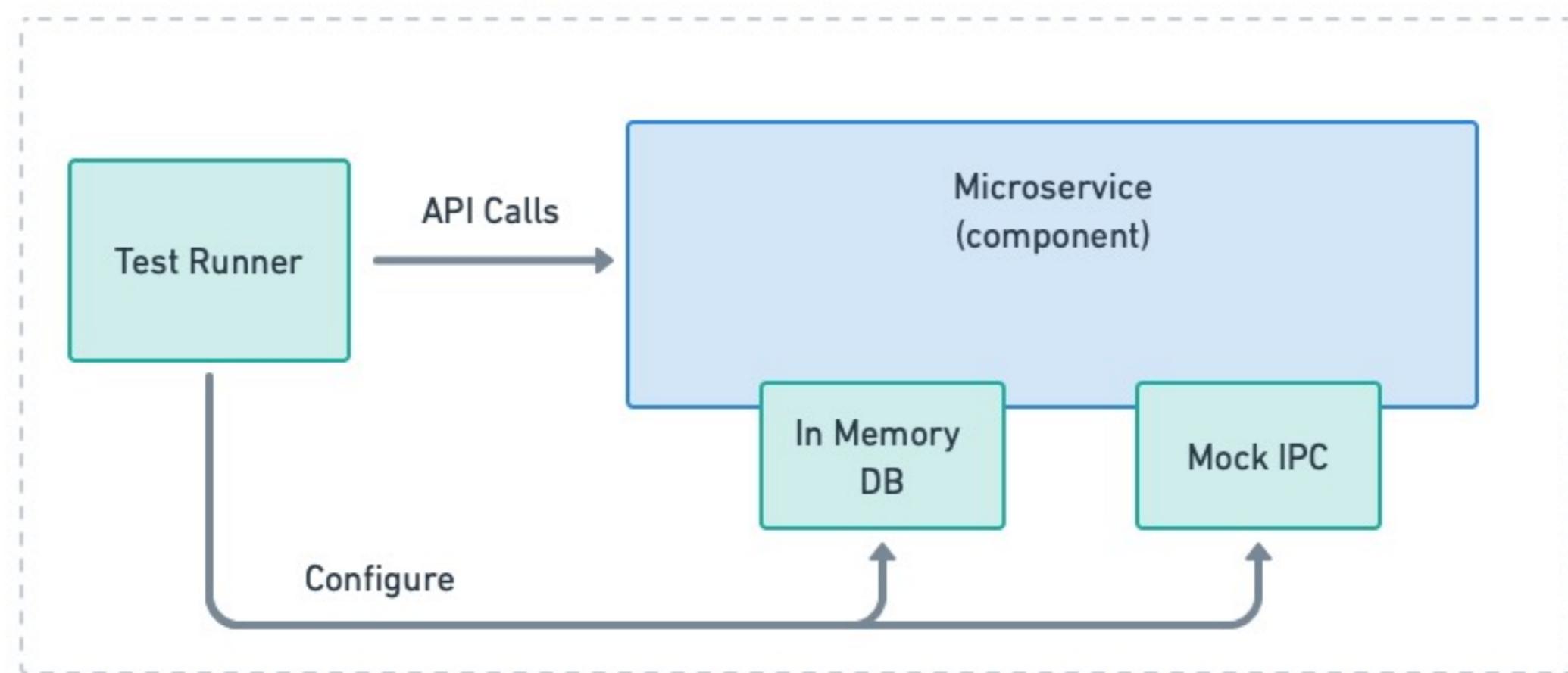


Service component testing

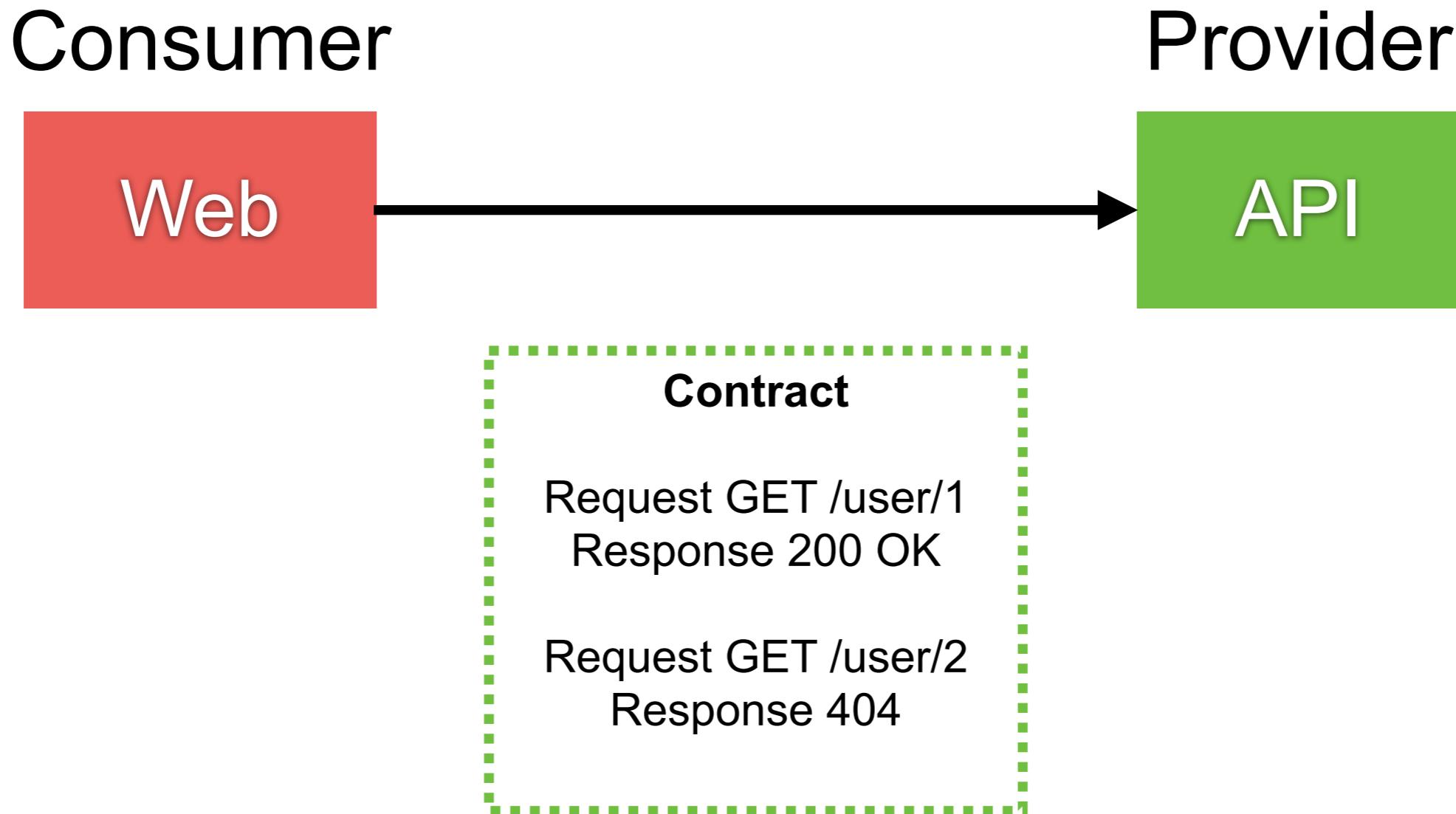


Service component testing

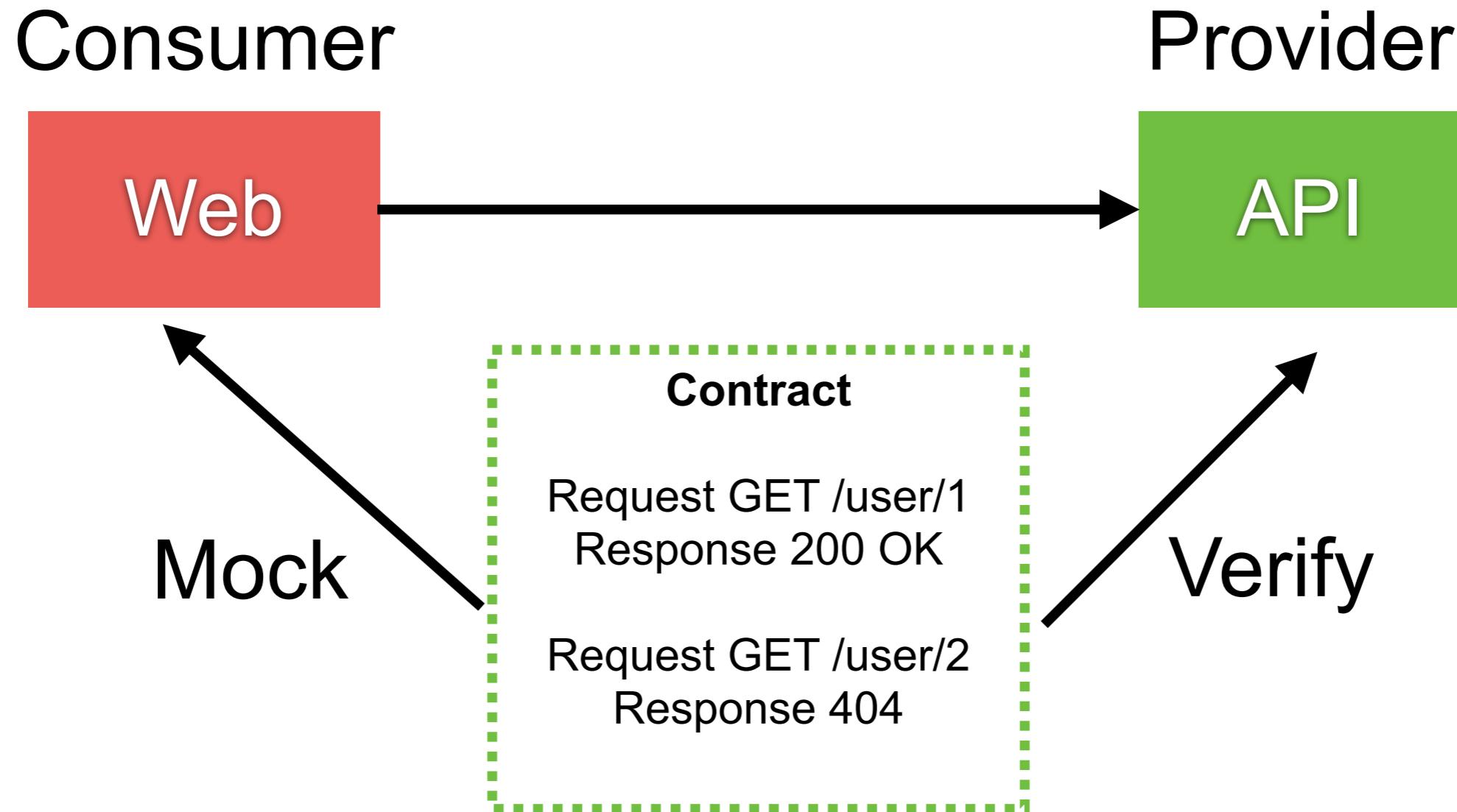
In-process component test



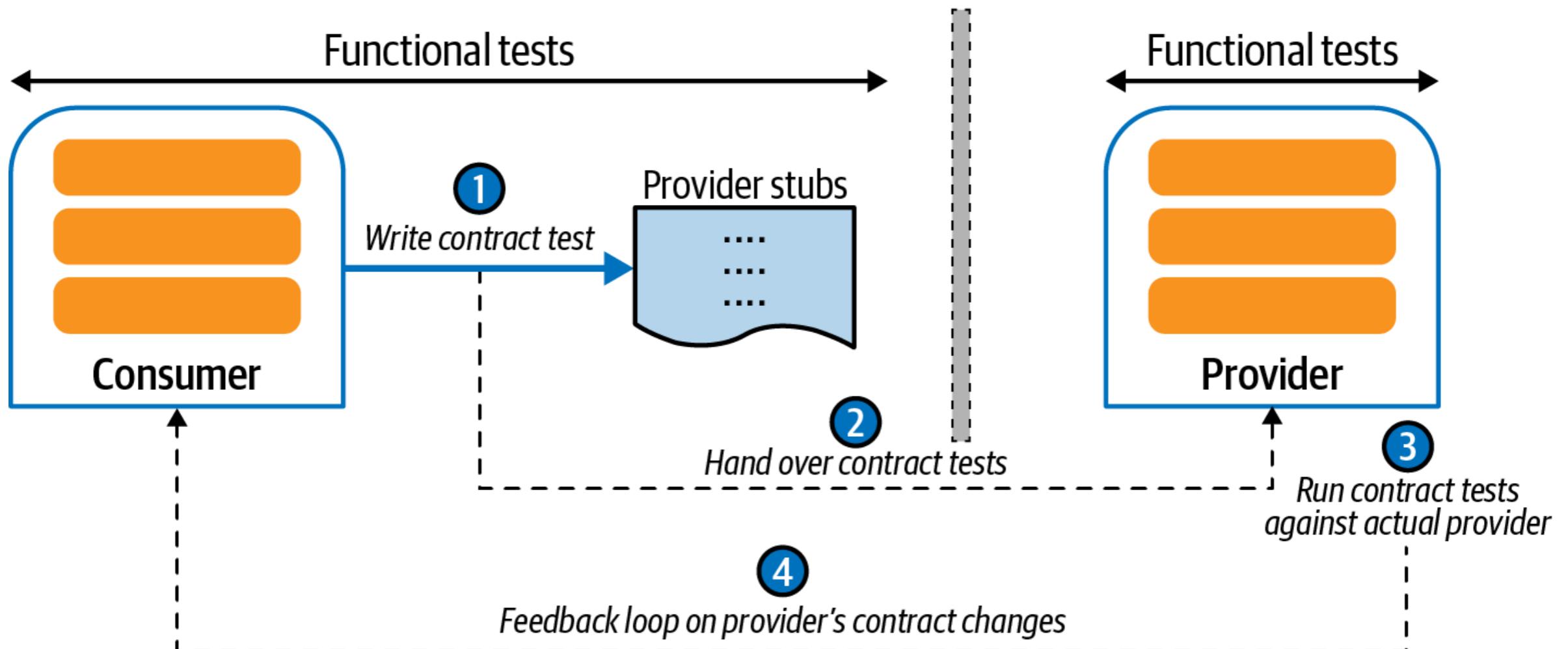
Contract testing



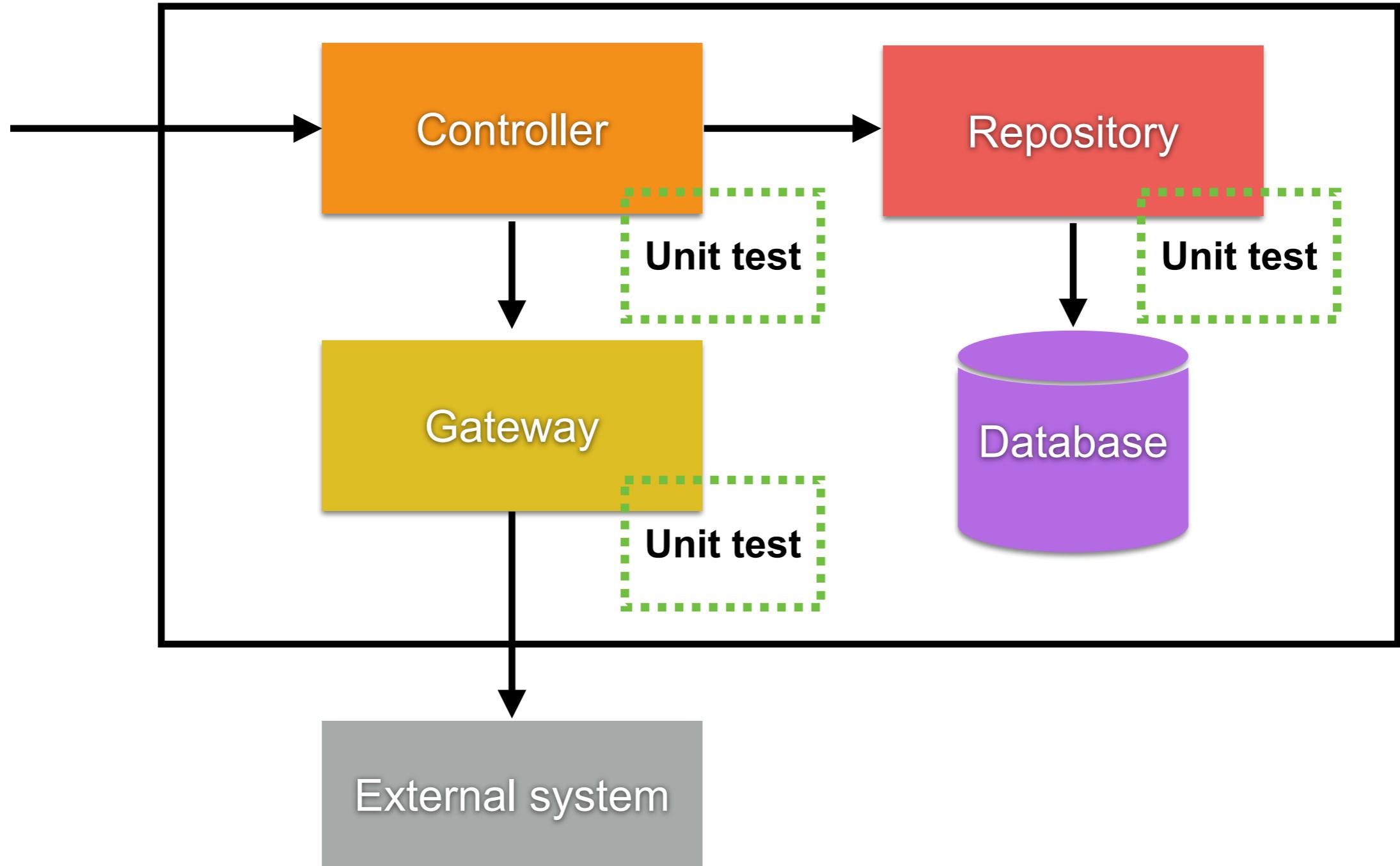
Contract testing



Contract testing



Unit testing



Test Double

Dummy

Stub

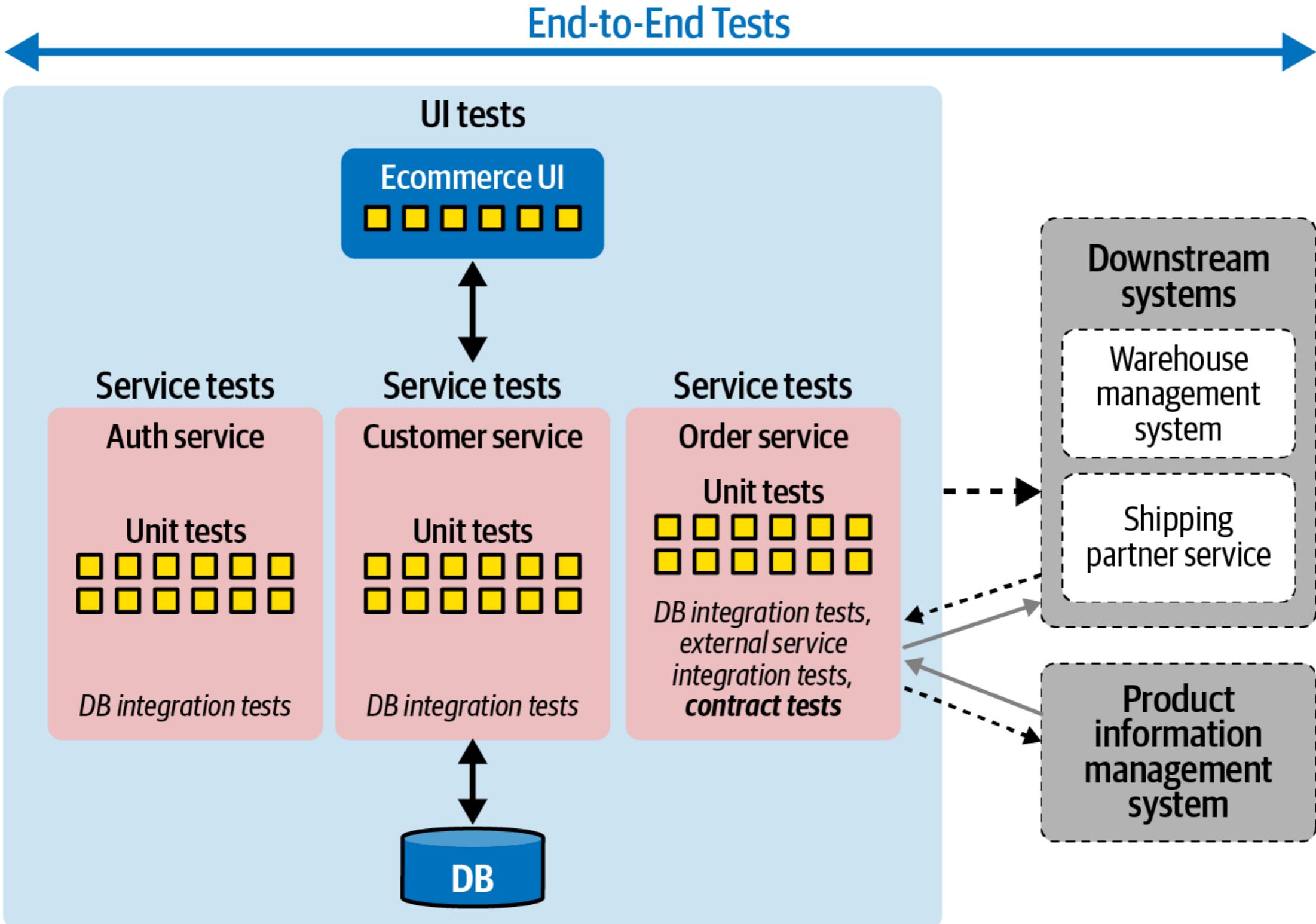
Spy

Mock

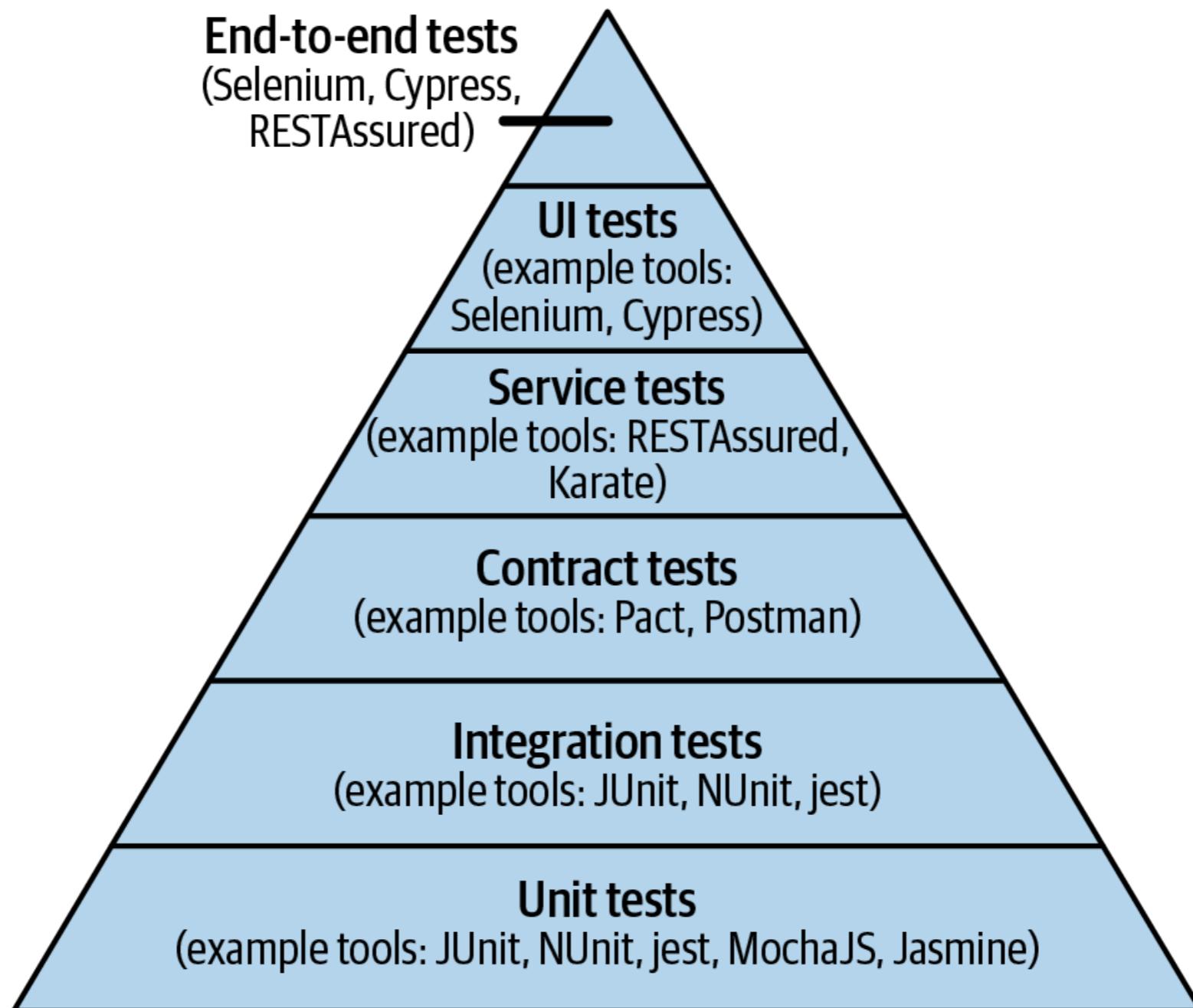
Fake

<http://xunitpatterns.com/Test%20Double.html>





Example Testing Tools



Test design



Economy of Test Design

Easy to understand

Easy to maintain

Readable by the business

One purpose per test

Repeatable

Poor test practices reduce the benefits



Good Test

F.I.R.S.T + U

Fast

Isolate

Repeat

Self-verify

Timely

Understand



Respect your tests

Don't ignore it if it fails
Fix the code or fix the test
Always refactor or improve

**100% of regression tests
must pass all the time**

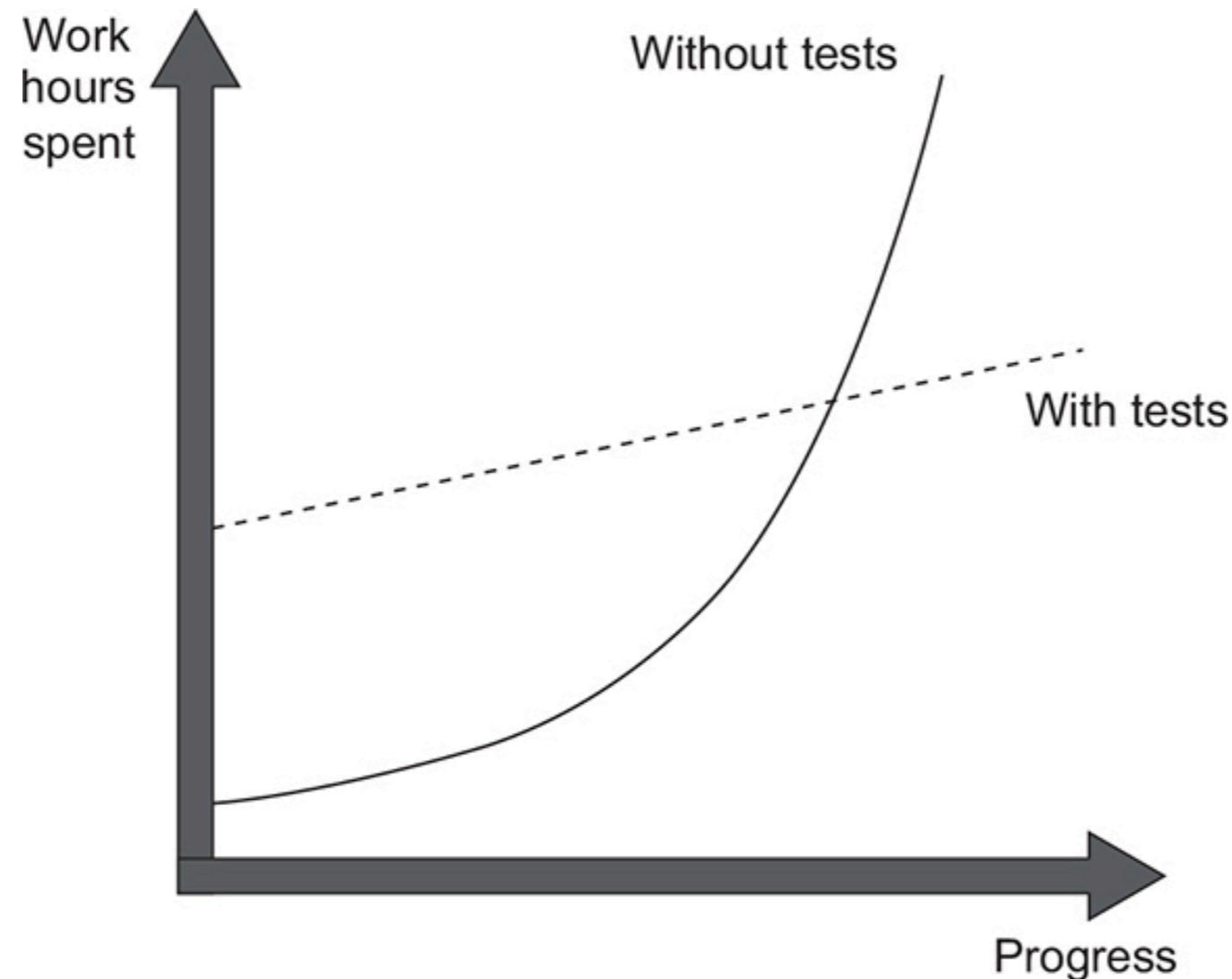


Regression testing

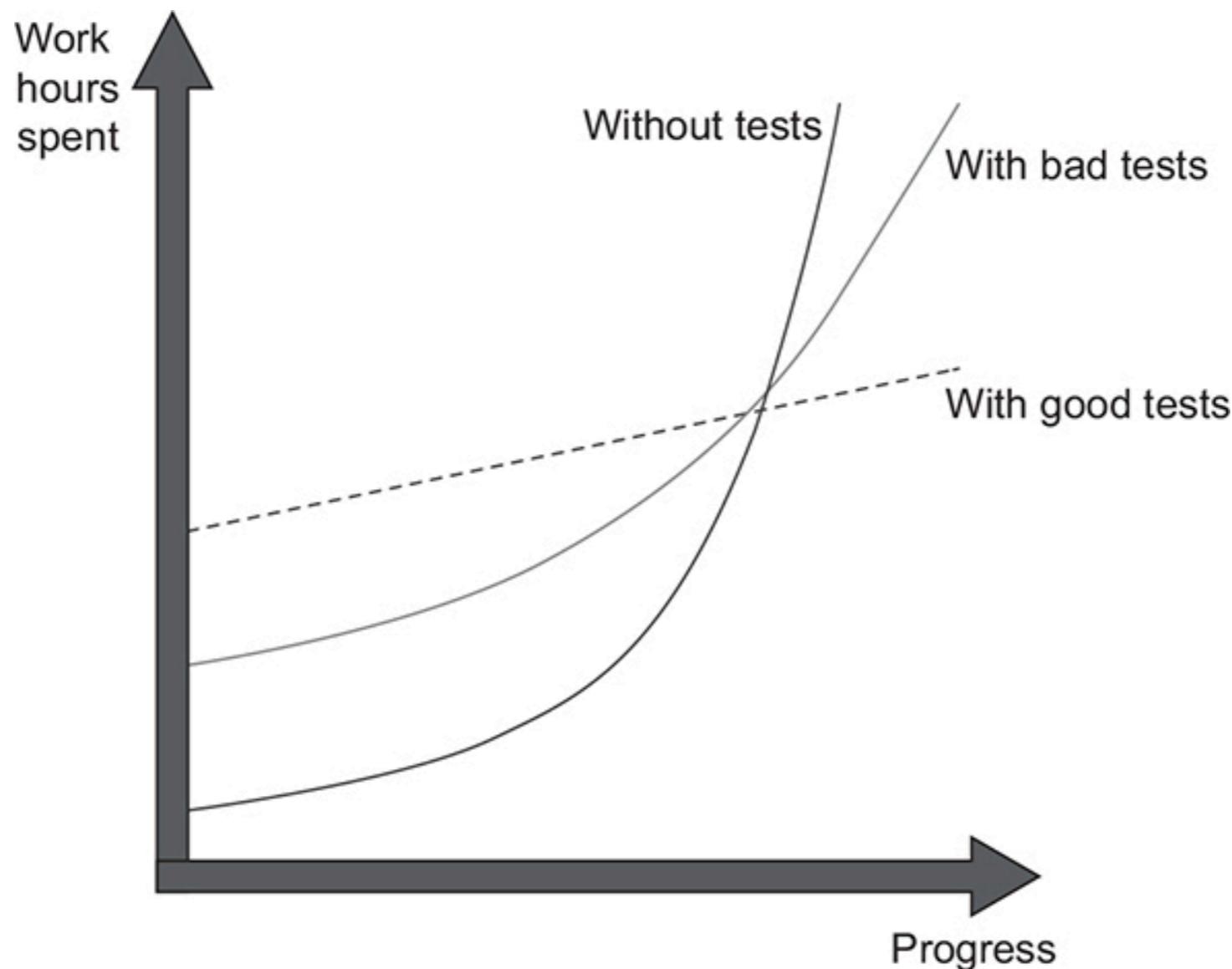
Complete
Selective or Partial



Reduce work hours with tests



Good vs Bad tests



Test data !!

Avoid database/external system access

Setup/ tear down test data

Use production-like data

Need to control your data test



Start with simple
Use feedback to improve



Workshop



Register workshop !!

As a new user,

**I want to create an account with
User name and password**

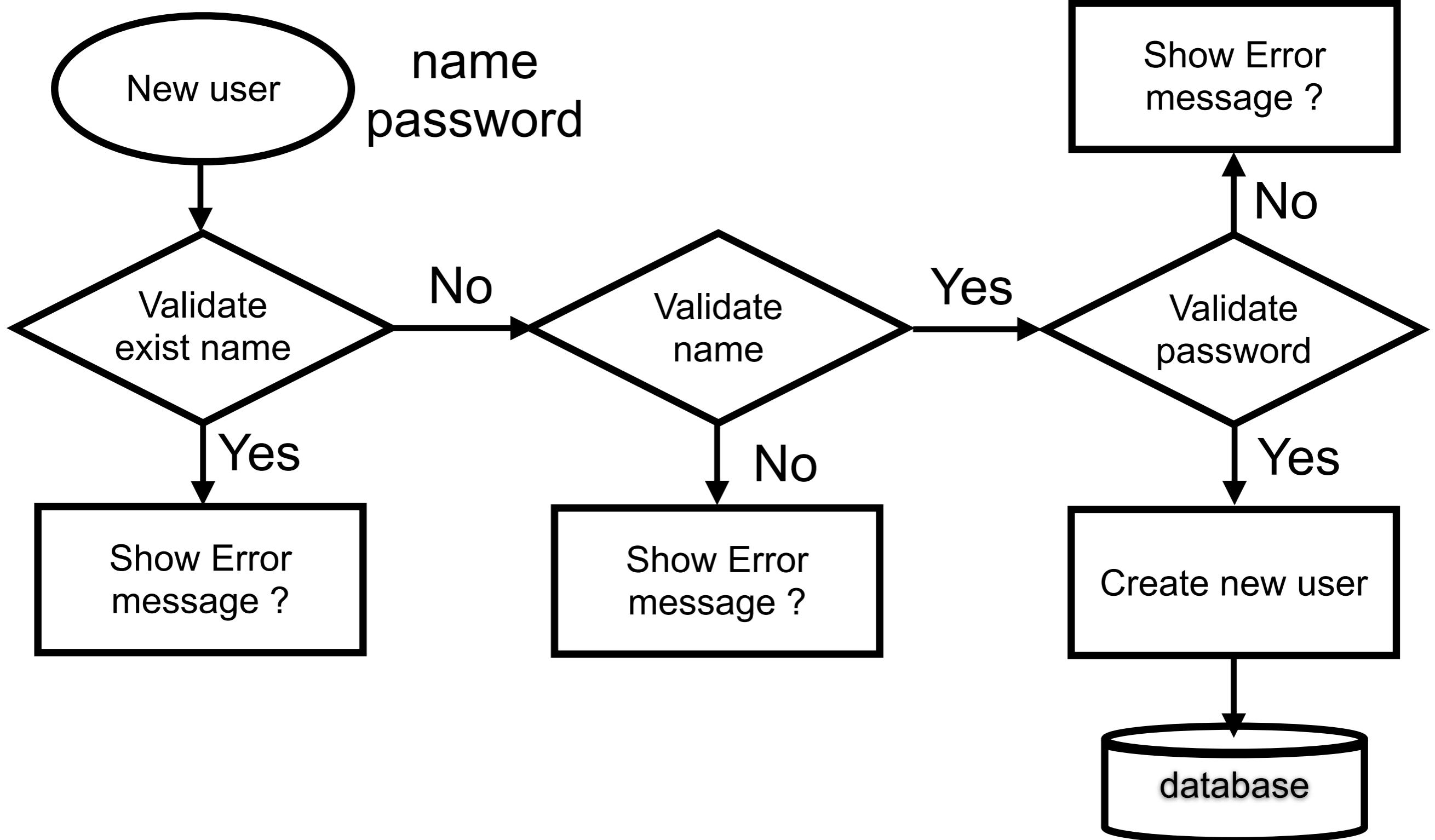
So that only I can access my information



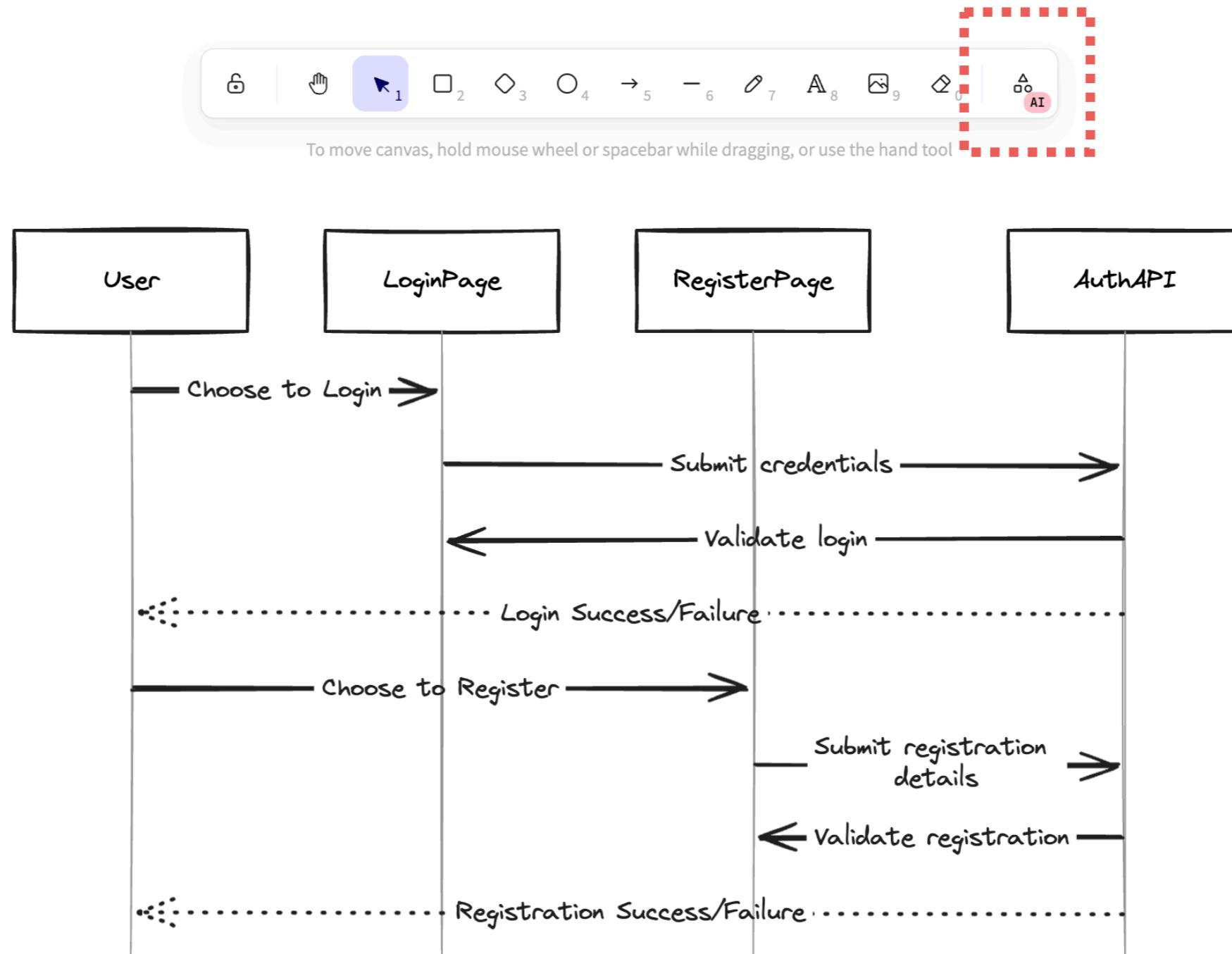
Design your Test cases ?



Flow ?



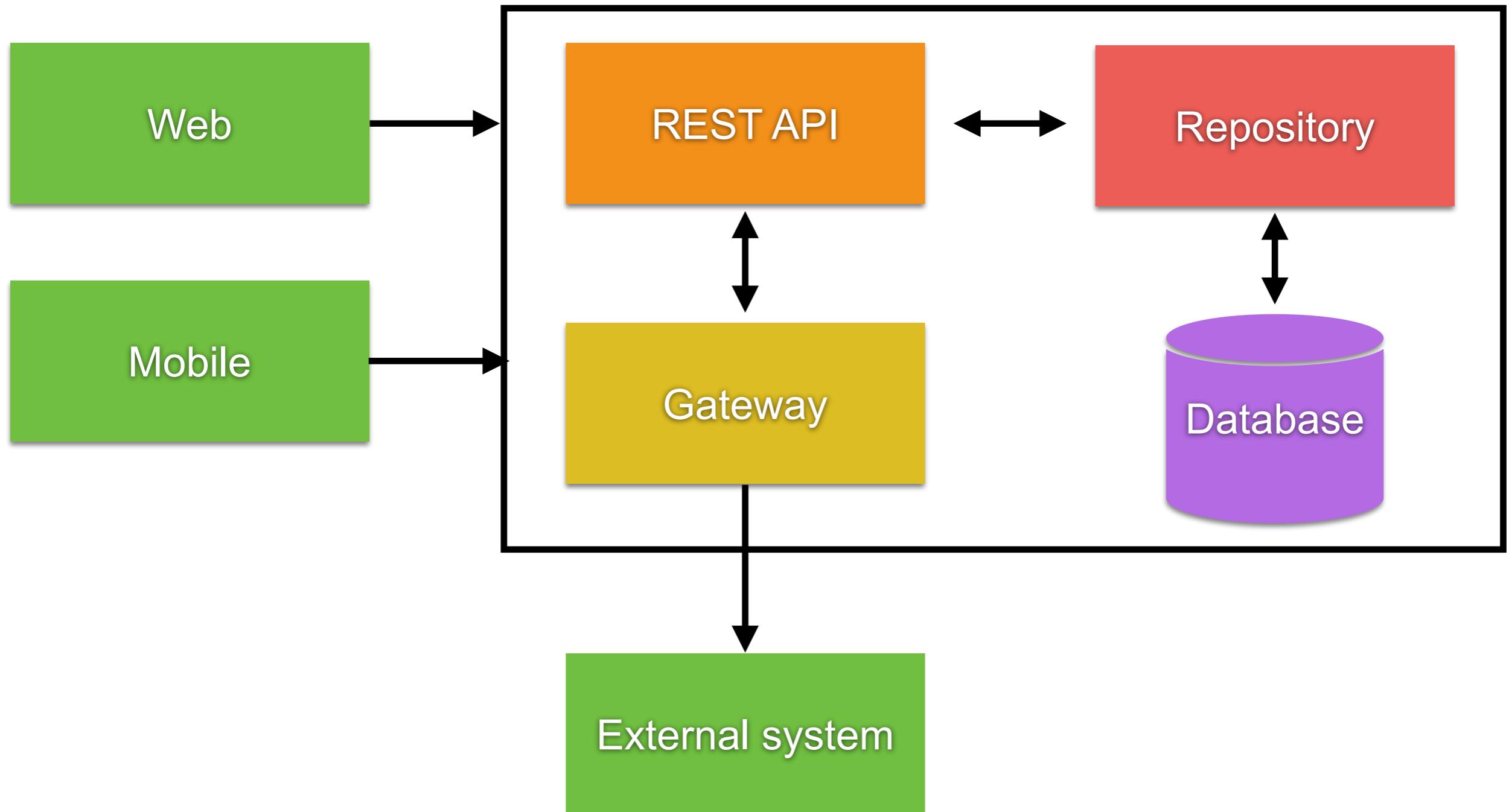
Generate Flow with AI



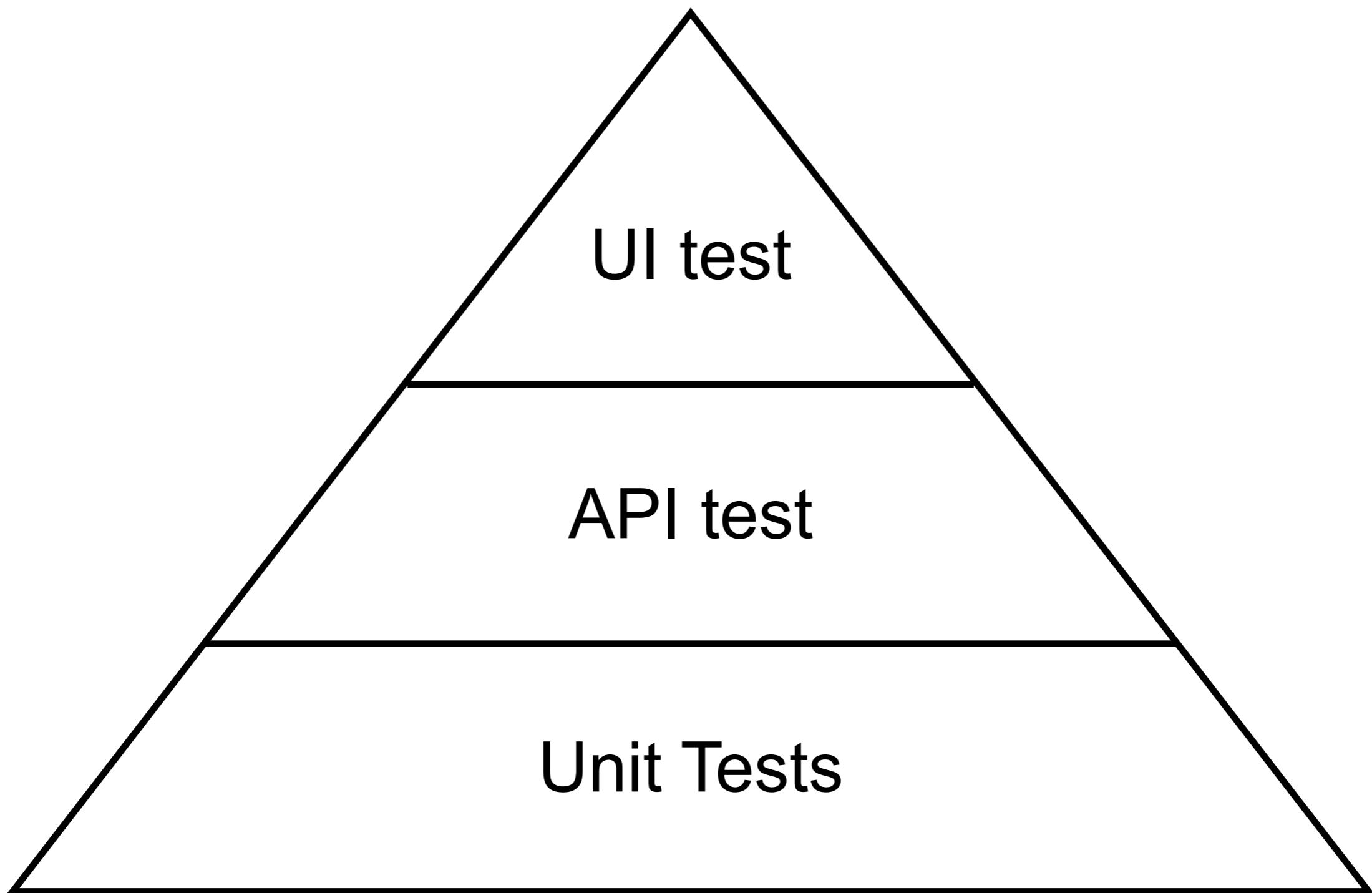
<https://excalidraw.com/>



Architecture



Test cases with Test Level ?



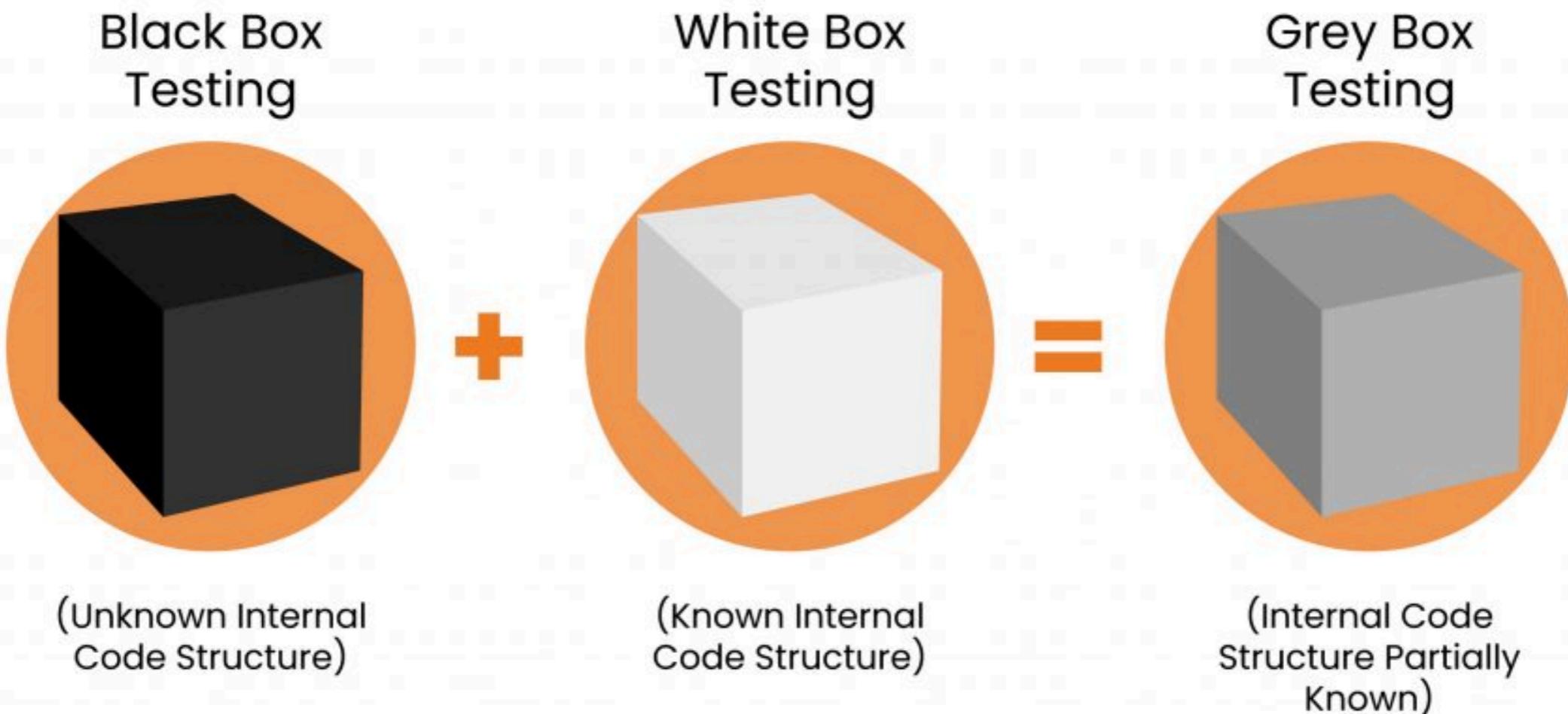
Testing Tools

External
testing

Internal
testing

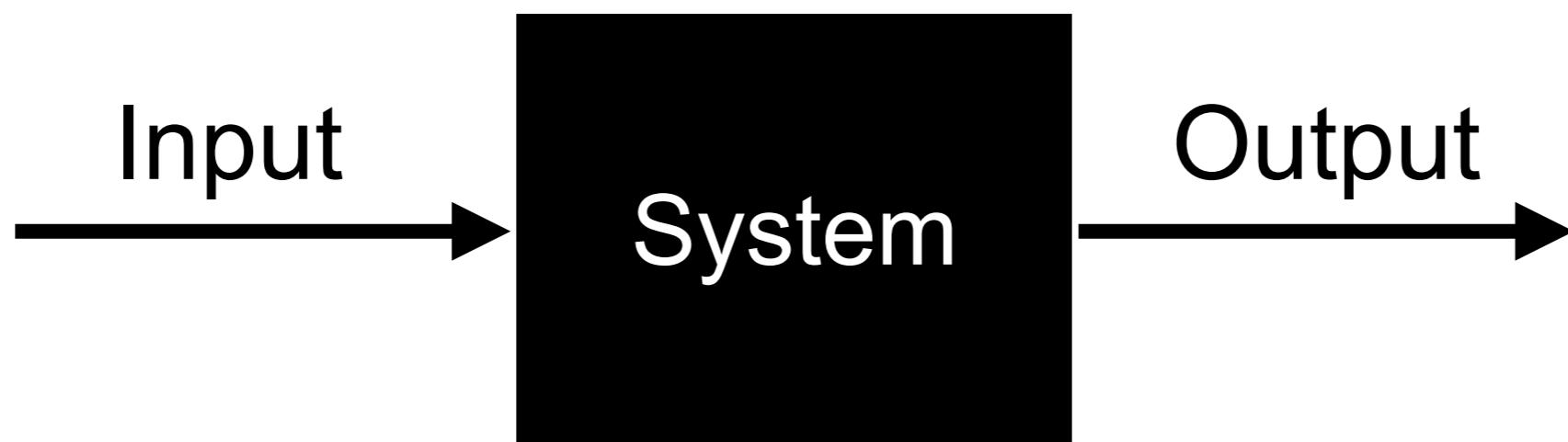


Types of Testing Methods



External Testing

Black box testing

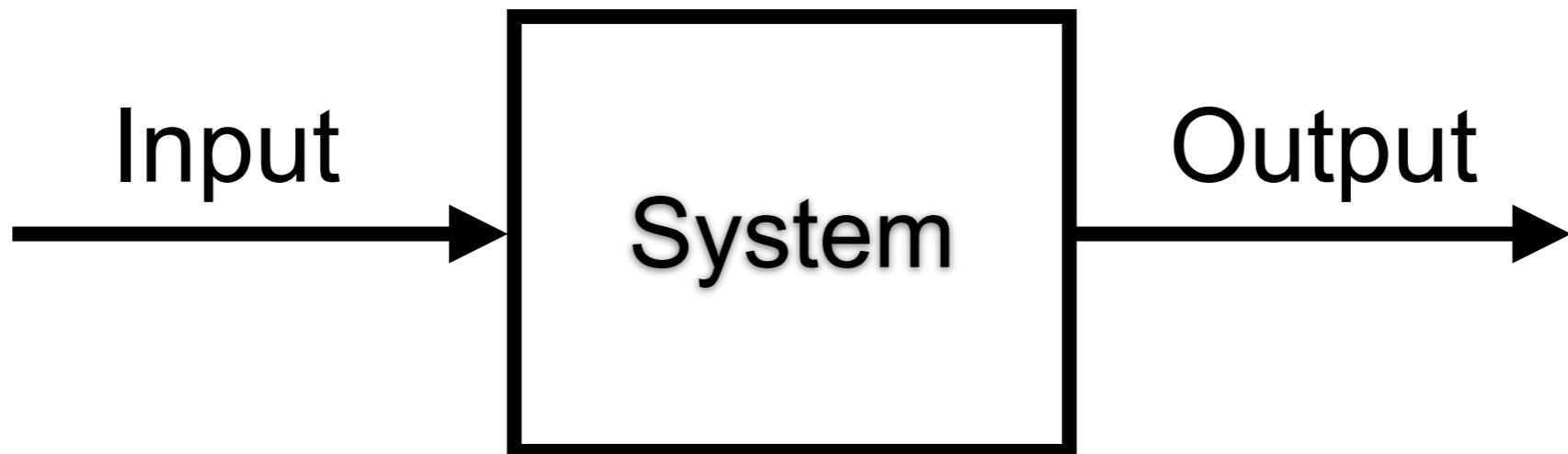


End-to-end testing



Internal Testing

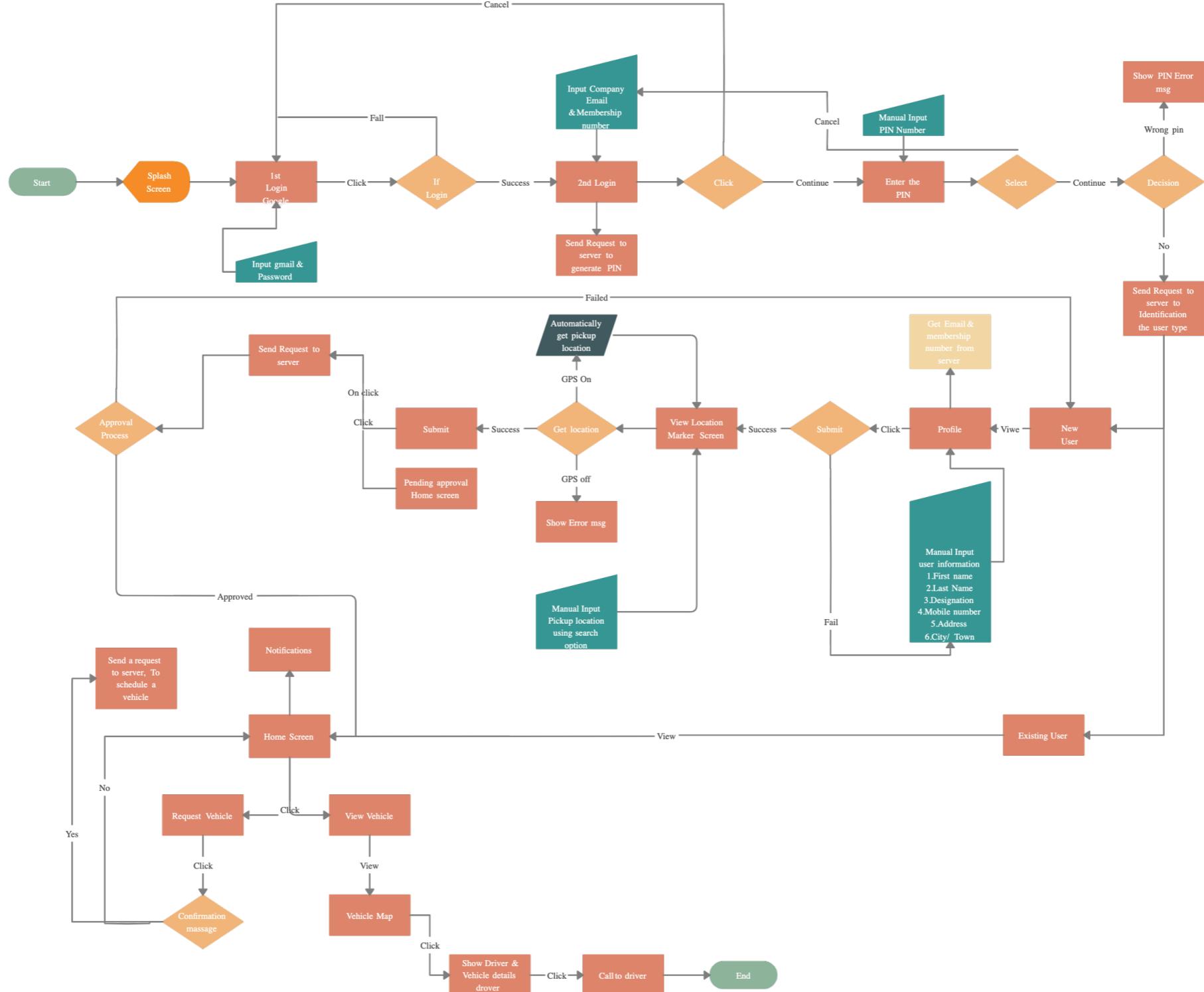
White box testing



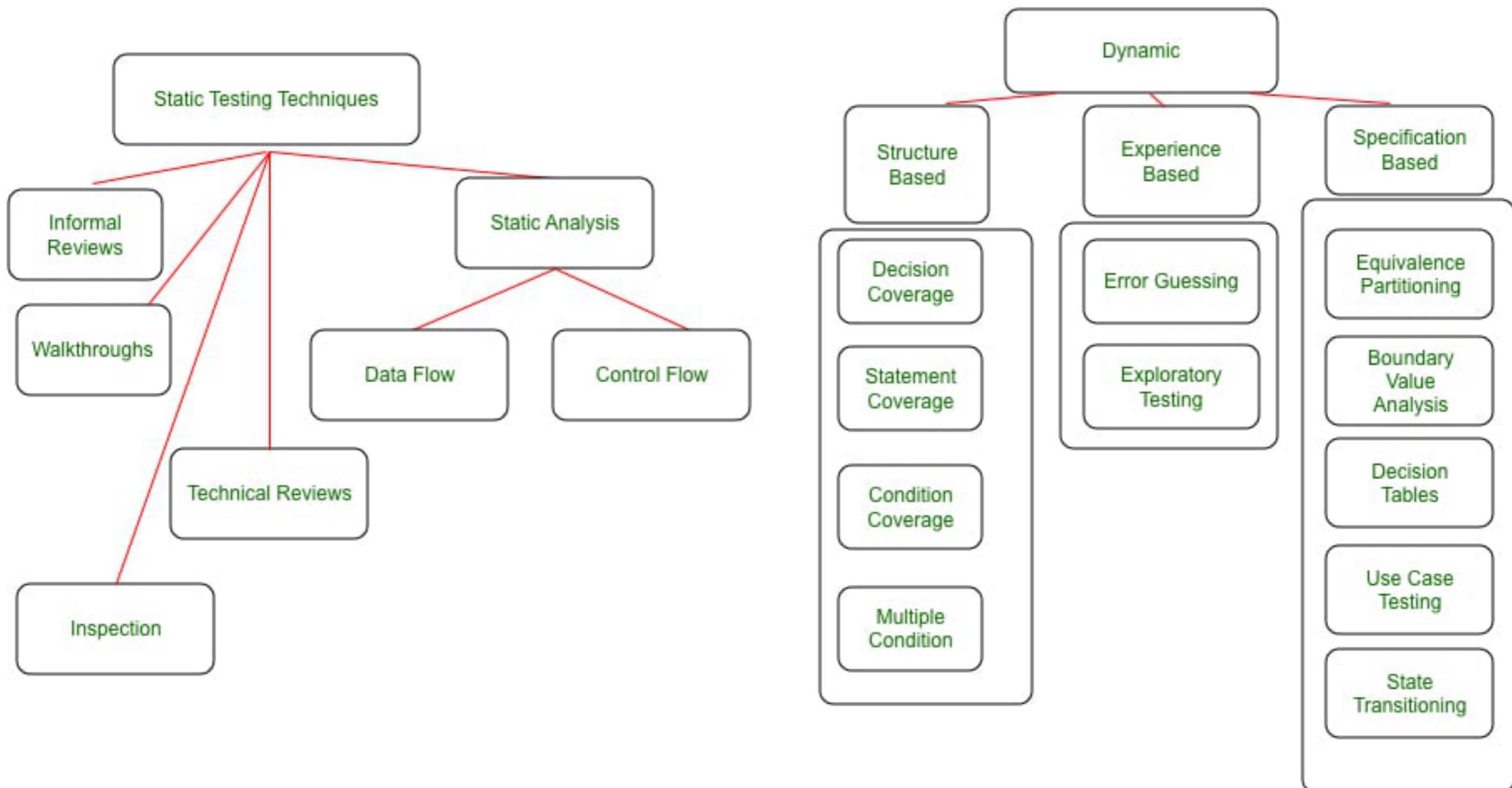
**Unit, Integration,
Contract, component testing**



Internal Testing



Testing Techniques



<https://www.geeksforgeeks.org/software-testing-techniques/>



Let's start your journey



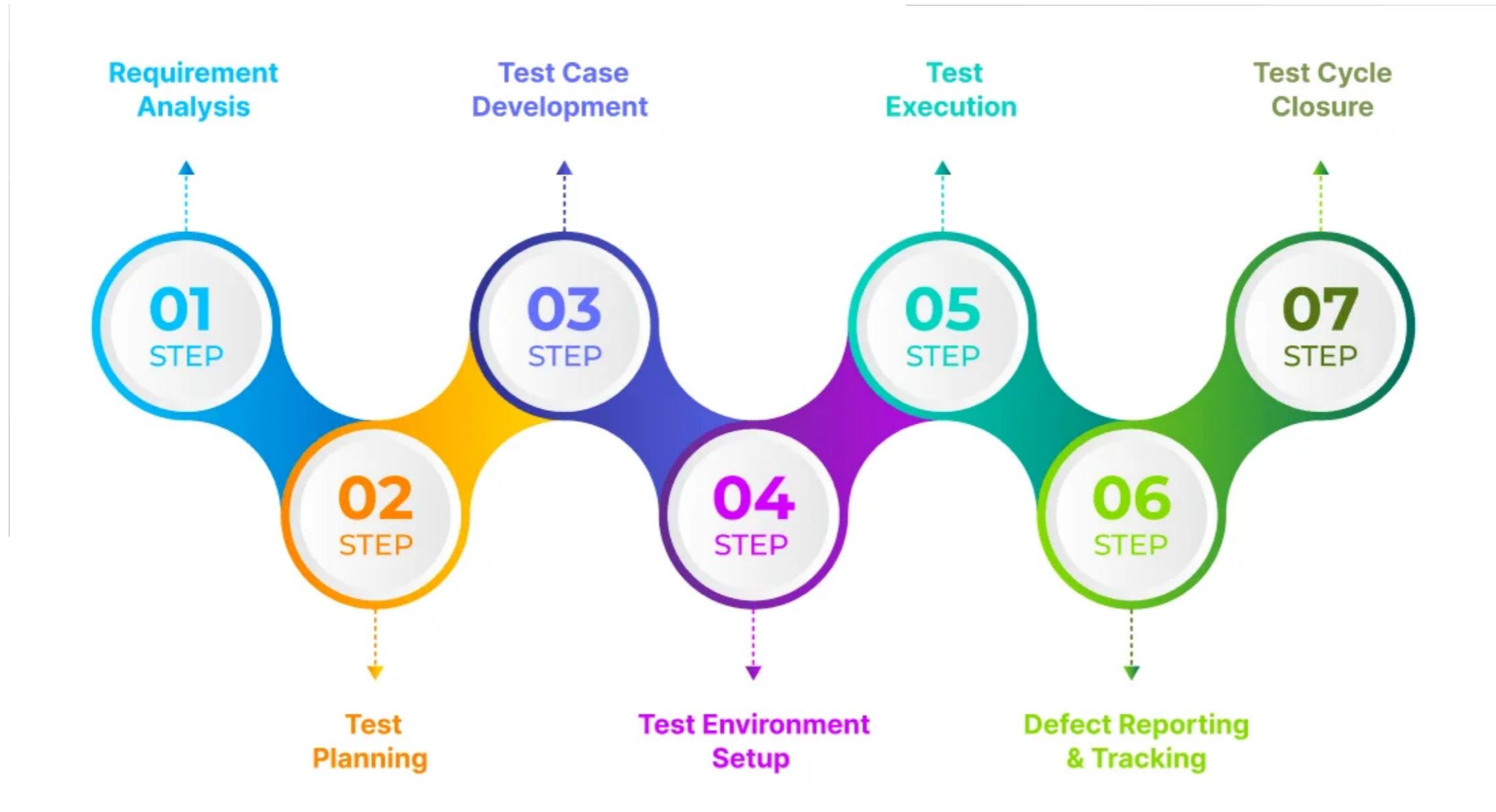
Q/A



Software Testing Life Cycle



Software Testing Life Cycle



<https://www.inexture.com/phases-of-software-testing-life-cycle/>



Software Testing Life Cycle

Improve quality

Reduce cost

Enhance efficiency (avoid rework)

Ensure comprehensive testing

Facilitate continuous improvement



Effective Test Case Design



Effective Test Case Design

Focus on clarify
Completeness
Maintainability

Requirement coverage and early detection



Approach ?

Understand requirements
Identify **test scenarios**
Apply **test techniques**
Prioritize test cases



Identify Test Scenarios ?

Break down features into specific, distinct behaviors or conditions

Think about all the different of user's interact with the feature

Happy paths

Unhappy paths



Apply Test Techniques

Utilize test design techniques to ensure comprehensive coverage

Boundary Value
Analysis (BVA)

Equivalence
Partitioning (EP)

Decision table

State transition



Workshop

