

Testing: the final frontier
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voordracht georganiseerd door het



TECHNOLOGISCH INSTITUUT
Discussiegroep Software Testing

met de steun van



cronos
e-business integrator



Card Division

systematically delivering success

quasus



Ingenieurshuis - K VIV, Antwerpen




Testing: The final frontier



Images : By Google
Titles & comments: Maarten Van Eyken

Agenda

The Developer



The Evil Tester




We're ready to begin the inquiry into false and misleading claims of Iraqi WMD.



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So what are you telling me?



- Some reasons why software testing is failing:
 - It comes into a project too late
 - It's expensive
 - It contributes to little "relevant information"
 - Bug metrics
 - Test case metrics
 - Test plan metrics
 - Test status metrics
 - ...
- Nobody except the testers understands the testers
-

YELLOW BLUE ORANGE
BLACK RED GREEN
PURPLE YELLOW RED
ORANGE GREEN BLACK
BLUE RED PURPLE
GREEN BLUE ORANGE

2011
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My daily statement to fight against



Statement 1 :

You guys are too expensive!
How can you go faster and stop bottlenecking my “go for production”?

Statement 2 :

Please prove to me that you are doing a good job (by drowning me in documentation and metrics to show that you know what your doing because)

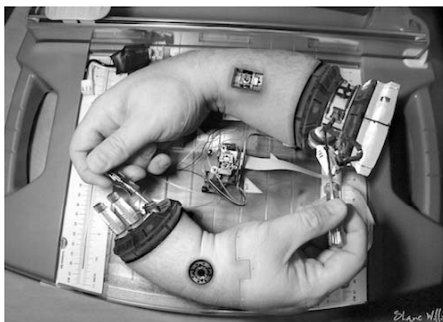
Statement 3 :

We found a bug in production...<silence>.... Could we have found this during our regression test cycle

Statement X :

I would rather have an extra developer in my team, because I don't get why we need that “annoying” tester, what is his added value?

What's next?



Happy as it is now?



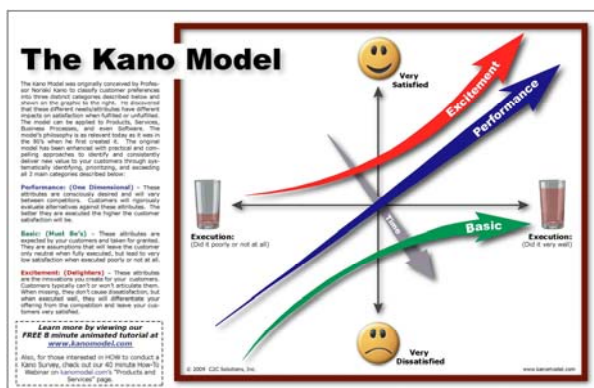
21/04/2010

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Something more concrete



- What is “quality” and shouldn’t we focus on that?
 - A new definition:
 - “Quality is what the customer wants and is willing to pay for”
 - It’s “inexpensive” (at least in the eyes of the customer)
 - It contributes only to “relevant information”
 - Everybody (except the testers) understands this
 - DOQ (wink wink: Agile)
 - ...



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Principle 1



- BUZZ BUZZ BUZZ
 - **ISTQB**: the **ONLY** way to go further and evolve into quality engineer!



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Principle 2



- BUZZ BUZZ BUZZ
 - **LEAN principle**: **REDUCE** the **WASTE**



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What we could do?

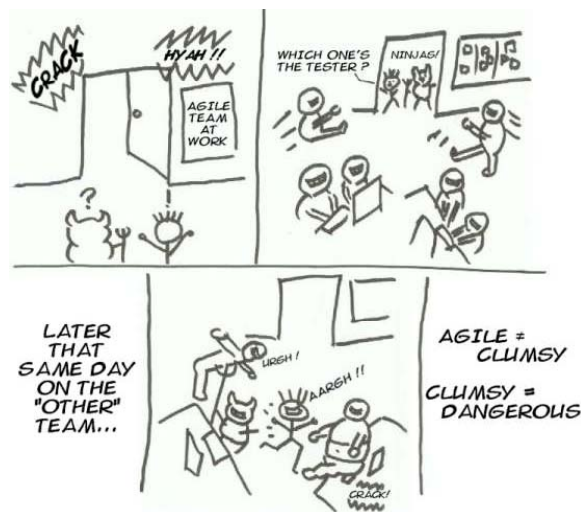


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Principle 3

- BUZZ BUZZ BUZZ
 - Agile: Focus on TODAY



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Principle 4



- BUZZ BUZZ BUZZ
 - CMMI: TRACE everything (useful) and stop disabling to process



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Principle 5



- BUZZ BUZZ BUZZ
 - IDE: Integrate everything (PM, Test, Dev., Collaboration,...)



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In conclusion



- Some reasons why software testing isn't failing:
 - We start thinking about "how can I enable my dev. Team"
 - We know that we need to keep focused on quality
 - We still dare to question ourselves
 - We'll never blindly follow methodologies
 - We already know how to evolve and adapt
 - We are fighters and will succeed!

Brain freeze?



- Some food for thought

$$\text{Creativity} = \frac{95\% \text{ market research}}{5\% \text{ Inspiration}}$$

- Testing by exception = test to progress
- Time & Test Management have a lot of similarities
- Maybe "outside the box" means "outside the sector"?

	URGENCY		
	High		Low
IMPORTANCE	1 Urgent and important Do it now	2 Important not urgent Decide when to do it	
	4 Urgent not important Delegate it	3 Not important not urgent Dump it.	
	Low		





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☐☐ *consulteer onze Website* ➔ <http://www.ti.kviv.be>



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