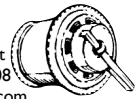


Testing in an agile environment

James Lyndsay, Workroom Productions

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Agility (agility)

Manifesto for Agile Software Development

We are uncovering better ways of developing software by doing it and helping others do it.
Through this work we have come to value:

Individuals and interactions over processes and tools

Working software over comprehensive documentation

Customer collaboration over contract negotiation

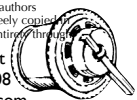
Responding to change over following a plan

That is, while there is value in the items on the right, we value the items on the left more.

Kent Beck
Mike Beedle
Arie van Bennekum
Alistair Cockburn
Ward Cunningham
Martin Fowler
James Grenning
Jim Highsmith
Andrew Hunt
Ron Jeffries
Jon Kern
Brian Marick
Robert C. Martin
Steve Mellor
Ken Schwaber
Jeff Sutherland
Dave Thomas

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Working software

is preferable to

**comprehensive
documentation**

Individuals and interactions

are preferable to

processes and tools

Customer collaboration

is preferable to

contract negotiation

Responding to change

is preferable to

following a plan

My conclusions

Challenge your beliefs:

the virtues of independent testing

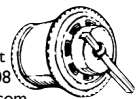
the importance of documentation

the necessity of long-term planning

Bring your skills, and work within the team

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Agility (agility)

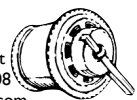
Testing is Automatic

Errors should be Avoided

Friction is reduced by
Improved Communication

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Testing is Automatic

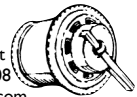
Comprehensive testing, but not by testers

Refactoring

Continuous integration

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Errors should be Avoided

Metaphor

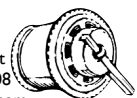
Pair work

40-hour week

Coding standard

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Friction is reduced by Improved Communication

Planning game

Small releases

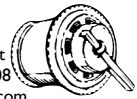
Simple design

Collective ownership

On-site customer

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Old or new? Style or Substance?

My experiences

Tester – reported bugs

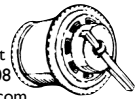
Participant – part of the agile team

Mentor – to a test lead on an agile project

Consultant – after implementation problems

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Bugs missed, lessons learned

You can't get the bugs out of Microsoft Word
even automated unit test have their limits

The side-effects of unexpected truncation

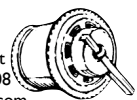
Test driven design? No test = no code

Discounts that don't

It's easy to get used to a bad behaviour

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What's it like?

You'll talk to everyone, and get involved in their testing

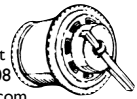
You'll occasionally fix a bug

You'll lose your independence

You learn to live without (some) documentation

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Common problems

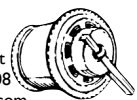
Testing in later iterations

Keeping testing and coding in sync

Test management

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Common problems

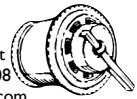
Passing tests \neq working code

Agile \neq Exploratory

Testers can make a terrible mess

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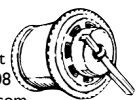
Testers help

Bring your own stories and skills

Expose and diagnose the unexpected

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Exploration and diagnosis

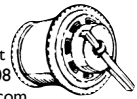
Necessary

Similar spirit

Not a perfect fit

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Supporting the learning process

Give fast feedback

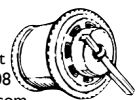
Enhance the work of the team

Be involved in retrospectives

Re-factor required processes

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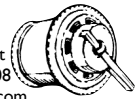


Exploratory Testing Seminar 31 July, Dublin

Through Insight www.insight-test.com
... or see workroom-productions.com

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jdl@workroom-productions.com

AIM/Skype: [workroomprds](#)

I mentioned the following resources:

Paper at

www.workroom-productions.com/papers.html

Beck: eXtreme Programming Explained

Yahoo Groups: aa-fft, agile testing

Variations on this talk will be delivered at
Agile2008, EuroStar

