

TestNet - Exploratory Testing

Boost your testing power with exploration

Pascal Dufour & Huib Schoots, Oktober 2013

Acknowledgements

- Some of these slides are taken from the Rapid Software Testing course created by James Bach and Michael Bolton.
 - www.satisfice.com www.developsense.com
- The test machine exercise is made by James Lyndsay.
 www.workroom-productions.com
- Many of the ideas in this presentation were also inspired by or augmented by other colleagues including Jon Bach, James Lyndsay, Elisabeth Hendrickson, Markus Gärtner, Sigge Birgisson, Henke Anderson, Paul Holland, Rikard Edgren, Trish Khoo, James Bach and Michael Bolton.

Agenda TestNet – 31 oktober 2013

- Warming up oefening: Test Machine
- Korte presentatie Exploratory Testing & Session Based Test Management
- Oefening Sessions & Charters
- Test ronde 1 & Debrief Test ronde 1
- Test ronde 2 & Debrief Test ronde 2
- Test ronde 3 & Debrief Test ronde 3
- Wrapup
- Q & A

Uiteraard met zoveel mogelijk ruimte tussendoor voor vragen en discussie

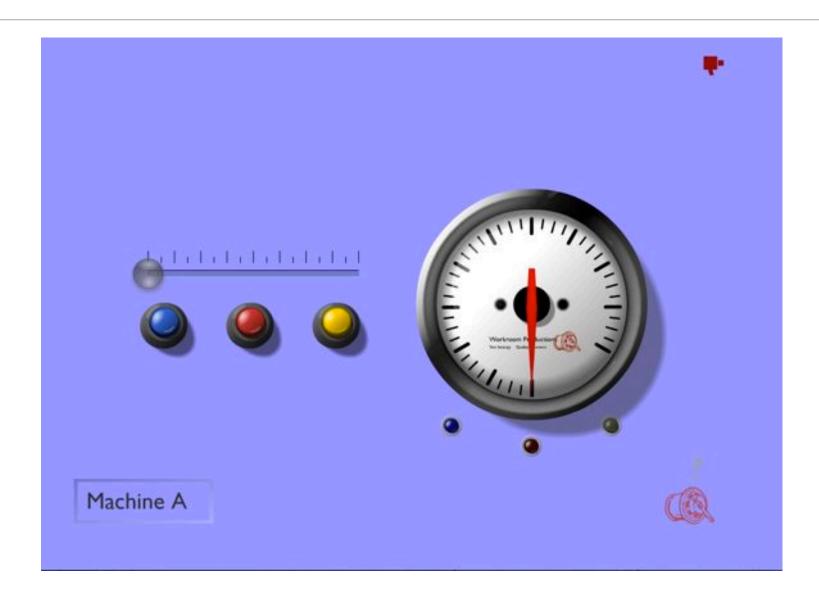
Check

Is dit wat jullie willen leren?





Exercise Test Machine

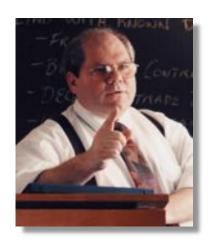




Exploratory Testing & Session Based Test Management

Exploratory Testing

"A style of software testing that emphasizes the personal freedom and responsibility of the individual tester to continually optimize the quality of his/her work by treating test-related learning, test design, test execution, and test result interpretation as mutually supportive activities that run in parallel throughout the project"



Exploratory Testing

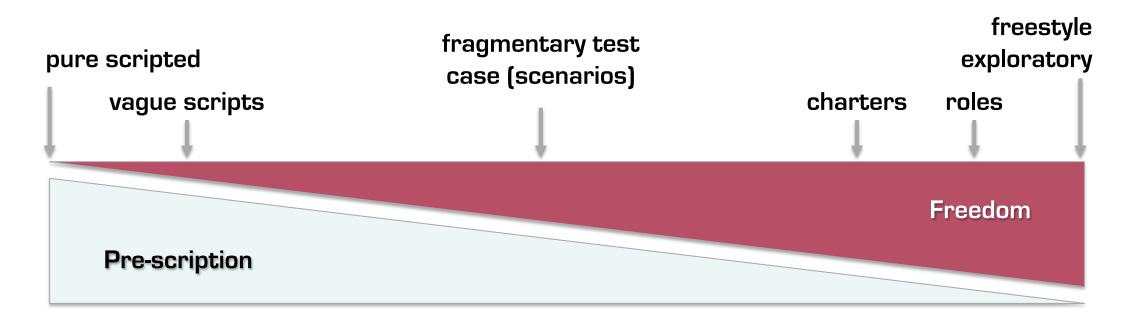
"An <u>approach</u> to software testing that emphasizes the personal <u>freedom</u> and <u>responsibility</u> of each tester to <u>continually optimize</u> <u>the value</u> of his work by treating learning, test design and test execution as <u>mutually supportive activities</u> that <u>run in parallel</u> throughout the project."



"Simultaneously designing and executing tests to learn about the system, using your insights from the last experiment to inform the next."

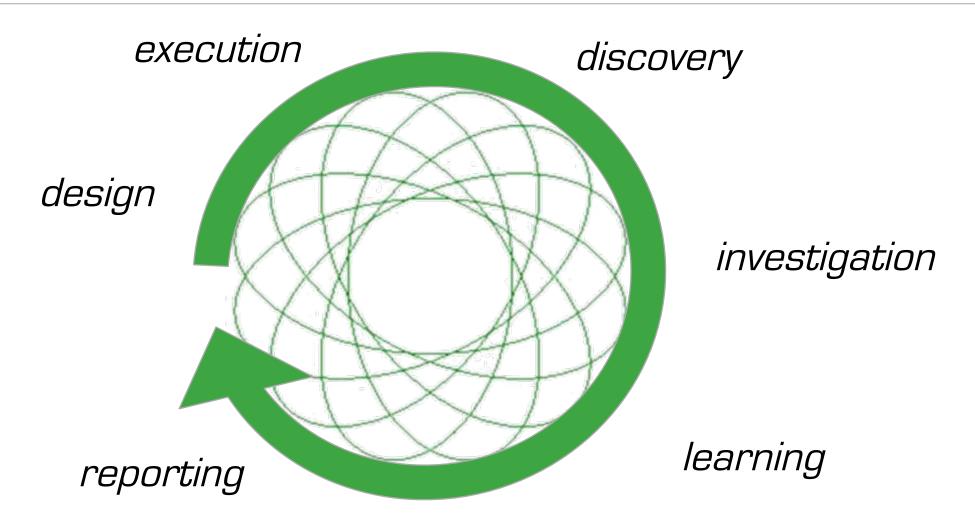


Exploratory Testing



Source: Telling Your Exploratory Story by Jon Bach

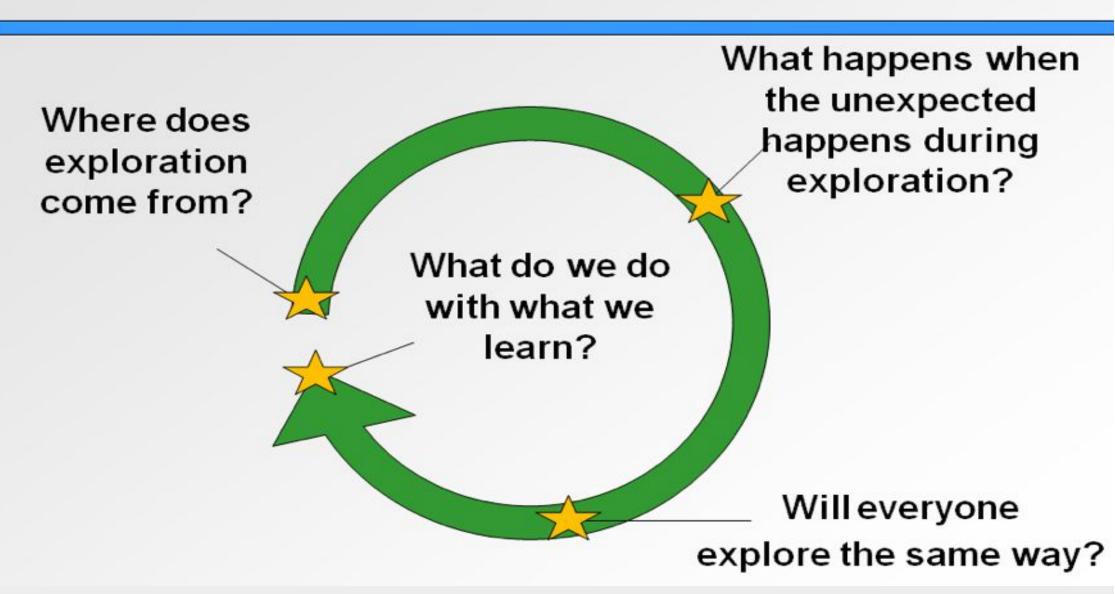
Exploration: searching for value and risk



Source original picture: Two futures of testing by Michael Bolton

Questions About Exploration...

arrows and cycles

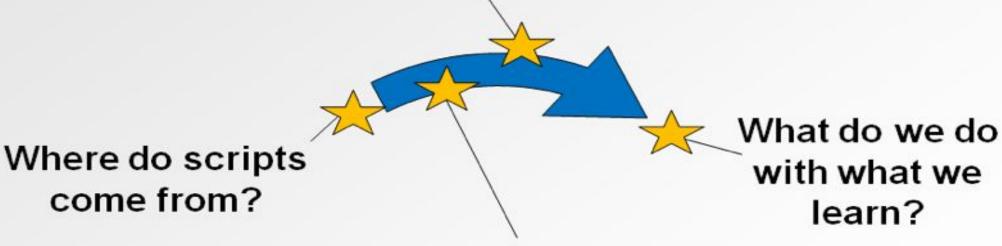


Questions About Scripts...

arrows and cycles

What happens when the unexpected happens during a script?

come from?



Will everyone follow the same script the same way?

Answers About Scripts...

arrows and cycles

What happens when the unexpected happens during a script?



Will everyone follow the same script the same way?

You can put them together!

arrows and cycles

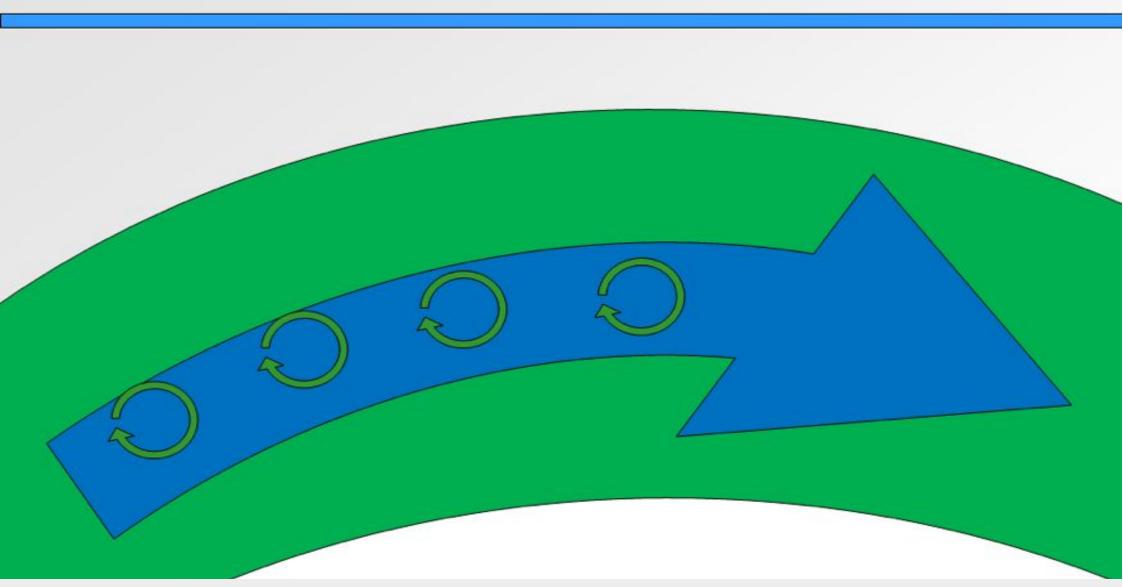


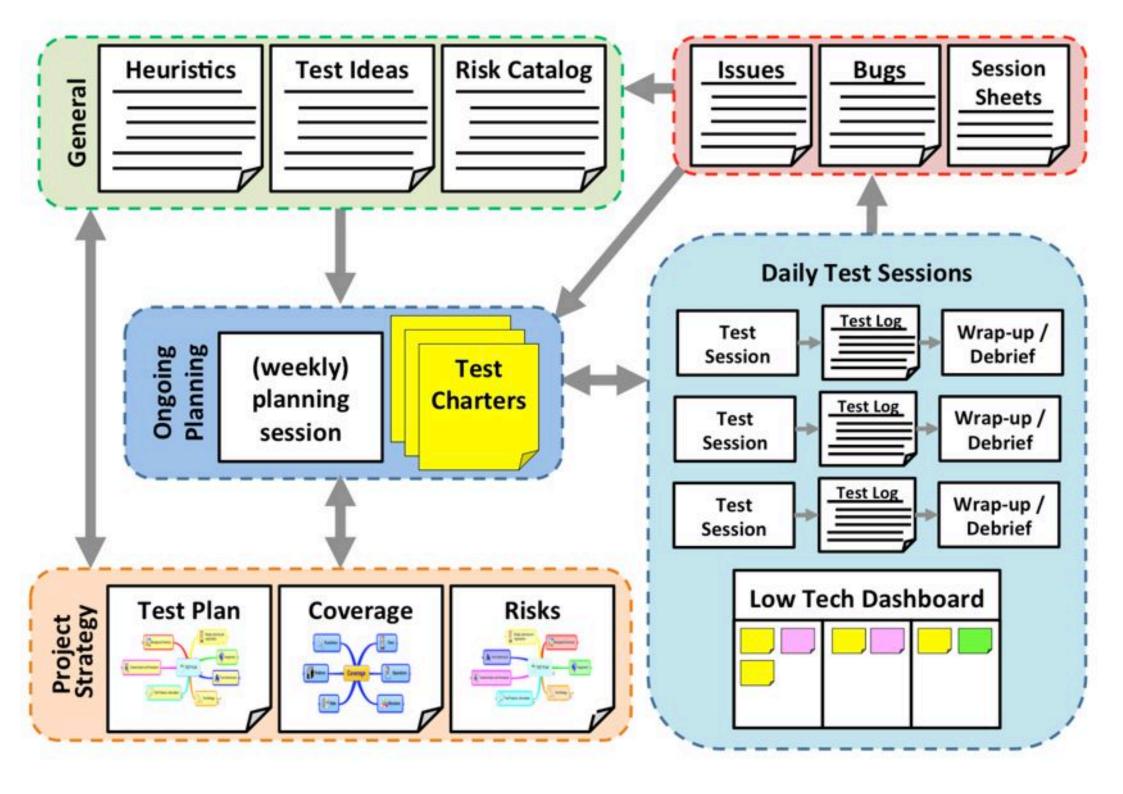


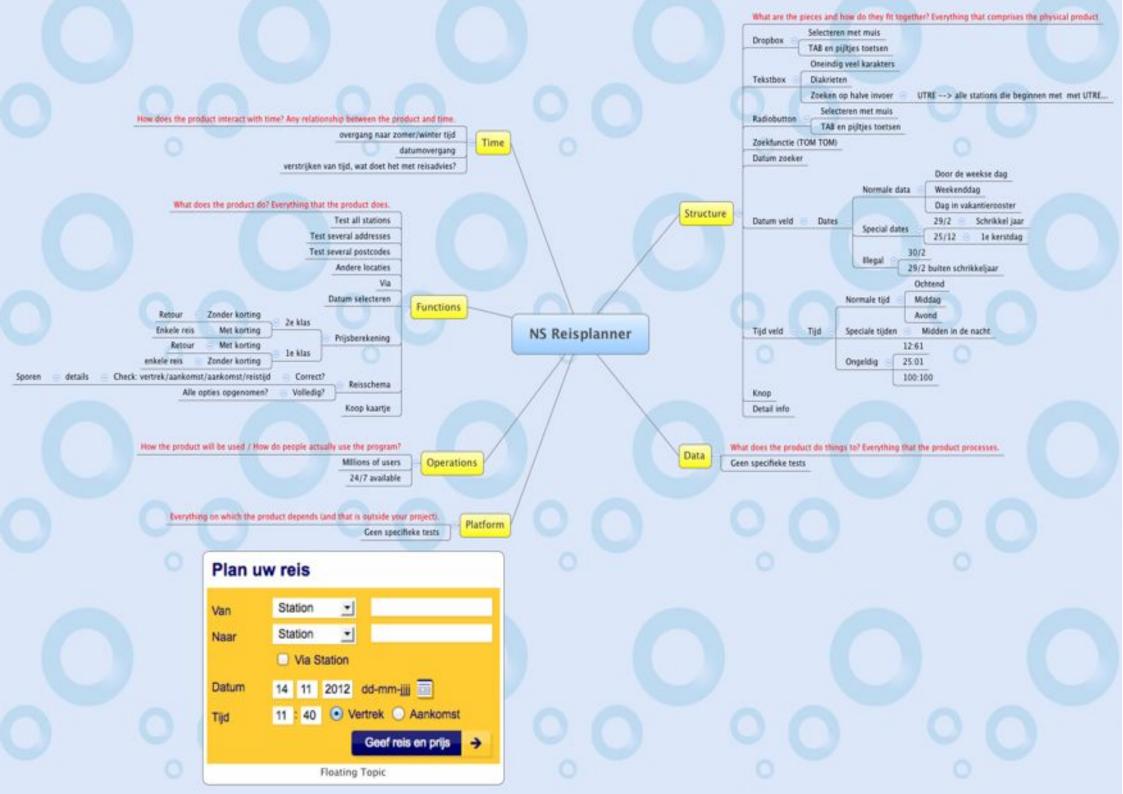
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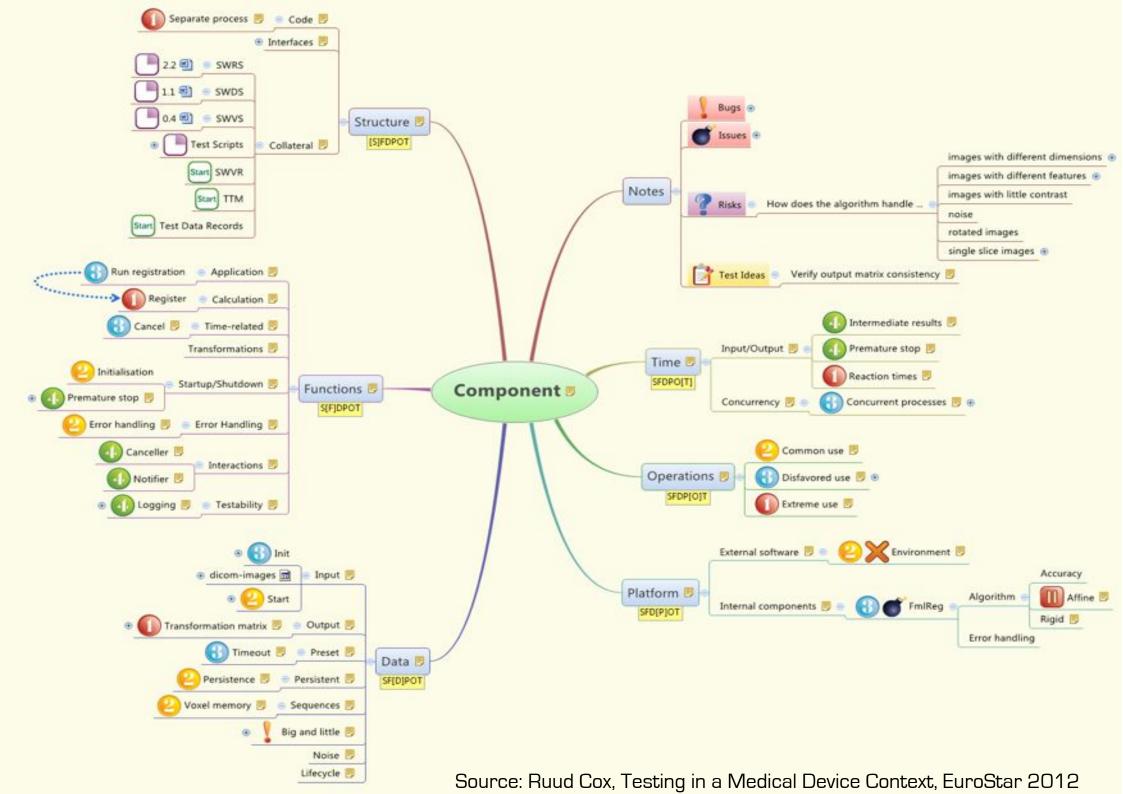
You can put them together!

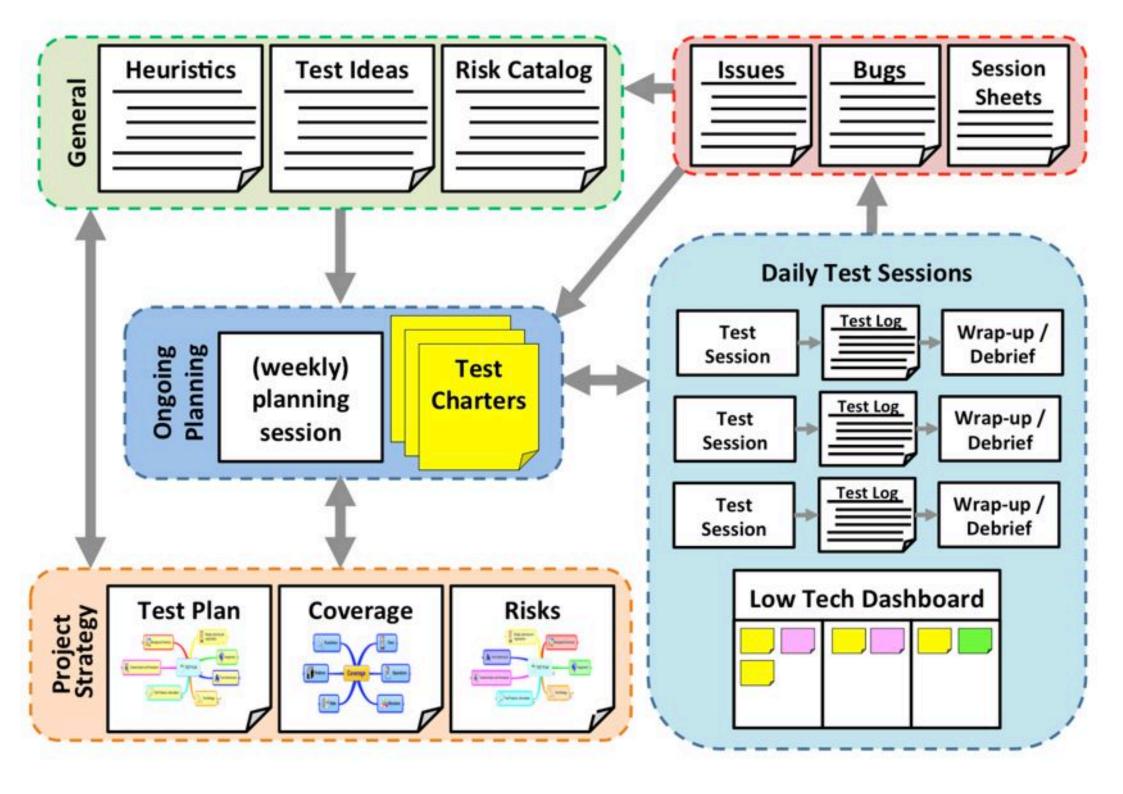
arrows and cycles







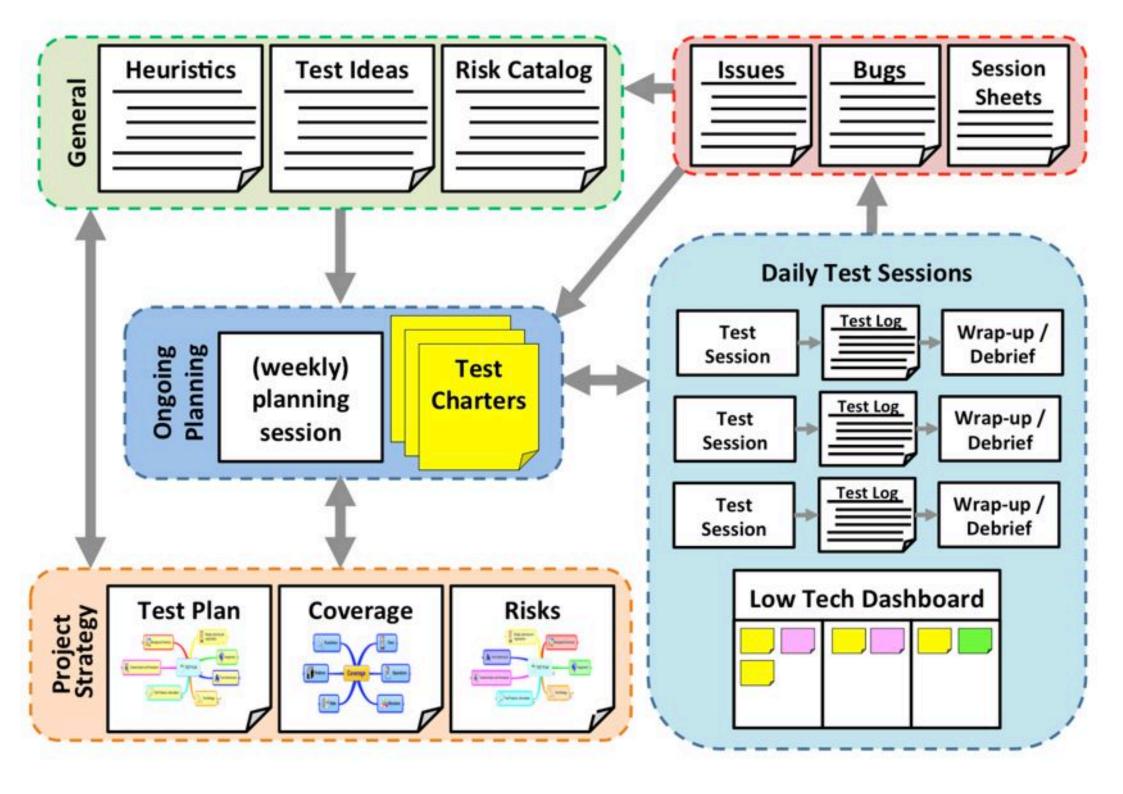




Test Charters

The charter is a one- to three-sentence mission for a testing session

- Read Chapter 4 of the product specification. Prepare a mind map, and discuss it with Peter (programmer) and David (architect).
- Explore Application X import menu. Identify important features with the goal of developing a coverage outline and a risk list.
- My mission is to test <insert risk here> to <insert coverage here>
- Explore (target) With (resources) To discover (information)



Sessions

- The tests are run in sessions with a more or less fixed length
- Every session has a goal and one or several test strategies
- Uninterrupted testing time (no mail, calls, meetings, breaks)
- Duration is normally ≈ 90 min
- We do 2-3 sessions per day per tester



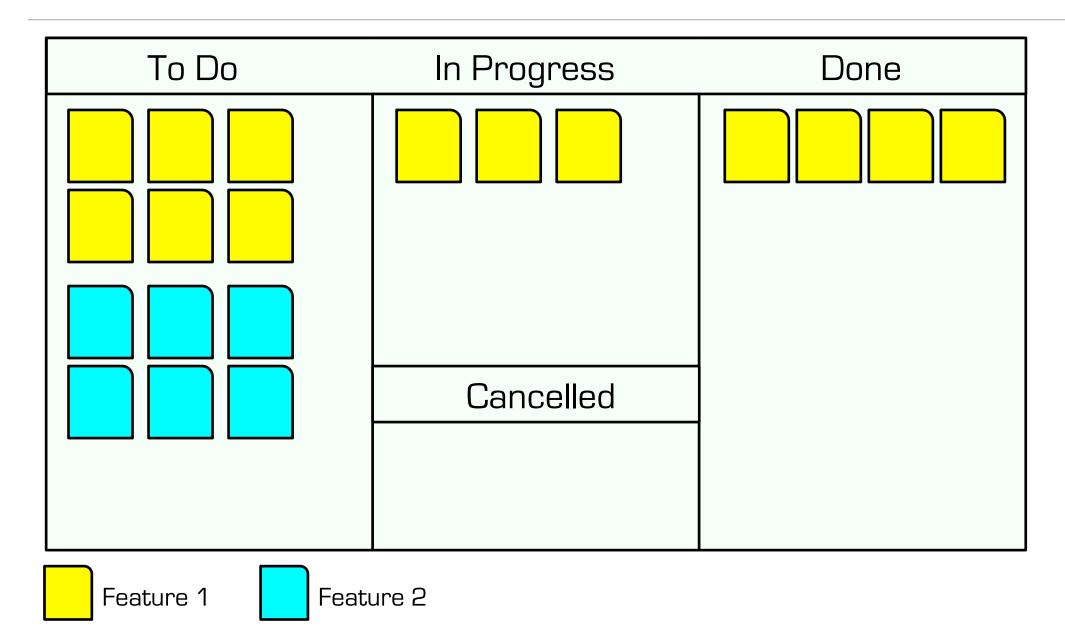
Types of sessions

- Survey / discovery
- Deep coverage / targeted
- Broad coverage
- Touring

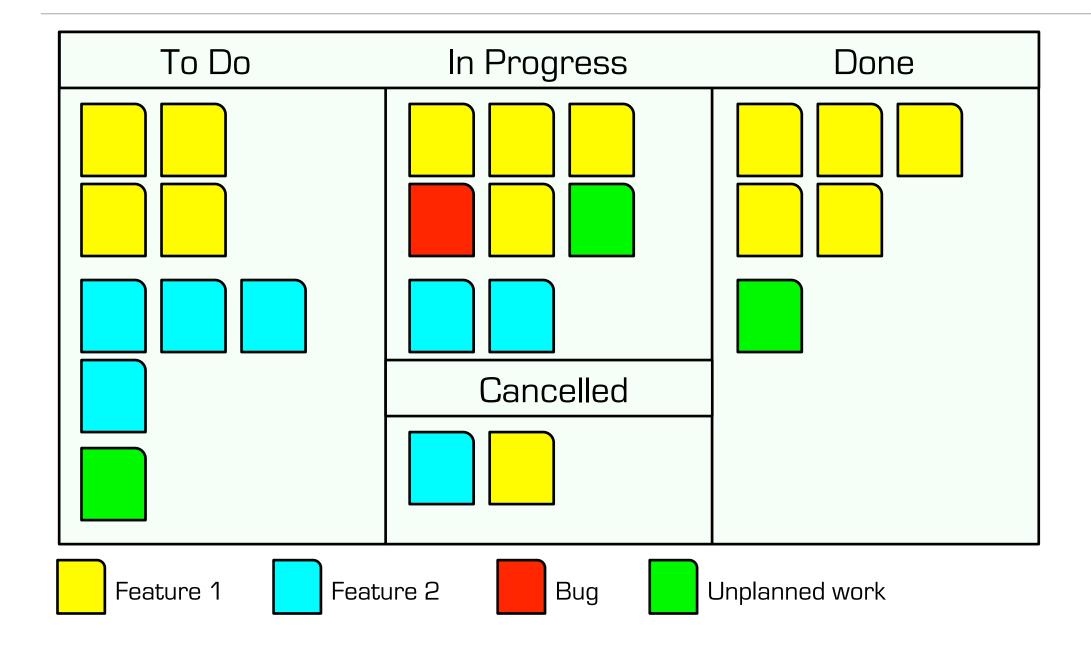
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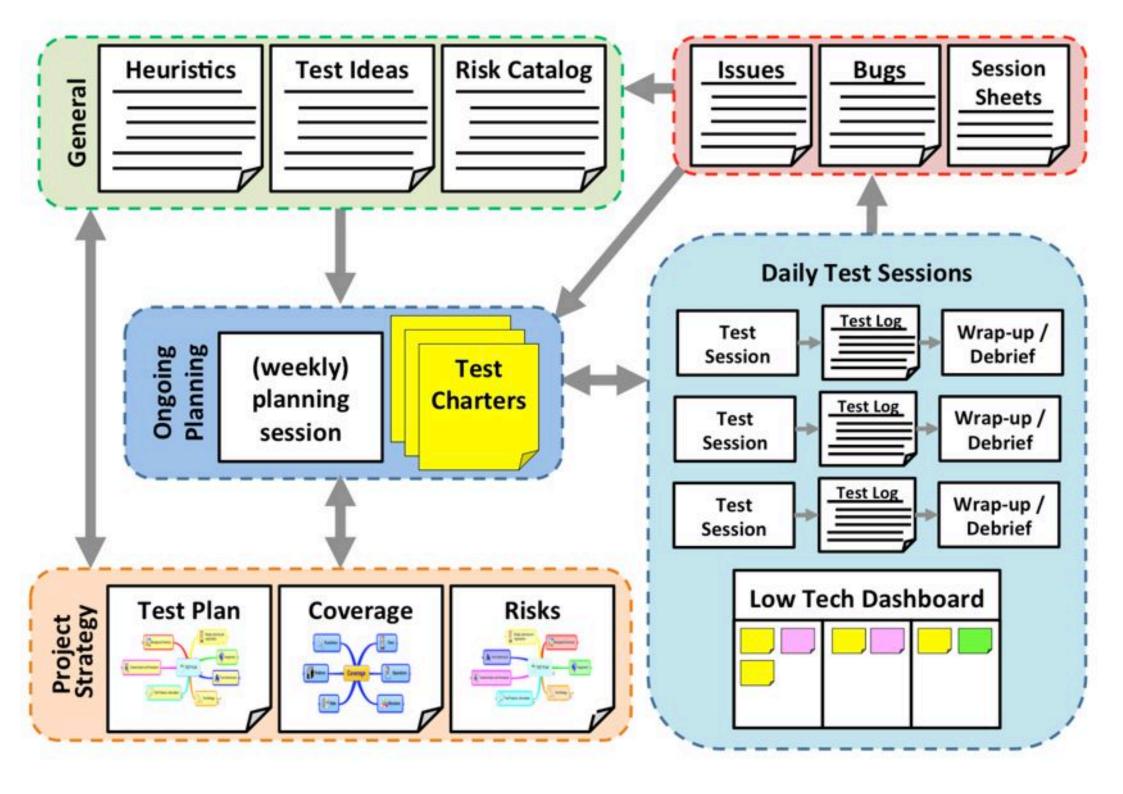


Charters: plan sessions on a dashboard

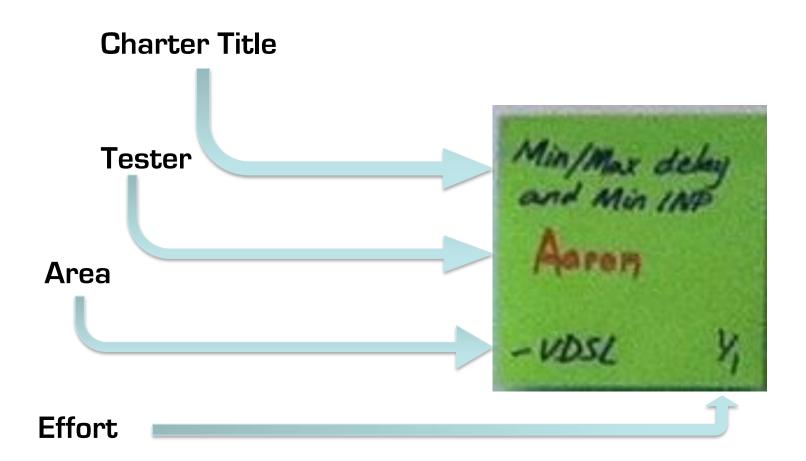


Dashboards

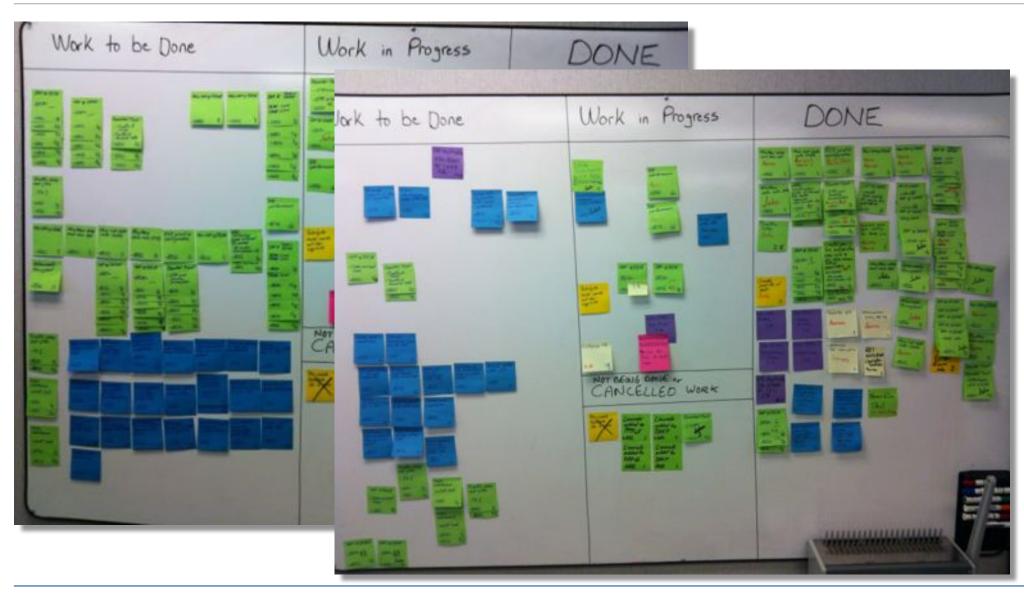




Dashboards - Stickies



Dashboards - The whiteboard



Note taking

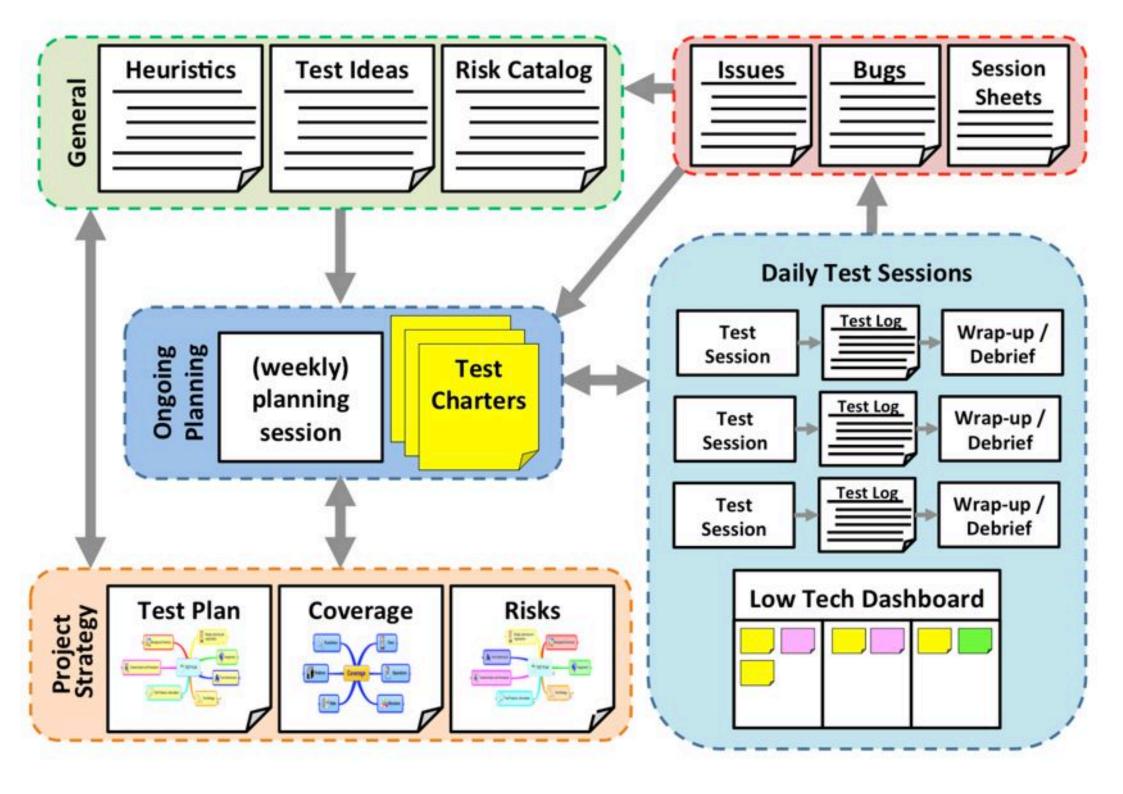
- Session report <charter name>
- Name of tester
- Time & Date
- Environment
- Mission
- Notes
- Bugs
- Problems/issues
- Questions



Use mind map, pen & paper or tool (i.e. rapid reporter, iTester, session testers, etc)

Tip for easy use: print list above or create simple txt-template

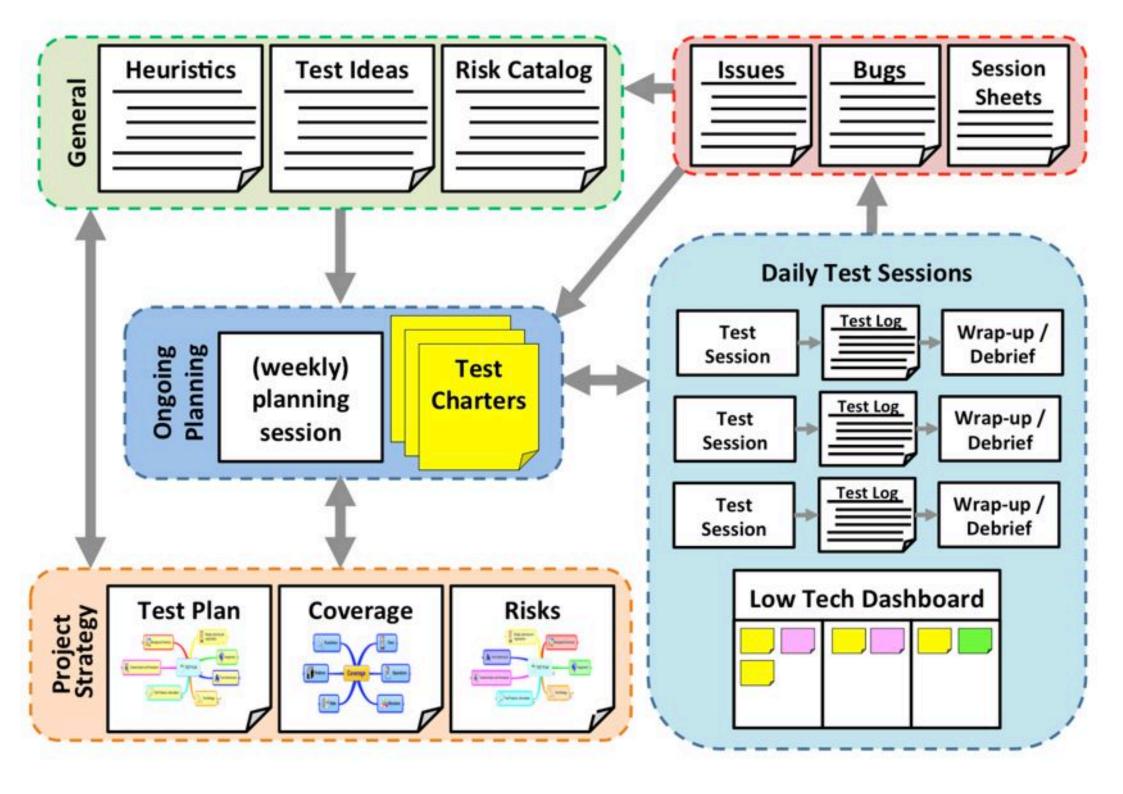
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Session Sheet

- Charter
- Coverage areas (product areas, product elements, quality criteria or test techniques)
- Start Time + Session duration (long, normal, or short)
- Tester Name(s)
- Charter/opportunity time, expressed as a time breakdown:
 - Test design and execution (as a percentage of the total on-charter time)
 - Bug investigation and reporting (as a percentage of the total on-charter time)
 - Session setup (as a percentage of the total on-charter time)
- Data Files
- Test Log (notes the tester made during testing)
- Bugs (a problem that threatens the value of the product)
- Issues (a problem that threatens the value of the testing process)

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Debrief - PROOF

Past: What happened during the session?

Results: What was achieved during the session?

Outlook: What still needs to be done?

Obstacles: What got in the way of good testing?

Feelings: How does the tester feel about all this?



Discuss session sheet to assure that both understand it.

Discuss session and ask questions: new sessions may be chartered.

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Pairing

- Focus & defocus
- Learning
- More creative and faster idea development
- Review on the go
- Sociable and more fun



Why ET is powerful ...

- Do what really needs to be done
- Create engagement: help people use their brains
- Take advantage of tacit knowledge and skill
- Use insights from experiments to inform the next
- Beware of the creative power of exploration



Challenges?

- Exploratory Testing = not easy and needs (a lot) training and practice
- Often seen as most difficult:
 - Note taking
 - Test ideas
 - Coverage reporting
 - Managing ET



What can go wrong...

- Missing things
- Own interpretation
- Biased interpretation
- People think you are fooling around
- Misconceptions
- Undocumented ET
- Thoughtless ET
- Undirected ET
- Misdirected ET
- Bad testing story
- Insufficient information
- Poor self awareness/management
- Poor focussing



How to master exploratory testing?

- Just do it!
- Practice, practice and practice some more...
- Pair with colleagues
- Testing Dojo
- Debrief & retrospect
- Train creating test ideas fast
- Learn more about observation, experiments, biases, social science,





Some quotes

If you cannot trust your testers, you do not make them write more detailed test cases. But you train them!

(Rikard Edgren - EuroStar 2012 & Gitte Ottosen - ATD 2012)

- "A tester knows that things can be different"

(Jerry Weinberg)

 "Testing is about questioning & learning under conditions of fundamental uncertainty."

(RST)

Testing is like playing music...





Let's Test!!!



Exercise: Test Charters

Team up in groups of 3 or 4 and create test charters, prioritize them and estimate them for sessions of max. 20 minutes.

Fill the dashboard



Exercise: Survey Session

Work in pairs: do a survey session for 20 minutes

Discuss roles first:

- Who does what?
- Who takes notes?
- Change roles halfway
- Approach?
- Heuristics?

Debrief after the session in 5 minutes



Exercise: Deep Coverage Session

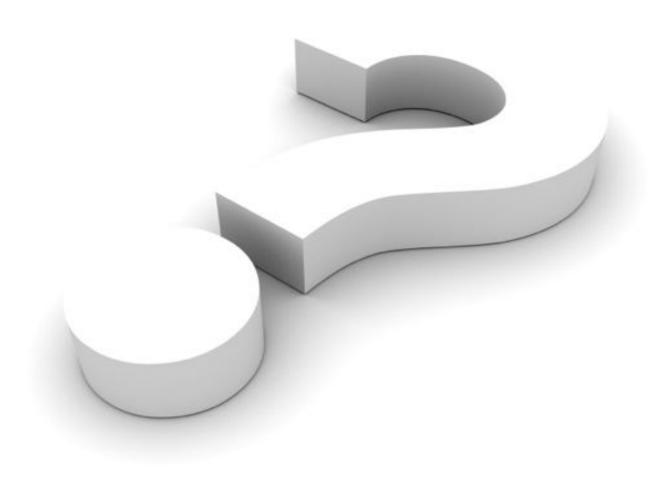
Work in pairs: do a deep coverage session for 20 minutes

Discuss roles first:

- Who does what?
- Who takes notes?
- Change roles halfway
- Approach?
- Heuristics?

Debrief after the session in 5 minutes

Questions?



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