Testopsy:

Dissecting your Testing

AGILE TESTING DAYS

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Improve QUALITY SERVICES

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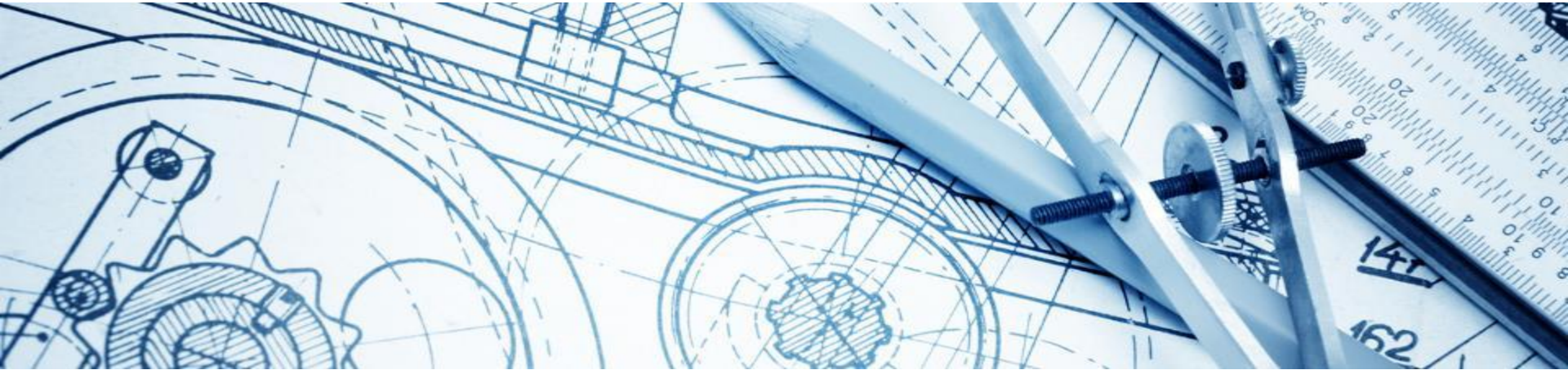
BREDEX

Introduction



Goals for today

- To become a better tester!
- Not by teaching you how to test, but by letting you experience what you do!
- We will teach you how to recognise what you do while you are testing
- You can use that as a learning tool to get better at testing

What do you do when you test?

Unplanned… unanticipated… unspoken work…

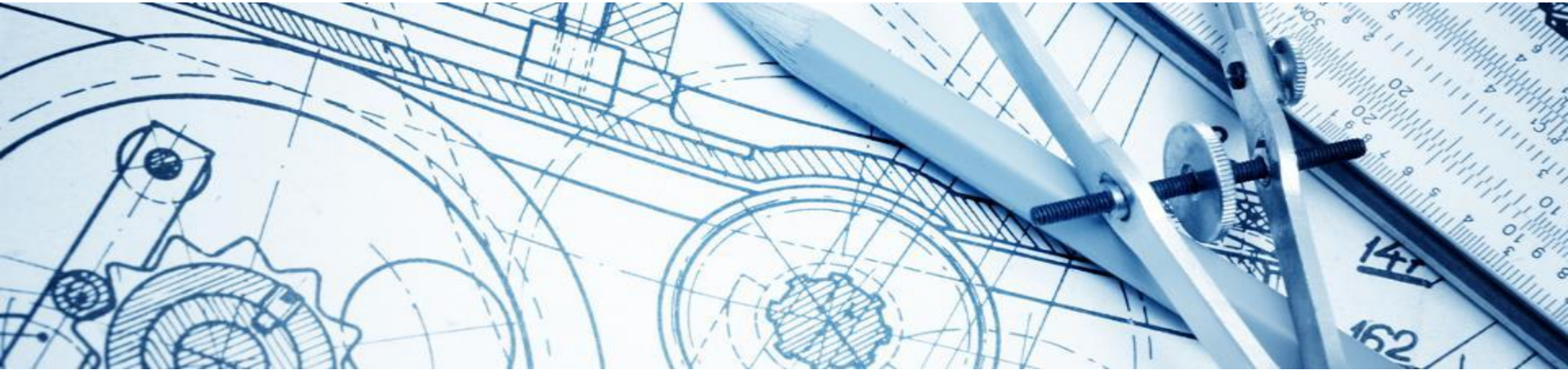
How do you learn?

If you don’t know what activities, tactics or skills you are using (or should use), how can you learn or train them?

Learn by experience:

- Concrete, challenging & achievable tasks
- Realistic application, processing & reflection
- Personal interpretation, exchange with others & constructive feedback
- Safe environment to experiment & make mistakes

Testopsies



What?

autopsy (n): a critical examination or dissection of a subject or work

testopsy (n): an autopsy of a testing session

Testopsy

A testopsy* is an examination of testing work, performed by watching a testing session in action and evaluating it.

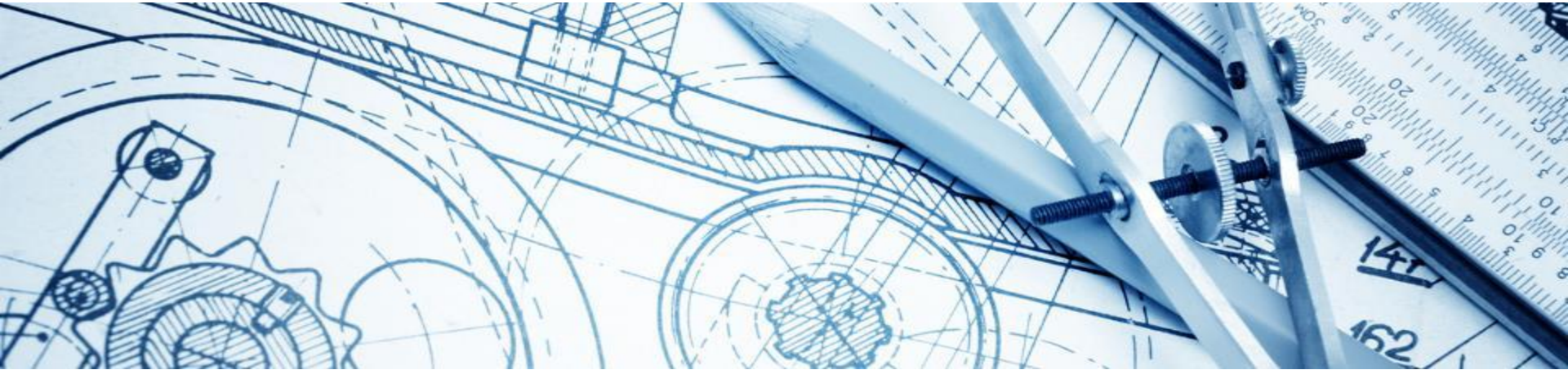
Testopsies can help in training, assessment, and developing testing skill for novices and experienced testers alike.

* The term testopsy is coined by James Bach

The Basic Idea

- Observe a testing session (your own or somebody else)
- Become aware of something interesting or complicated
- Name it and make it explicit
- Analyze it
  - When do you need to do it? When do you need to avoid it?
  - Do we like it? Do we want it?
- Close the loop intentionality:
  - Intend it - Do it - Explain it - Justify it

Demo
Test Session



Demo

Next you are going to observe a demo

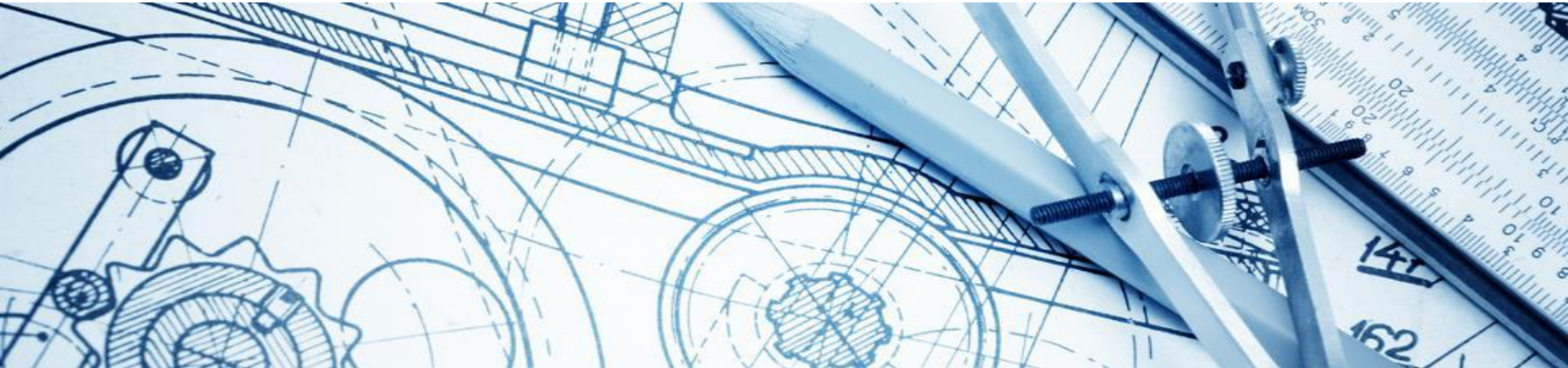
While observing:

- Try to see what is happening
- Take notes


LIVE DEMO

Debrief

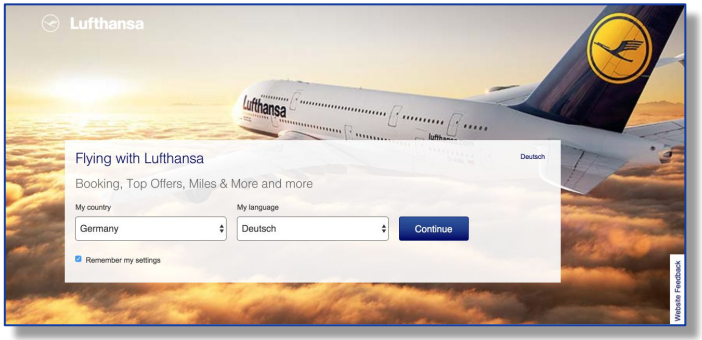
Let's Test!
Exercise 1



Exercise 1

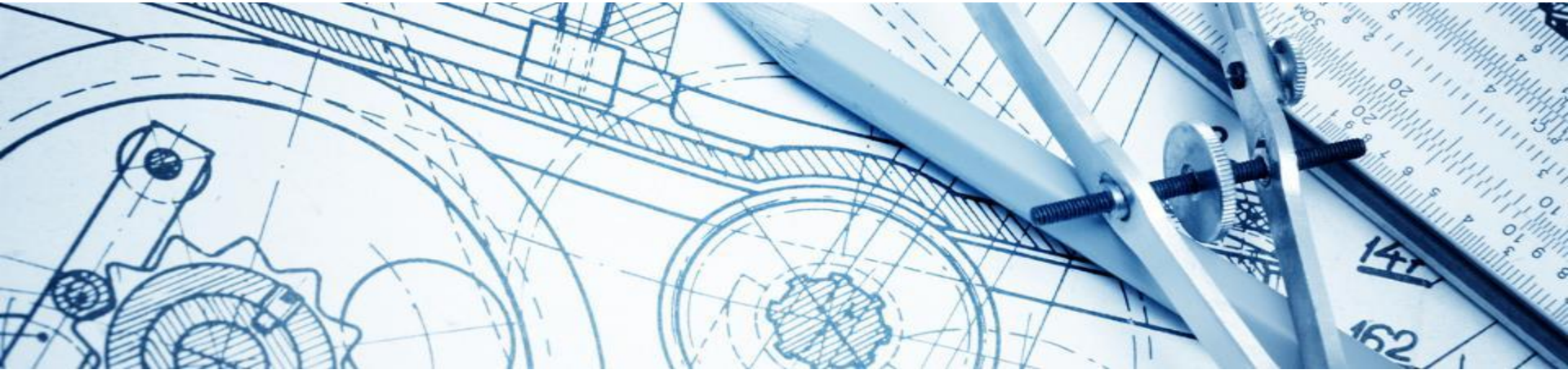
Test http://www.lufthansa.com
Mission: discover what the website has to offer and find interesting areas to test deeper later.

Pair up: 1 tester and 1 observer
Observes what the other
is doing (10 mins each)



Debrief

Let's work!
Exercise 2



Coding system

A coding system, a map of out the activities that testers perform and the skills and tactics they apply, helps a in observing and analyzing the work.

Use the coding system to guide observation of a testing session. Record what happens, and discuss the activity. Finally refine the coding system.

Exercise 2

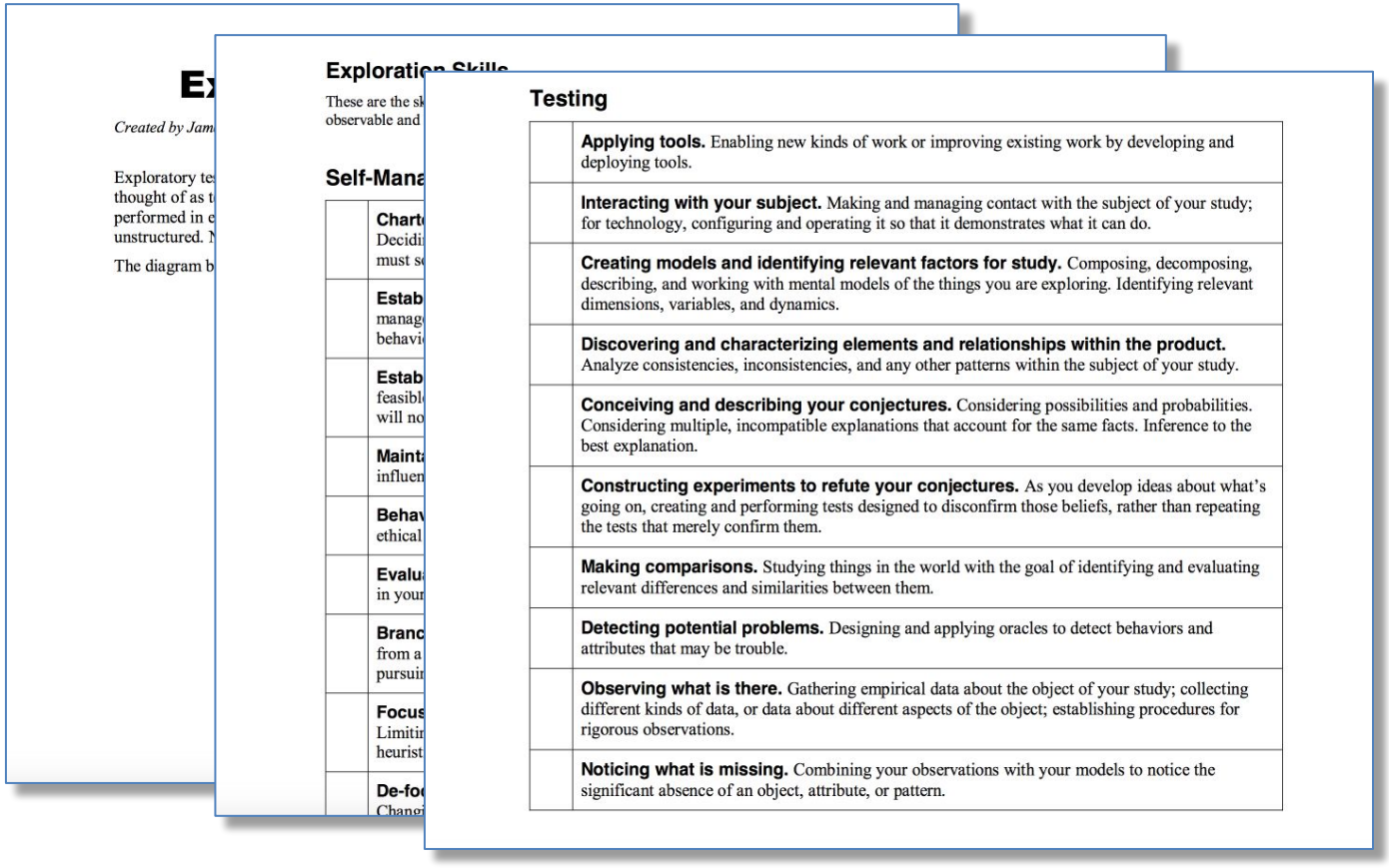
Groups of 4 (two pairs)

Create list of activities, tactics and skills you do while you're testing

Write them on stickies and put them on a flipchart

Debrief

Example Coding system



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Exploration Skills

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Testing

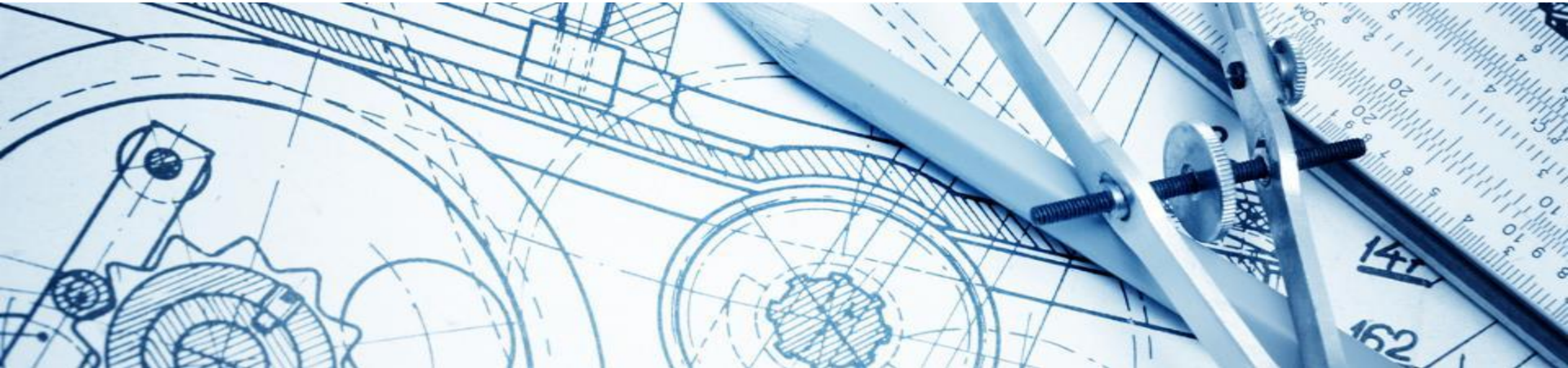
	Applying tools. Enabling new kinds of work or improving existing work by developing and deploying tools.
	Interacting with your subject. Making and managing contact with the subject of your study; for technology, configuring and operating it so that it demonstrates what it can do.
	Creating models and identifying relevant factors for study. Composing, decomposing, describing, and working with mental models of the things you are exploring. Identifying relevant dimensions, variables, and dynamics.
	Discovering and characterizing elements and relationships within the product. Analyze consistencies, inconsistencies, and any other patterns within the subject of your study.
	Conceiving and describing your conjectures. Considering possibilities and probabilities. Considering multiple, incompatible explanations that account for the same facts. Inference to the best explanation.
	Constructing experiments to refute your conjectures. As you develop ideas about what's going on, creating and performing tests designed to disconfirm those beliefs, rather than repeating the tests that merely confirm them.
	Making comparisons. Studying things in the world with the goal of identifying and evaluating relevant differences and similarities between them.
	Detecting potential problems. Designing and applying oracles to detect behaviors and attributes that may be trouble.
	Observing what is there. Gathering empirical data about the object of your study; collecting different kinds of data, or data about different aspects of the object; establishing procedures for rigorous observations.
	Noticing what is missing. Combining your observations with your models to notice the significant absence of an object, attribute, or pattern.

Coding system handout

Download the handout we used here:

https://drive.google.com/open?id=1dX1T9LvNXNL7VVejh_TEYYQw-Bm3qPZV

Let's Test!
Exercise 3

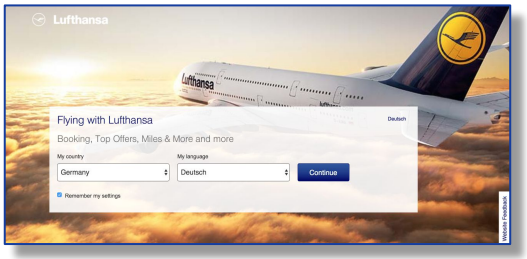


Exercise 3

Test http://www.lufthansa.com again
Mission: go deep on one of the areas you discovered earlier.

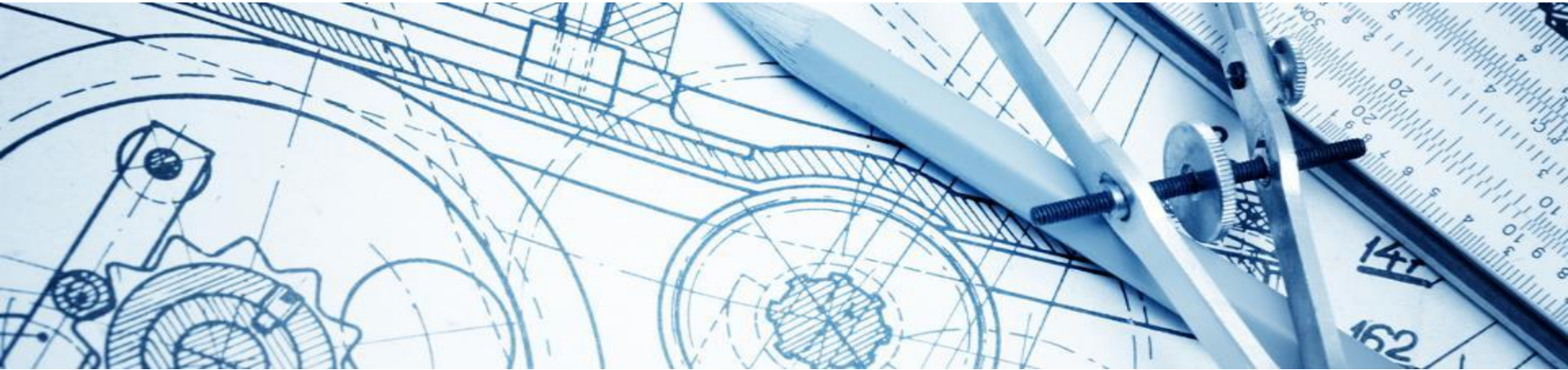
Pair up: 1 tester and 1 observer
Observes what the other is doing (10 mins each)
Use your coding system!

- Tick off the things on your list (checklist/coding system) you see
- Add new activities, tactics and skills you discover



Debrief

Wrap-up



How to do a Testopsy at home?

1. Record a session of your testing
2. Go through the recording and note every single activity that you did. Put specific words to each activity
3. Explain why you did what you did

You can do this for a 10 minute session or a two-hour session. We feel that very short sessions that are rich in product learning and test design are the most interesting to study.

QUESTIONS, YOU HAVE, HMM?

References Testopsy

- Exploratory Testing Skills & Dynamics (in RST Appendices) – http://www.satisfice.com/rst-appendices.pdf
- Skills mind map - http://goo.gl/VCQ0IN
- Podcast explaining Testopsy - http://www.qualitestgroup.com/The-Testing-Show/testopsies/
- Report of a Testopsy - http://patternsofproof.wordpress.com/2015/03/07/on-performing-an-autopsy/
- Report of a Testopsies workshop - http://www.brendanconnolly.net/testopsies/

Other references

- Tacit and Explicit Knowledge and Exploratory Testing - http://steveo1967.blogspot.nl/2013/06/tacit-and-explicit-knowledge-and.html
- Shapes of Actions - http://www.developsense.com/blog/2011/12/shapes-of-actions/
- Testing Unexplained - http://goo.gl/nG0RZ6
- ET with Subtitles (video) - http://youtu.be/Vy0I2SB5OLo

Acknowledgements

- Some slides shown are taken from Rapid Software Testing and are used with permission.
- Rapid Software Testing is developed by James Bach and Michael Bolton. Also see: http://www.satisfice.com/info_rst.shtml

Rapid Software Testing (RST) is a mind-set and a skill-set focused on performing testing more quickly and less expensively while still completely fulfilling the mission of testing.

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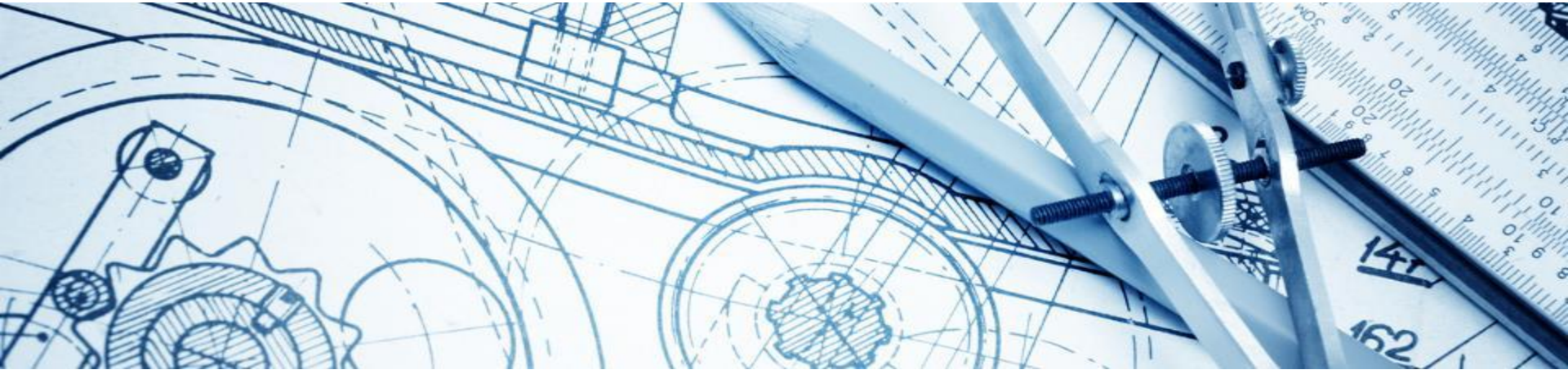
Back-up slides



Product Coverage Outline

- Is an artifact (a map, list, diagram, sketch, table…) that identifies the dimensions or elements of a product that might be relevant to testing it

- The Product Elements section of the Heuristic Test Strategy Model (SFDIPOT) provides a point of departure for creating a coverage outline

What I did (and why)

- I explored the application with the intention to create an overview which is helpful for further testing
- I created a mind map based on set of ideas: SFDIPOT heuristics from the Heuristic Test Strategy Model
- I learned rapidly about the application by interacting with it and recording this in my mind map
- Creating a map has 2 goals:
    1. explore the application in a systematic way
    2. learn about useful aspects of the application

Watch the video

http://youtu.be/NUojNfDjIjw

References PCO

- Task Coach - http://taskcoach.org/
- Heuristic Test Strategy Model - http://www.satisfice.com/tools/htsm.pdf
- Rapid Software Testing - http://www.satisfice.com/info_rst.shtml
- Presentation on Test Coverage Outline - http://www.stickyminds.com/conference-presentation/test-coverage-outline-your-testing-road-map
- Experience report on using a Product Coverage Outline - http://prairietester.blogspot.nl/2013/09/monday-product-coverage-outlines.html
- Testing Story - http://www.developsense.com/blog/2012/02/braiding-the-stories/