



The Magic of Sherlock Holmes: Test Strategy In The Blink Of An Eye!



Huib Schoots
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Special Guest: Carsten Feilberg

The Magic of Sherlock Holmes

Test Strategy

in the blink of an eye!

...



Huib Schoots
Pekka Marjamaki
Featuring: Carsten Feilberg





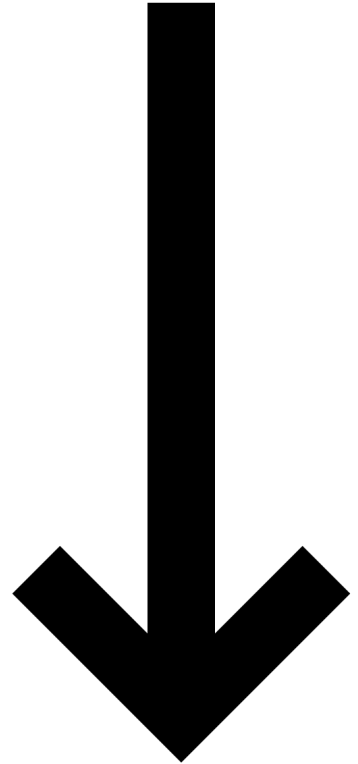
Exercise:

Sorting Game

Let's make groups & teams

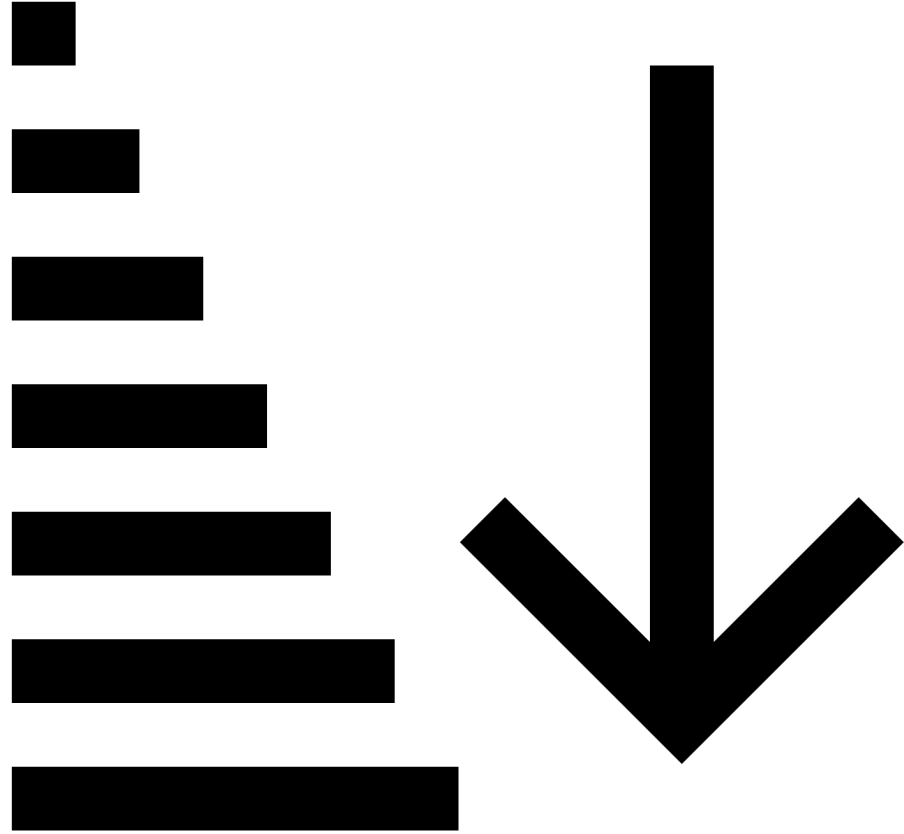
- Stand in a circle with everybody in this workshop
- Sort yourself in alphabetical order based on your first name
- You have 3 minutes

A
Z



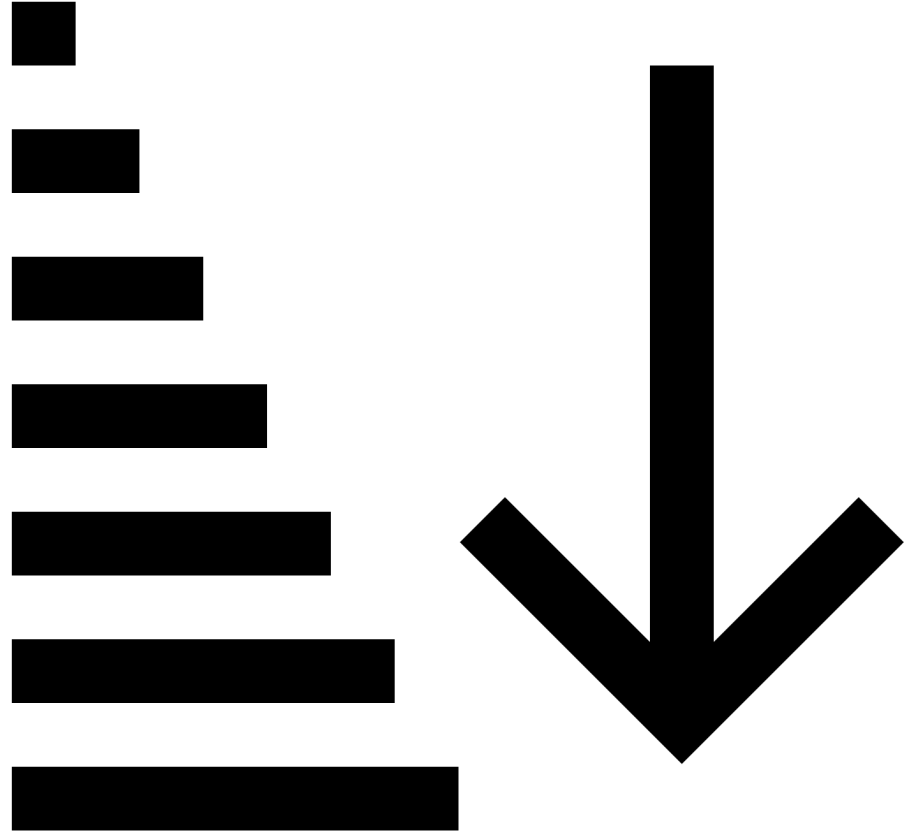
Step 2: make groups

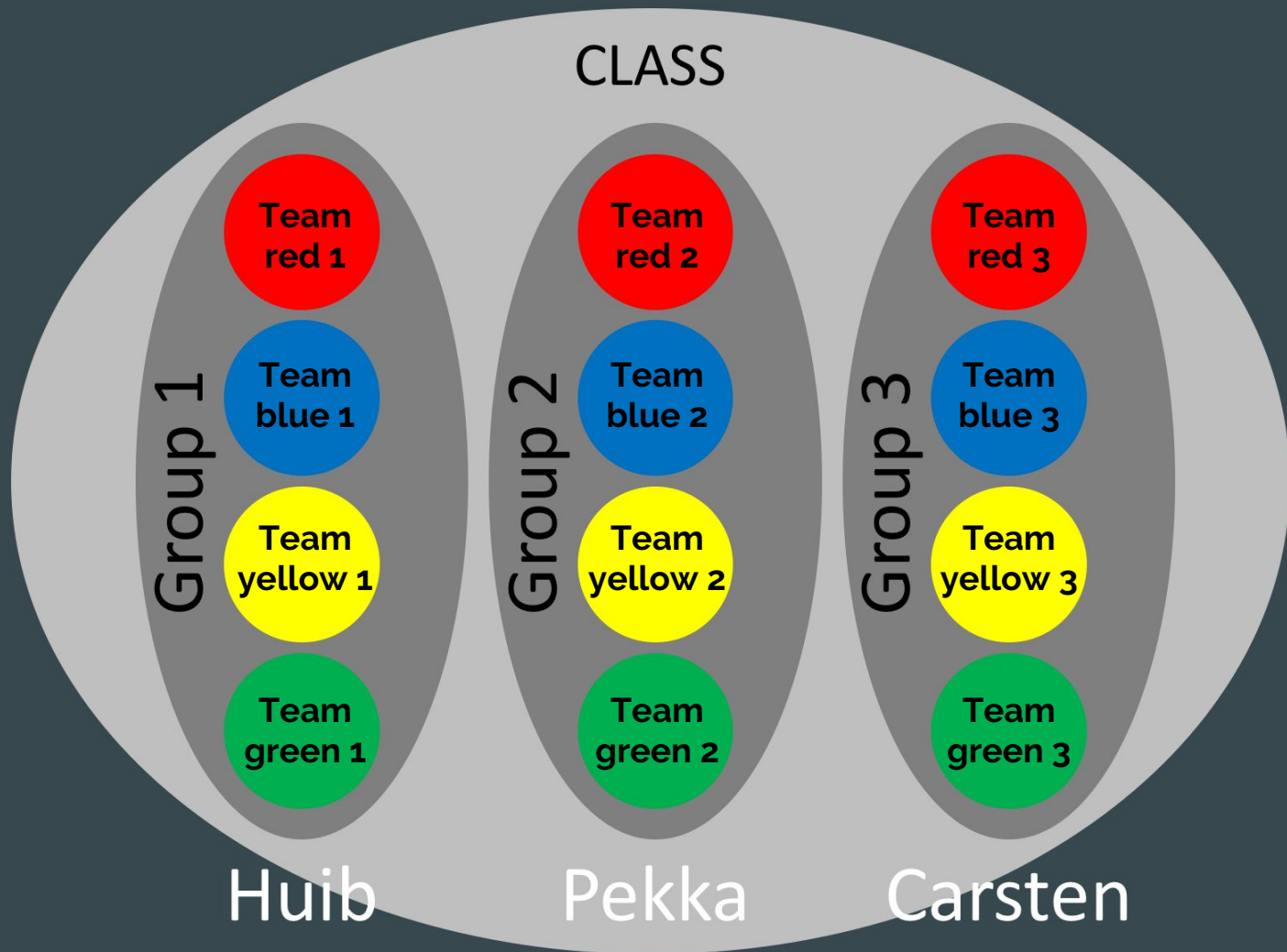
- Stand in a circle with everybody in this workshop
- Sort yourself in order based on # years of test experience
- You have 2 minutes



Step 3: make teams

- Stand in a circle around group leader with everybody in your group
- Sort yourself in order based on # years of experience creating test strategies
- You have 2 minutes





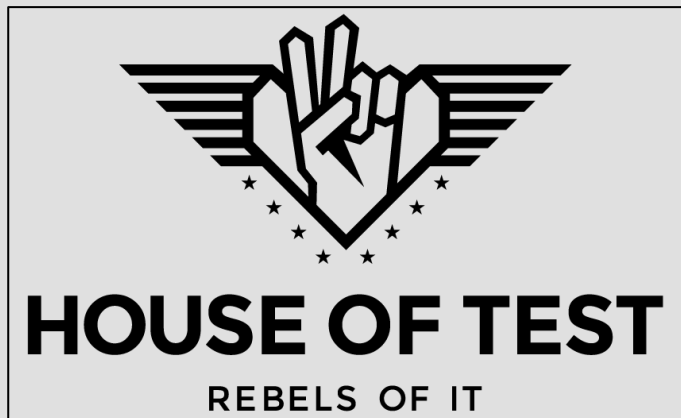
Team introduction



Who are we?



Improve
QUALITY SERVICES

The logo for 'Improve Quality Services' features the word 'Improve' in a large, blue, sans-serif font. Below it, the words 'QUALITY SERVICES' are written in a smaller, orange, all-caps, sans-serif font.

SOLITA

The logo for 'Solita' consists of the word 'SOLITA' in a white, sans-serif font, centered within a solid pink rectangular background.

Goal for today:

Learn to create a test strategy rapidly so you can start testing as soon as possible...



Way of working:

Experiential workshop

(with some short lectures)



This is an **experiential workshop**. Why? You will learn more from an experience than a lecture. And the learning will stick.



Experiential means you participate in exercises and simulations rather than sit in a dark room watching a slide show and listening to a lecture. An exercise or simulation speeds up time: six minutes participating in a simulation may trigger you to have the same experiences as six months in a project. The shorter duration enables you to see your experience - what you did externally and what was happening internally. You can process your experiences and choose whether to continue making the same choices.

A thorough debrief of what happened during each exercise is part of its design. During the debrief, you will learn from us, the other participants, and -most of all- from yourself.



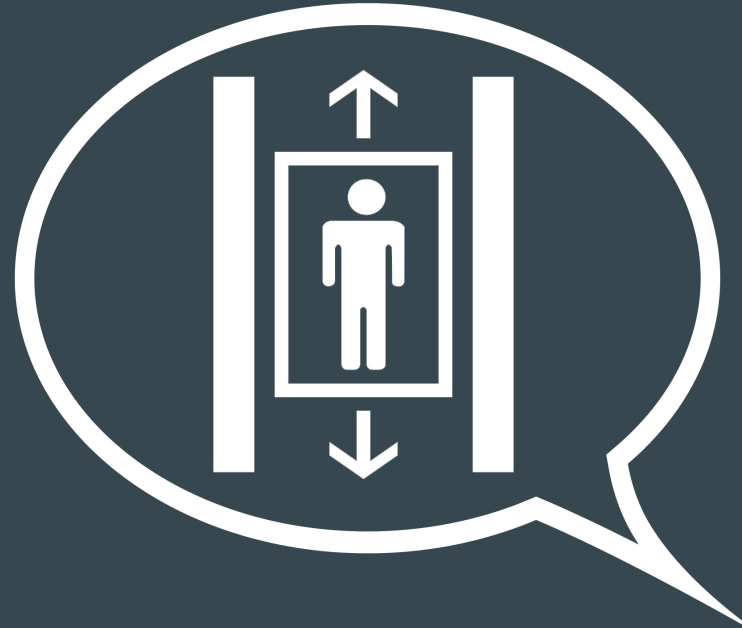
Exercise:

What is a Test Strategy?

Discuss in your team

What is a Test Strategy?

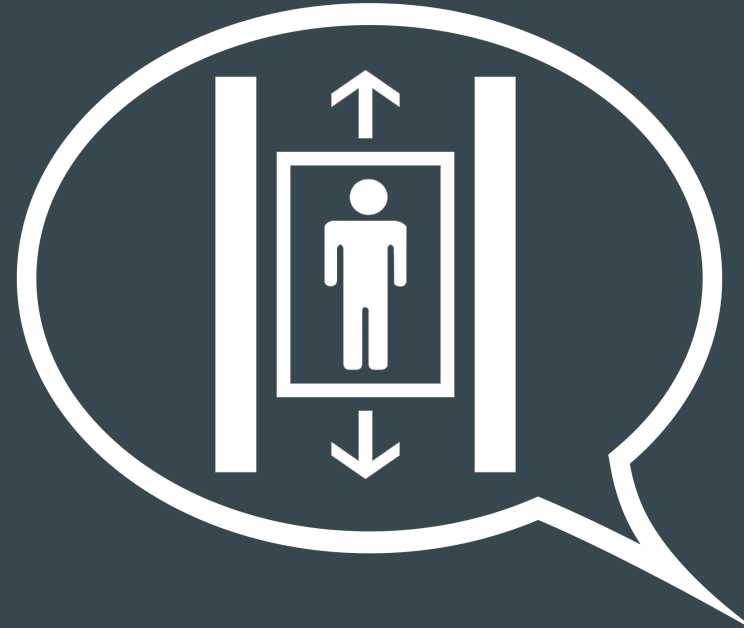
1. Write a 'definition' on a flipchart
2. Create a 1 min. elevator pitch
3. You have 10 minutes



Debrief in groups

What is a Test Strategy?

1. Present your elevator pitch to the other teams in your group
2. Ask clarifying questions
3. After 4 pitches: discuss in groups



Test Strategy

Your solution to the problem

How to uncover the most important information about the system

Most efficiently & effectively

Within the constraints

With the resources available to you

While managing the risks to your testing

Creating a test strategy is like problem solving!

1. Define the testing problems (or test missions)
2. Define solutions to these problems
3. Communicate / capture / execute

A test strategy is a solution to a complex problem:
How do we meet the information needs of the testers & stakeholders
in the most efficient way possible?

Test Strategy

- **Strategy:** the set of ideas that guide your test design
- **Logistics:** the set of ideas that guide your application of resources to fulfilling the test strategy
- **Plan:** the set of ideas that guide your test project

Test Strategy

Test Strategy

- ▶ Test strategy contains the ideas that guide your testing effort; and deals with **what** to test, and **how** to do it.
(Some people mean test plan or test process, which is unfortunate...)
- ▶ It is in the combination of WHAT and HOW you find the real strategy.
 - If you separate the WHAT and the HOW, it becomes general and quite useless.
- ▶ There is always a strategy, but seldom communicated
- ▶ It is not written in order to show how smart you are, it is written to communicate your ideas to (at least) two audiences:
 - Stakeholders
 - Testers



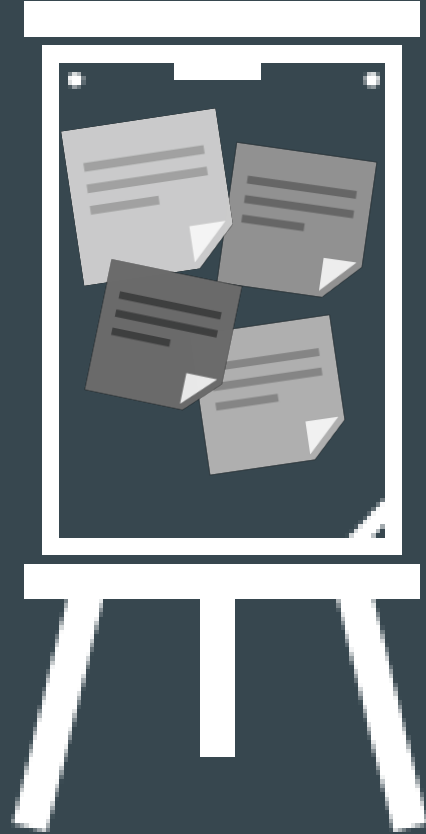
Exercise:

What influences a test strategy?

Create a list in your team

Make stickies of everything
that influences a test strategy!

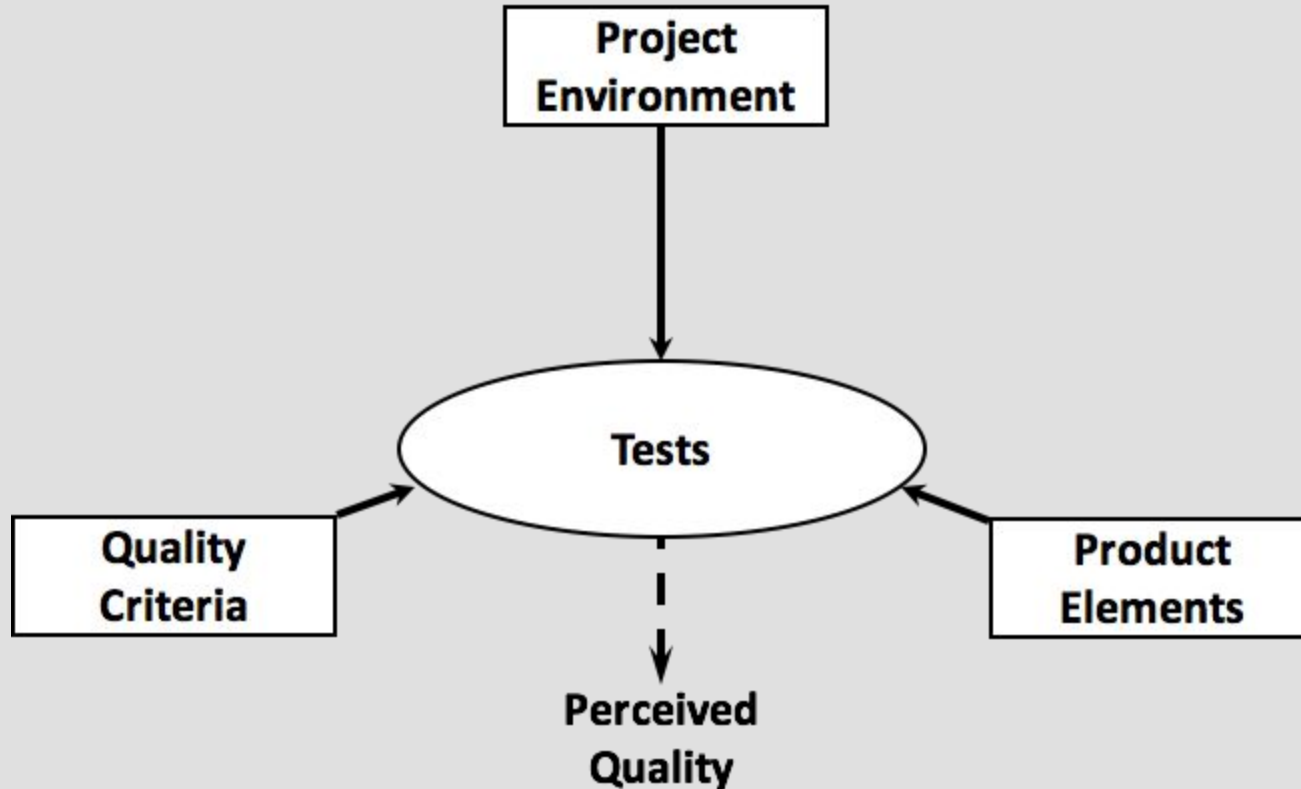
Put them on a flipchart on the wall



Categories

- Missions
- Product
- Context
- Quality Criteria
- Risks
- Testing

Heuristic Test Strategy Model



Project Environment: ways to understand our context

Mission - The set of things we must do in order to satisfy our clients.

Information - Information about the product or project that is needed for testing.

Developer relations - How you get along with the programmers.

Test team - Anyone who will perform or support testing.

Equipment & tools - Hardware, software, or documents required to administer testing.

Schedule - The sequence, duration, and synchronization of project events.

Test Items - The product to be tested.

Deliverables - The observable products of the test project.

MIDTESTD

Quality Criteria - identifying value and threats to it...

Capability

Reliability

Installability

Security

Performance

Development

Usability

Charisma

Compatibility

Scalability

CRISP DUCCS

Product Elements: want to cover the product?

Structure	- what it's made of
Function	- what it does
Data	- what it does it to
Interfaces	- what ways we can interact with it
Platform	- what it depends upon
Operations	- how it's used
Time	- how it's affected by time

SFDIPOT

“Ways to test...” : General Test Techniques

Function testing

Domain testing

Stress testing

Flow testing

Scenario testing

Claims testing

User testing

Risk testing

Automatic checking

FDSFSCURA



Exercise:

What influences a test strategy?
Categories

Debrief: stuff that matters using categories

Using the categories: sort the factors
from the last exercise.





Exercise:

Create a Test Strategy

Create a test strategy with your team

Product : tinyurl.com/SherlockES

Use your whiteboard, flipcharts and/or stickies

You have 20 min



Test Mission

Casies is webshop build with the Wix platform where customers can buy a case for their mobile phone. Your mission is to find problems we want to fix before release. The owner of the website needs information to decide if this webshop can be released.



Important aspects

Most important quality criteria:

- Usability & charisma
- Reliability and security of the purchase process
- Functionality
 - Find, sort & filter
 - Purchase, cart, payment
 - Bestsellers
 - Contact
- Performance



Debrief in groups

4 rounds:

1. summarize test strategy in 5 min
2. Other teams ask questions, challenge and discuss for 5 min.





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Lunch! Be back and ready at 13:59



Welcome back!



Reflect on the exercise in teams

What got in the way of doing this right?

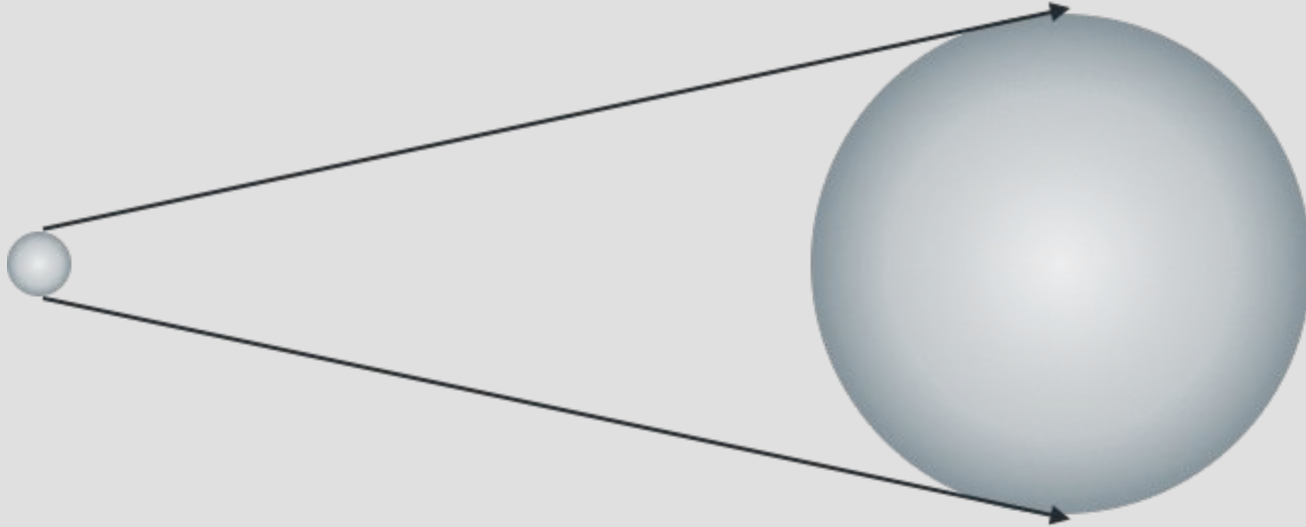
What would help to do the strategy better and faster next time?



Creating a test strategy

1. Missions for your testing
2. Product analysis
3. Oracles & information sources
4. Quality characteristics
5. Context: project environment
6. Test strategies

Test strategies grow over time



Over time we learn & discover more.

Creating a test strategy: an example by Rikard Edgren

Screen Pluck 0.3 – Test analysis

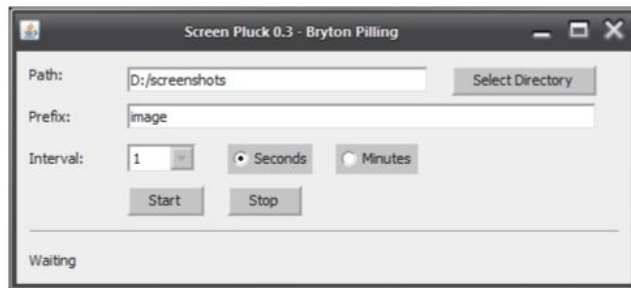
This is a test analysis written by Rikard Edgren, version 0.4.

It is done for educational purposes, the idea is that it should provide an example of how to think in order to get the basis for testing a product well.

It is a very small application, that's why it is possible to go into detail also with the documentation. The thought processes are roughly the same as for more complex software, but also totally different.

Introduction

Screen Pluck is an application that takes screen captures at time intervals specified by user.



The user specifies file names and folder location, the software will add an increasing number.

**15 min of sharing experiences using this by
Pekka & Carsten - facilitated by Huib**



Exercise:

How to make a Testing Strategy?

Discuss in teams

We are about to give you another product to test. It can be anything.

1. How would you use what we just told you to create/discussing/developing a test strategy for this product?
2. How would you do that differently from the earlier exercise?





Exercise:

Create a Test Strategy For a Restaurant Reservation System

Create a test strategy with your team



The system has not been build yet

Read the documentation

Use your whiteboard, flipcharts and/or stickies

You have 30 min to prepare

Present your work in a 'science fair'



Science fair



Walk around and look at other people's strategies.
One or two people remain at their work to explain.
Discuss what you see. Ask questions about the strategies.
Challenge other people.

Wrap-up



References & more information



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- EuroStar tutorial “Test Strategy - Next Level” by Rikard Edgren - http://thetesteye.com/presentations/Edgren_Tutorial_TestStrategyNextLevel.pdf
- Heuristic Test Strategy Model by James Bach - <http://www.satisfice.com/tools/htsm.pdf>
- Test Strategy Checklist - <http://thetesteye.com/posters/TestStrategyChecklist.pdf>
- Test Analysis example by Rikard Edgren - http://thetesteye.com/examples/ScreenPluck_TestAnalysis.pdf
- Context-free questions for testers - <http://www.developsense.com/blog/2010/11/context-free-questions-for-testing/>
- Book: Lessons Learned in Software Testing by Kaner, Bach & Pettichord
- Basics Revisited: Test Strategy by Fiona Charles - <http://www.quality-intelligence.com/articles/BasicsRevisited-TestStrategy.pdf>
- The Little Black Book on Test Design by Rikard Edgren - <http://www.thetesteye.com/papers/TheLittleBlackBookOnTestDesign.pdf>
- Sharing testing with non-testers in an agile team by Katrina Clokie - http://nordictestingdays.eu/files/files/katrina_clokie-sharing_testing_with_nontesters_in_an_agile_team.pdf
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- Low tech dashboard - <http://www.satisfice.com/presentations/dashboard.pdf>
- Session Based Test Management - <http://www.satisfice.com/sbtm/>
- Mind maps in testing - <http://www.huibschoots.nl/downloads/Mind%20Maps%20Tutorial%20ATD%202012.pdf>
- More links on test strategy - http://www.huibschoots.nl/wordpress/?page_id=441#strategy

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