

Agile Testing

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What

1. Unittest
2. Acceptancetest
3. TestDrivenDevelopment
4. AcceptanceTDD
5. Automated Unittest
6. Automated Acceptancetest
7. Conversational Test Creation
8. AgileModelingBasedTest
9. Exploratory Testing
10. Pair Testing
11. AgileTracking
12. Continuous Integration
13. Refactoring
14. Iterative development
15. Spikes, Risks
16. Retrospectives

How

1. Context in the Small

- day-to-day
- patterns

2. Context in the Large

- Scrum Sprint
- other patterns, XP, nonAgile

Who

Tester: role or person
Both works well, in my experience
Two aspects, Business & Technology

ProActive Development	U
95 %	5 %

PA	Unproductive	Err
5 %	90 %	5 %

Karl Wiegers: 10 Requirement Traps to Avoid, Reasons and Solutions

PSV: Consider Agile Testing

Karl Wiegers work is invaluable. The proposed solutions are sensible. But Agile Testing is a good supplement.

Requirement Management and Agile Testing share the goal of reducing risk.

Case # 1: Retail Business Solution

Benefits:

- 1) Saving 3 weeks
- 2) ATDD Process (in fact a TDD?)
- 3) TDD (java classes) started a week later
- 4) Unexpected values

Case # 2: Websale of tickets

Benefits:

- 1) Requirements gathering
- 2) Economics far better than expected

Case # 3: Battle Management, Life Critical

Benefits:

- 1) zerodeflect software

The main reason that testing at the end of a development cycle finds problems is not that problems were put in near the end, it is that testing was put off until then.

- Ron Jeffries

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<http://www.vrpartners.dk/agileoffers.htm>

www.vrpartners.dk

www.softwaretest.dk

www.scrum.dk

<http://www.vrpartners.dk/Litteratur.htm>