#388

Intersection of Automation and Exploratory Testing

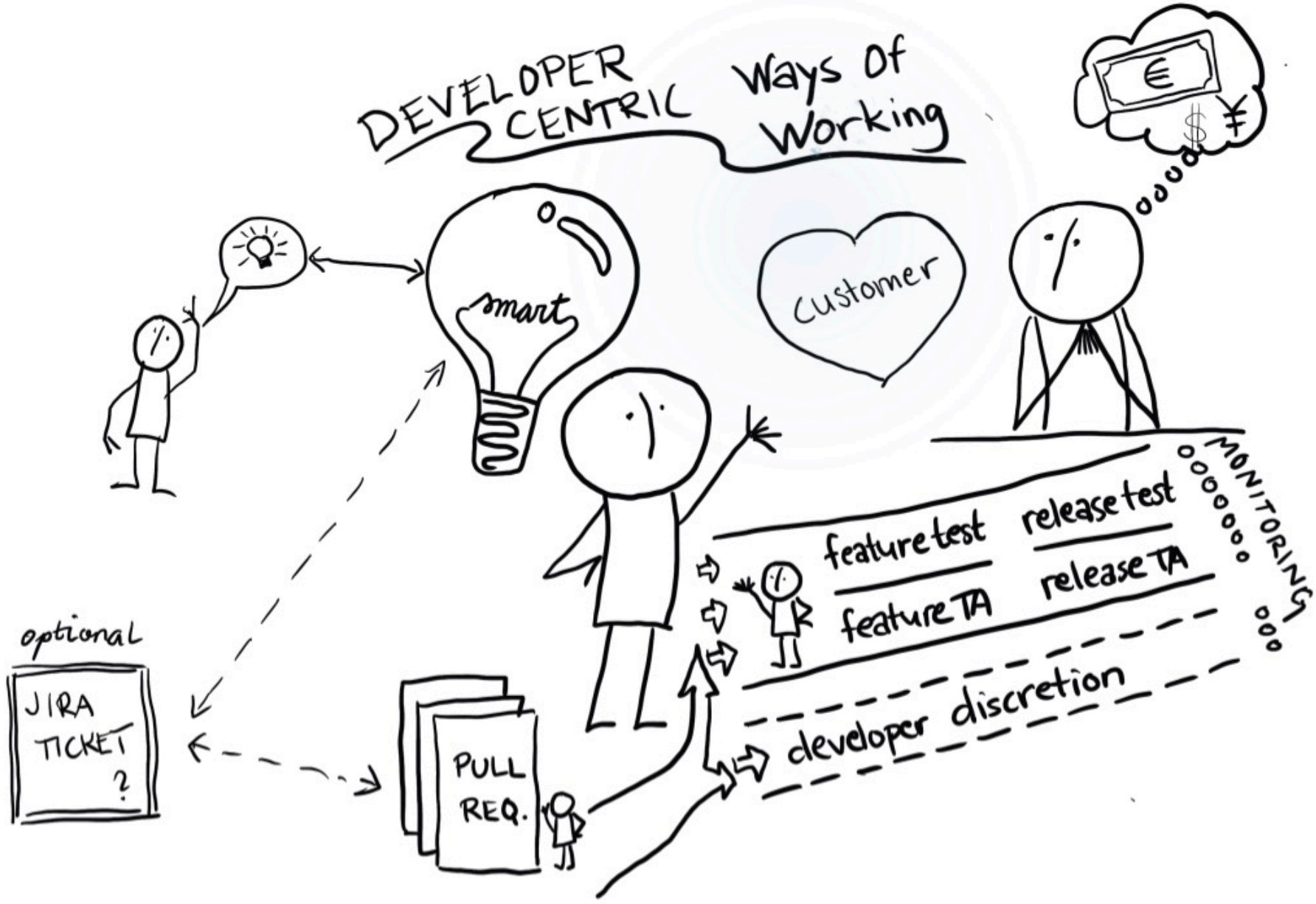
A React Finland Edition

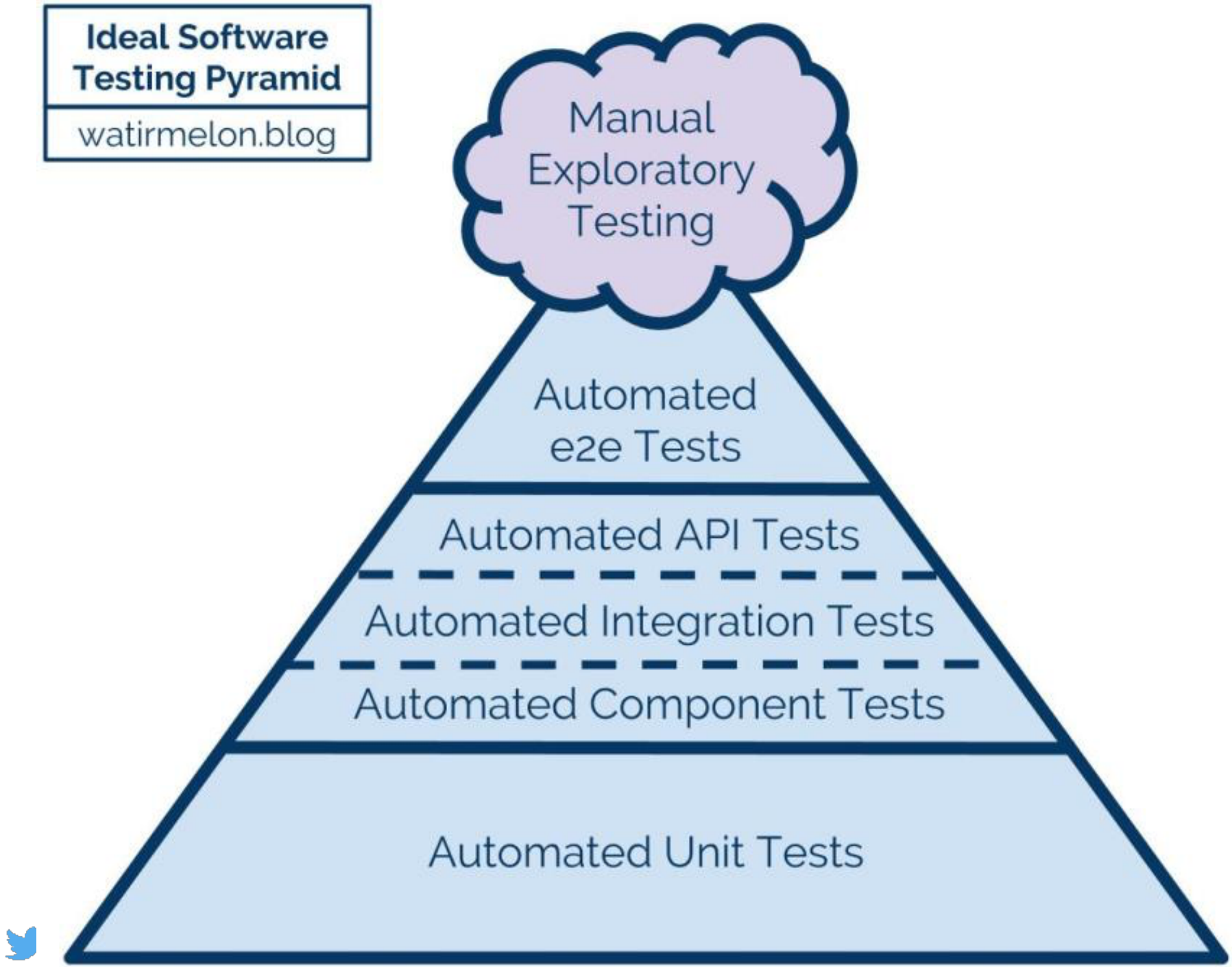
by Maaret Pyhäjärvi

F-Secure.

@maaretp

http://maaretp.com


DEVELOPER CENTRIC Ways Of Working
smart
customer
optional
JIRA TICKET ?
PULL REQ.
feature test
release test
feature TA
release TA
developer discretion
MONITORING


Ideal Software Testing Pyramid
watirmelon.blog
Manual Exploratory Testing
Automated e2e Tests
Automated API Tests
Automated Integration Tests
Automated Component Tests
Automated Unit Tests

Product is my external imagination

(Exploratory) Tester

Learning in Layers

A Demonstration of Exploratory Testing

@maaretp

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Gilded Rose

By Emily Bache

(available in 32 languages…)

https://github.com/emilybache/GildedRose-Refactoring-Kata

Gilded Rose Requirements Specification
==========

Hi and welcome to team Gilded Rose. As you know, we are a small inn with a prime location in a prominent city ran by a friendly innkeeper named Allison. We also buy and sell only the finest goods. Unfortunately, our **goods are constantly degrading in quality as they approach their sell by date.** We have a **system in place that updates our inventory for us.** It was developed by a no-nonsense type named Leeroy, who has moved on to new adventures.
First an introduction to our system:

- All items have a SellIn value which denotes the number of days we have to sell the item
- All items have a Quality value which denotes how valuable the item is
- At the end of each day our system lowers both values for every item

Pretty simple, right? Well this is where it gets interesting:

- Once the sell by date has passed, Quality degrades twice as fast
- The Quality of an item is never negative
- "Aged Brie" actually increases in Quality the older it gets
- The Quality of an item is never more than 50
- "Sulfuras", being a legendary item, never has to be sold or decreases in Quality
- "Backstage passes", like aged brie, increases in Quality as its SellIn value approaches;
  Quality increases by 2 when there are 10 days or less and by 3 when there are 5 days or less but
  Quality drops to 0 after the concert

Just for clarification, an item can never have its Quality increase above 50, however "Sulfuras" is a legendary item and as such its Quality is 80 and it never alters.

What Did You Just Demo?

A Demonstration of Test Automation?

Exploratory Unit Testing of Legacy Code

Combining My ideas of the world, Specification and Code Coverage while Testing

Shallow vs. Deep Testing
Difference in the Learning

Disposable

test automation

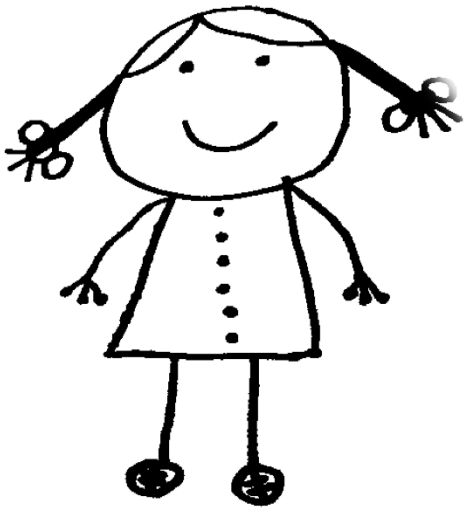
Test automation

as documentation

"External Imagination"
does not need to be a
UI

Exploratory Testing

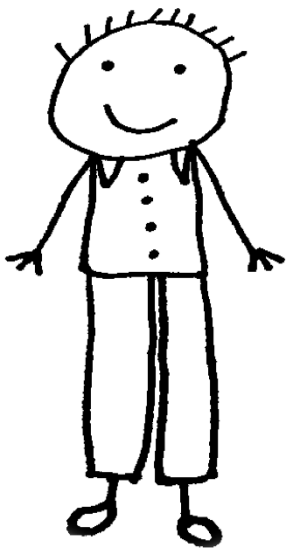
Test Automation



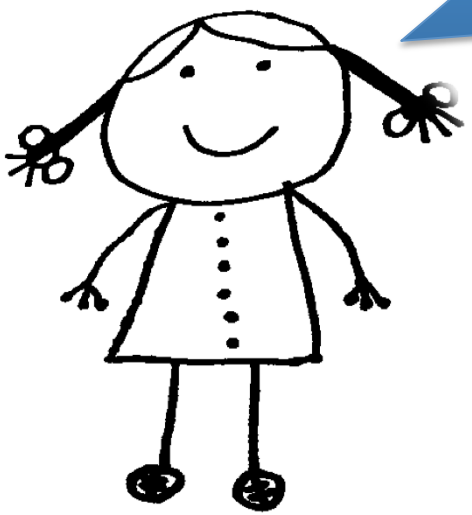
Exploratory Tester

Test Automation

Exploratory Testing



Test Automation Specialist

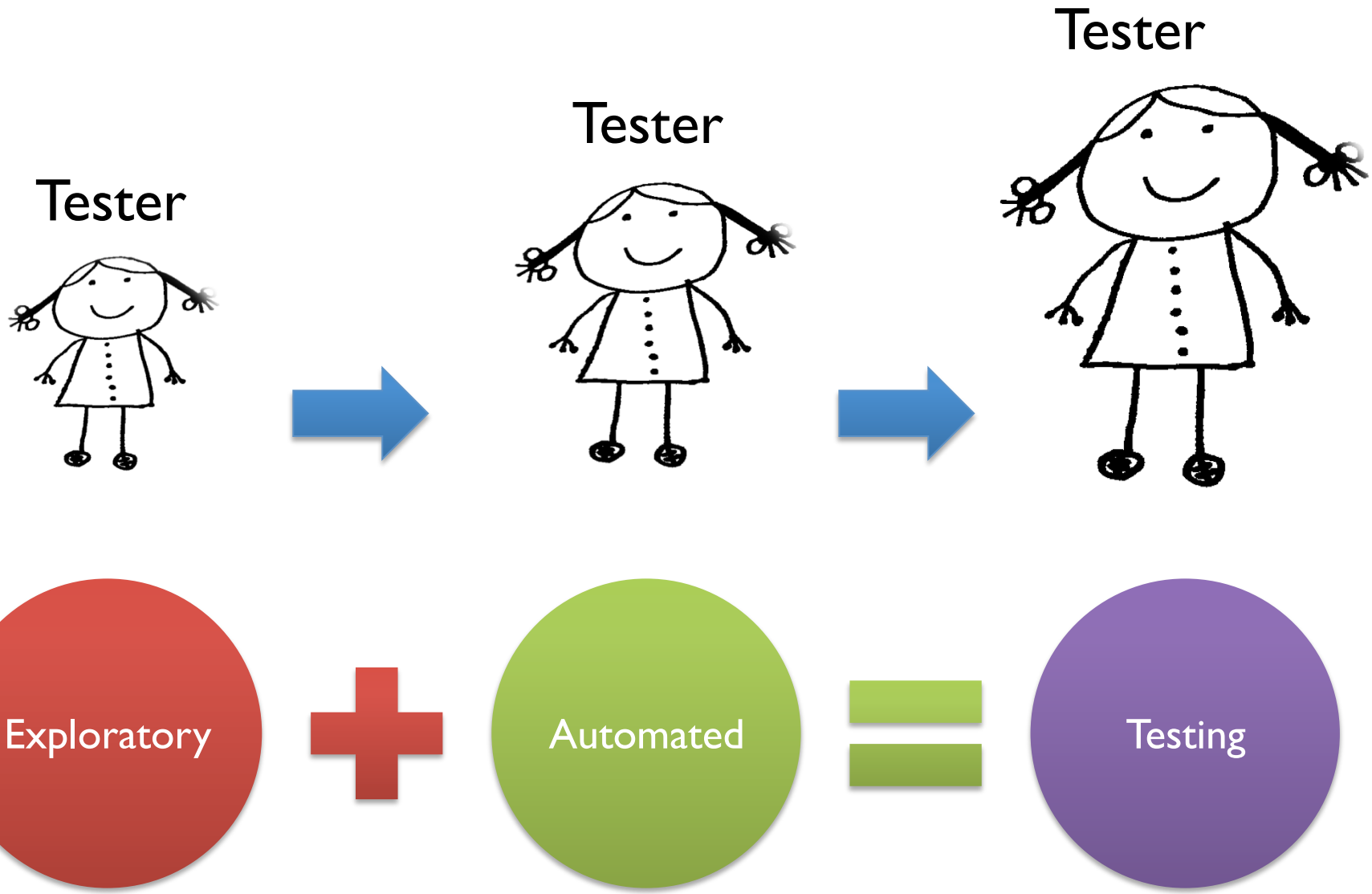


Focus on the 1st (always different) test execution because repeating narrows scope!

Focus on the repeating text execution to capture it. Repeating exactly is valuable!

Exploratory Tester

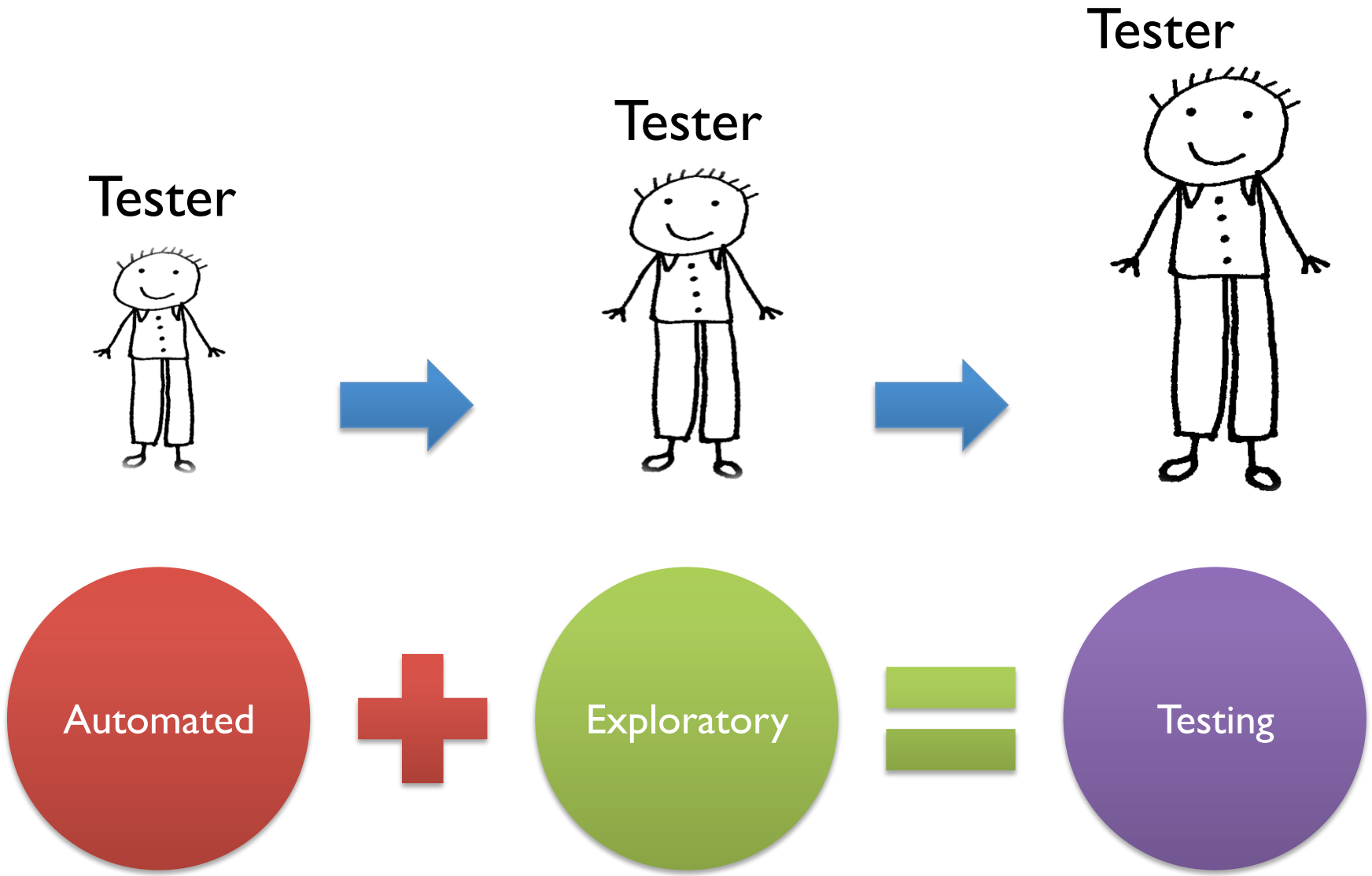
Test Automation Specialist


Tester
Tester
Tester
Exploratory
Automated
Testing

Existing automation allows for exploration reach

Creating automation forces exploration of details

Failing automation is
invitation to explore


Tester
Tester
Tester
Automated
Exploratory
Testing

Value of the software we create links to quality of our thinking

The 5-Year Rule

Tester

Tester

Tester

Automated + Exploratory = Testing


Testing is done by People.
Our features define how
well testing gets done.
@maaretp
http://maaretp.com

Maaret Pyhäjärvi

Email: maaret@iki.fi
Twitter: @maaretp
Web: maaretp.com
Blog: visible-quality.blogspot.fi

(please connect with me through Twitter or LinkedIn)