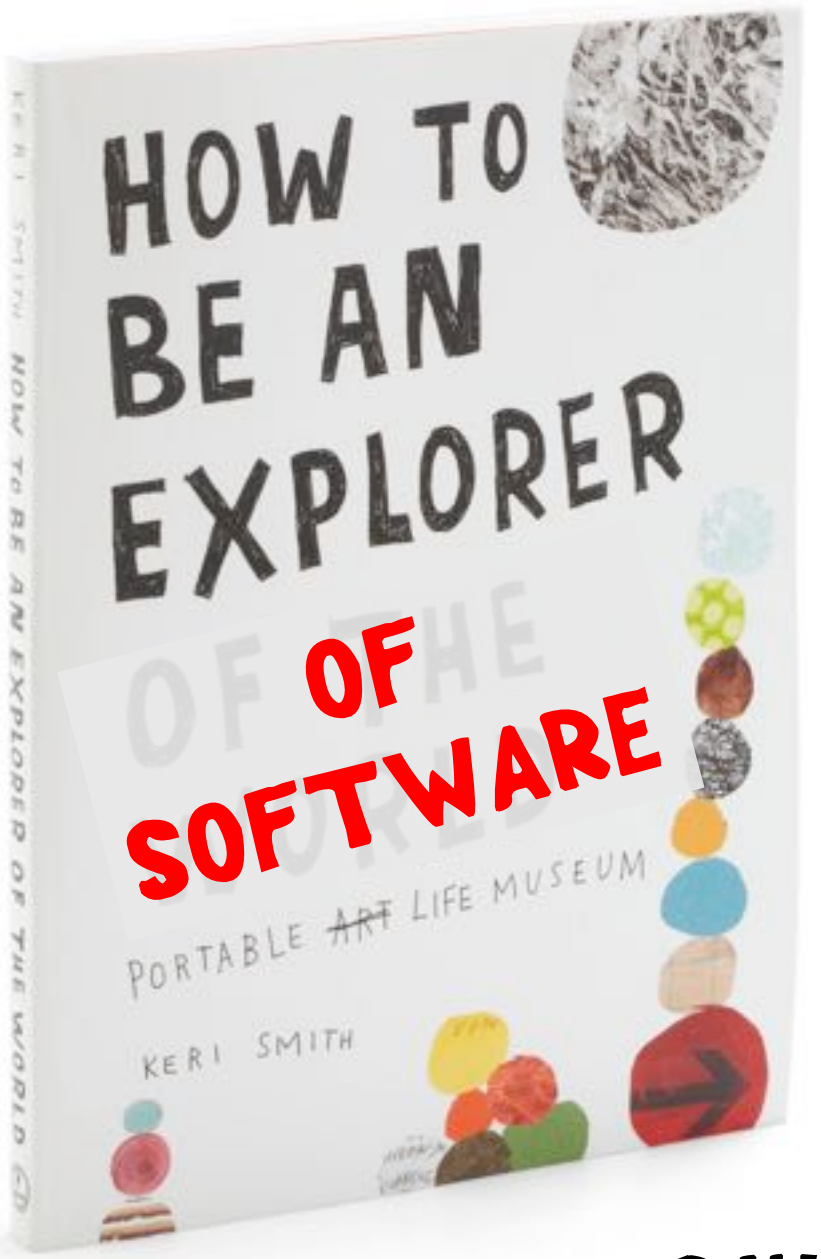


@HUIBSCHOOTS

ACKNOWLEDGEMENTS

THANK YOU:

- KERI SMITH FOR YOUR INSPIRATION!
- RUUD COX EN JORIS MEERTS FOR THE MANY DISCUSSIONS ON THIS TOPIC AND HELP WITH PREPARING THIS WORKSHOP
- OBVIOUSLY JAMES BACH AND MICHAEL BOLTON FOR SHARING THEIR KNOWLEDGE ABOUT RAPID SOFTWARE TESTING

SOME SLIDES ARE TAKEN FROM RAPID SOFTWARE TESTING AND ARE USED WITH PERMISSION. RAPID SOFTWARE TESTING IS DEVELOPED BY JAMES BACH AND MICHAEL BOLTON. SEE ALSO: HTTP://WWW.SATISFICE.COM/INFO_RST.SHTML

MANY OF THE PICTURES ARE TAKEN FROM THE BOOK "HOW TO BE AN EXPLORER OF THE WORLD". THIS BOOK IS WRITEN BY KERI SMITH AND PUBLISHED BY PENGUIN BOOKS.

BUY THIS BOOK AND PRACTICE!

art by & inspired by KERI SMITH

AGENDA FOR TODAY

- INTRODUCTION
- PART I: OBSERVATION
- WHAT IS TESTING?
- PART II: COMPARE
- PART III: ANALYSIS
- PART IV: COVERAGE
- PART V: TESTING STORY

I WILL ASK MANY DIFFICULT AND CRITICAL QUESTIONS (A.K.A. SOCRATIC METHOD). I ASK THEM BECAUSE IT IS IMPORTANT TO FULLY UNDERSTAND THE CONCEPTS WE DISCUSS TODAY. JUST SAY "**PASS**" OR "**HELP ME**" IF YOU DON'T FEEL COMFORTABLE.

INSTALL SOFTWARE:

1) REDNOTEBOOK

HTTP://REDNOTEBOOK.SOURCEFORGE.NET/DOWNLOADS.HTML

2) XMIND

HTTP://WWW.XMIND.NET

INTRODUCTORY DISCUSSION...

DISCUSS:

- WHAT IS TESTING?
- WHAT DO TESTERS DO?
- WHAT MAKES TESTING EXPLORATORY?

FIRST EXERCISE

- MAKE GROUPS OF 4
- ANSWER THIS QUESTION:
  "WHAT DO YOU DO WHEN YOU TEST?"
  NAME ACTIVITIES AND SKILLS
- CREATE A FLIPCHART WITH YOUR ANSWERS


DEBRIEF

YOU ARE AN EXPLORER.

YOUR MISSION IS TO DOCUMENT AND OBSERVE THE WORLD AROUND YOU AS IF YOU'VE NEVER SEEN IT BEFORE. TAKE NOTES. COLLECT THINGS YOU FIND ON YOUR TRAVELS. DOCUMENT YOUR FINDINGS. NOTICE PATTERNS. COPY. TRACE. FOCUS ON ONE THING AT A TIME. RECORD WHAT YOU ARE DRAWN TO.

SOURCE: HOW TO BE AN EXPLORER OF THE WORLD - KERI SMITH

HOW TO BE AN EXPLORER OF THE WORLD

1. ALWAYS BE LOOKING.

   (NOTICE THE GROUND BENEATH YOUR FEET.)

2. CONSIDER EVERYTHING ALIVE & ANIMATE.

3. EVERY THING IS INTERESTING. LOOK CLOSER.

4. ALTER YOUR COURSE OFTEN.

5. OBSERVE FOR LONG DURATIONS (AND SHORT ONES).

6. NOTICE THE STORIES GOING ON AROUND YOU.

7. NOTICE PATTERNS. MAKE CONNECTIONS.

8. DOCUMENT YOUR FINDINGS (FIELD NOTES) IN A VARIETY OF WAYS.

9. INCORPORATE INDETERMINANCY.

10. OBSERVE MOVEMENT.

11. CREATE A PERSONAL DIALOGUE WITH YOUR ENVIRONMENT. TALK TO IT.

12. TRACE THINGS BACK TO THEIR ORIGINS.

13. USE ALL OF THE SENSES. IN YOUR INVESTIGATIONS.

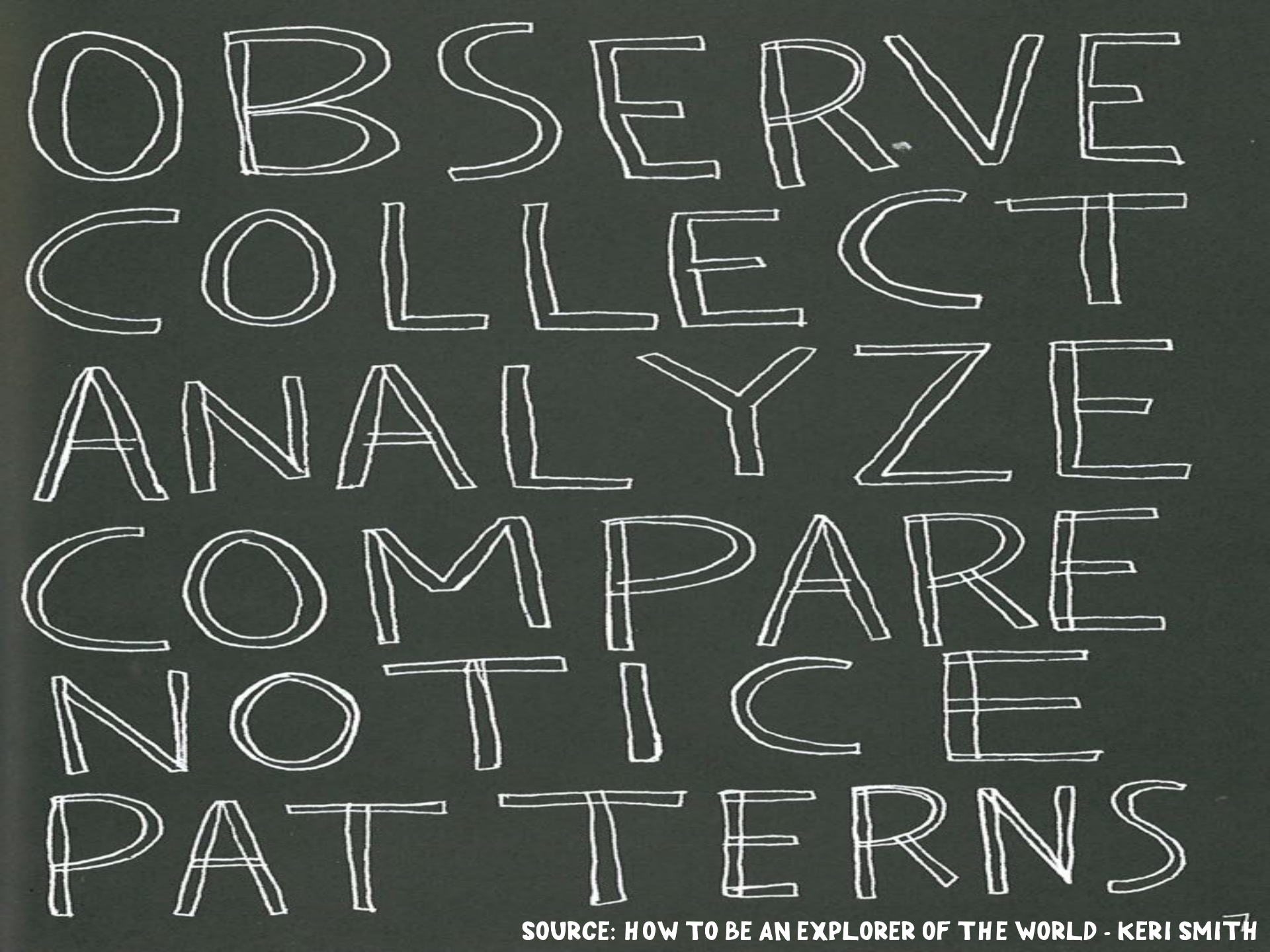
SOURCE: HOW TO BE AN EXPLORER OF THE WORLD - KERI SMITH

AFTER READING THIS LIST A FEW TIMES IT OCCURRED TO ME THAT...

ARTISTS AND SCIENTISTS ANALYZE THE WORLD AROUND THEM IN SURPRISINGLY SIMILAR WAYS.

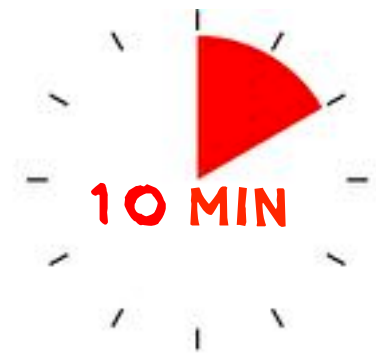
AND TESTERS DO TOO!

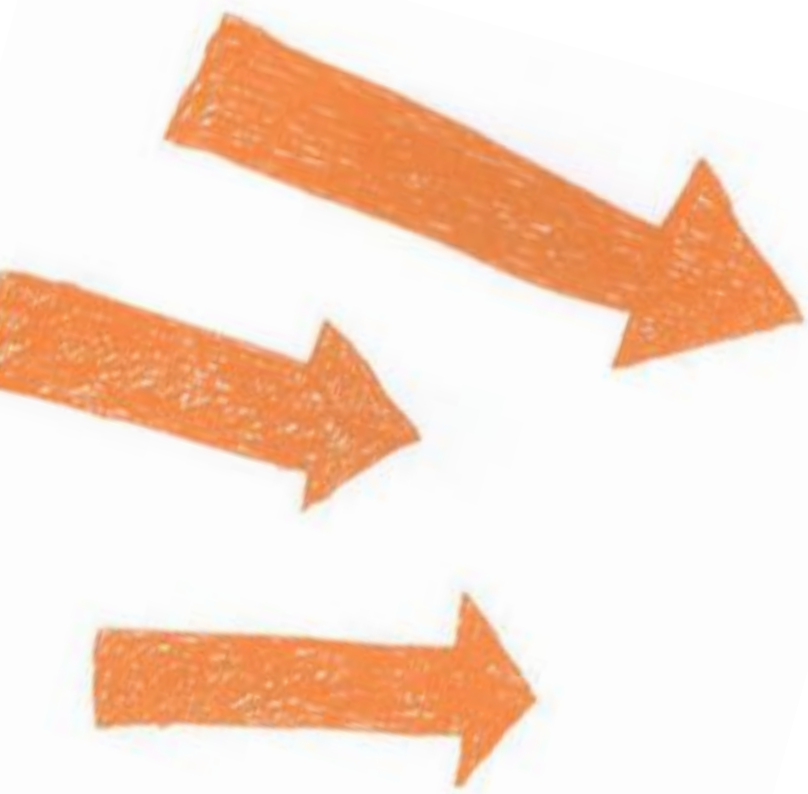
SOURCE: HOW TO BE AN EXPLORER OF THE WORLD - KERI SMITH



SOURCE: HOW TO BE AN EXPLORER OF THE WORLD - KERI SMITH

PART 1





EXPLORATION #1

RIGHT WHERE YOU ARE SITTING

WRITE TEN THINGS ABOUT WHERE YOU ARE SITTING RIGHT NOW THAT YOU HADN'T NOTICED WHEN YOU SAT DOWN. USE YOUR SENSES. DO IT QUICKLY. DO NOT CENSOR. OKAY, BEGIN.

THE ASPECTS OF THINGS THAT ARE MOST IMPORTANT FOR US ARE HIDDEN BECAUSE OF THEIR SIMPLICITY AND FAMILIARITY. (ONE IS UNABLE TO NOTICE SOMETHING-BECAUSE IT IS ALWAYS BEFORE ONE'S EYES.) — LUDWIG WITTGENSTEIN

EXERCISE 1.1: OBSERVATION

SOURCE: HOW TO BE AN EXPLORER OF THE WORLD - KERI SMITH

EXERCISE 1.2: OBSERVATION

- START REDNOTEBOOK
- DON'T USE IT (YET) ... JUST LOOK AT IT, OBSERVE THE SCREEN.
- WRITE DOWN TEN THINGS THAT YOU HADN'T NOTICED AT FIRST SIGHT.


DEBRIEF

WHAT IS TESTING?
WHAT DO TESTERS DO?

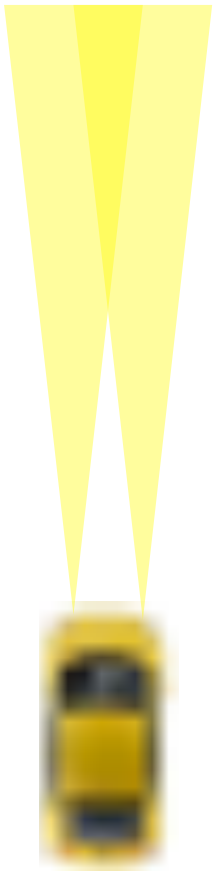
Testers light the way

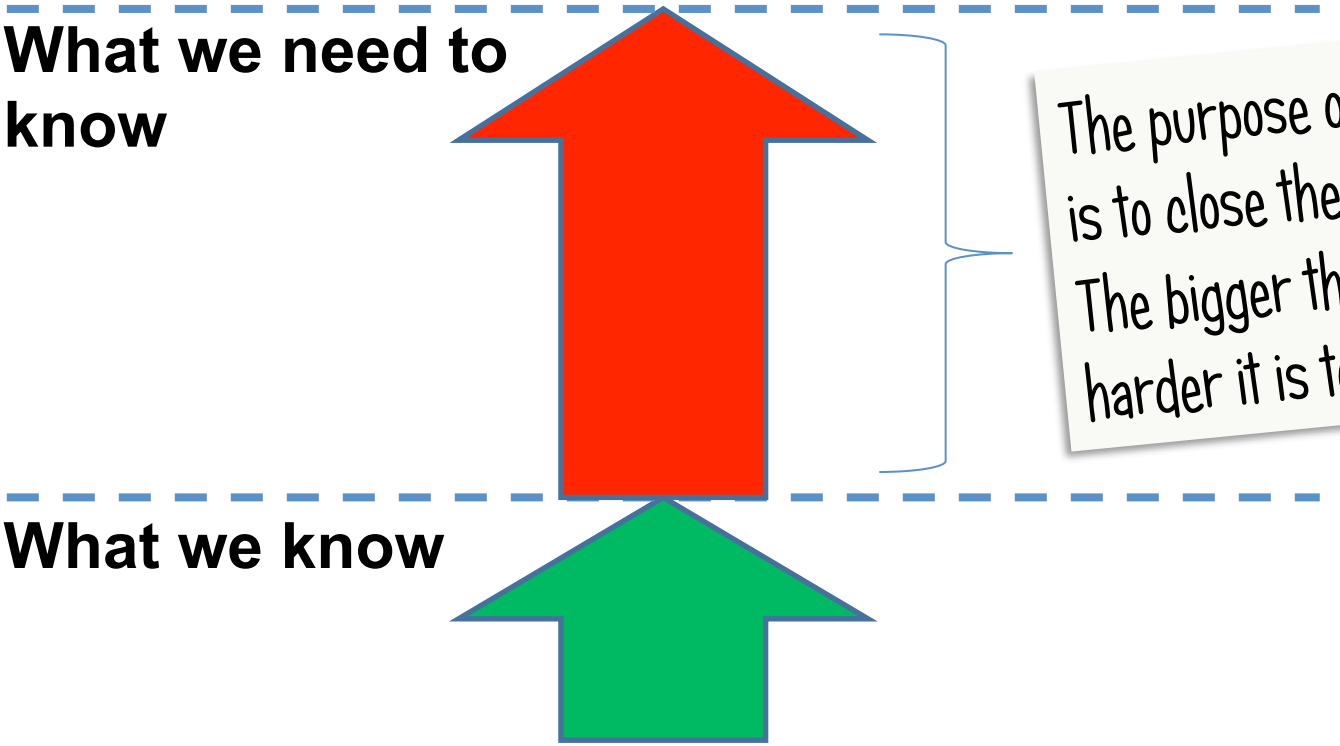
This is our role.

We see things for what they are.
We make informed decisions about quality possible,
because we think critically about software.

Source: Rapid Software Testing – James Bach & Michael Bolton

Testers light the way:
the risk gap





The purpose of testing is to close the risk gap. The bigger this is, the harder it is to test.

Our knowledge of the status of the product.

Source: Rapid Software Testing – James Bach & Michael Bolton

Call this checking, not testing

operating a product to check specific facts about it…

means

Interact with the product in specific ways to collect specific observations.

Apply algorithmic decision rules to those observations.

Report any failed checks.

Source: Rapid Software Testing – James Bach & Michael Bolton

A Check Has Three Elements

1. An *observation* linked to…
2. A *decision rule* such that…
3. both observation and decision rule can be applied algorithmically.

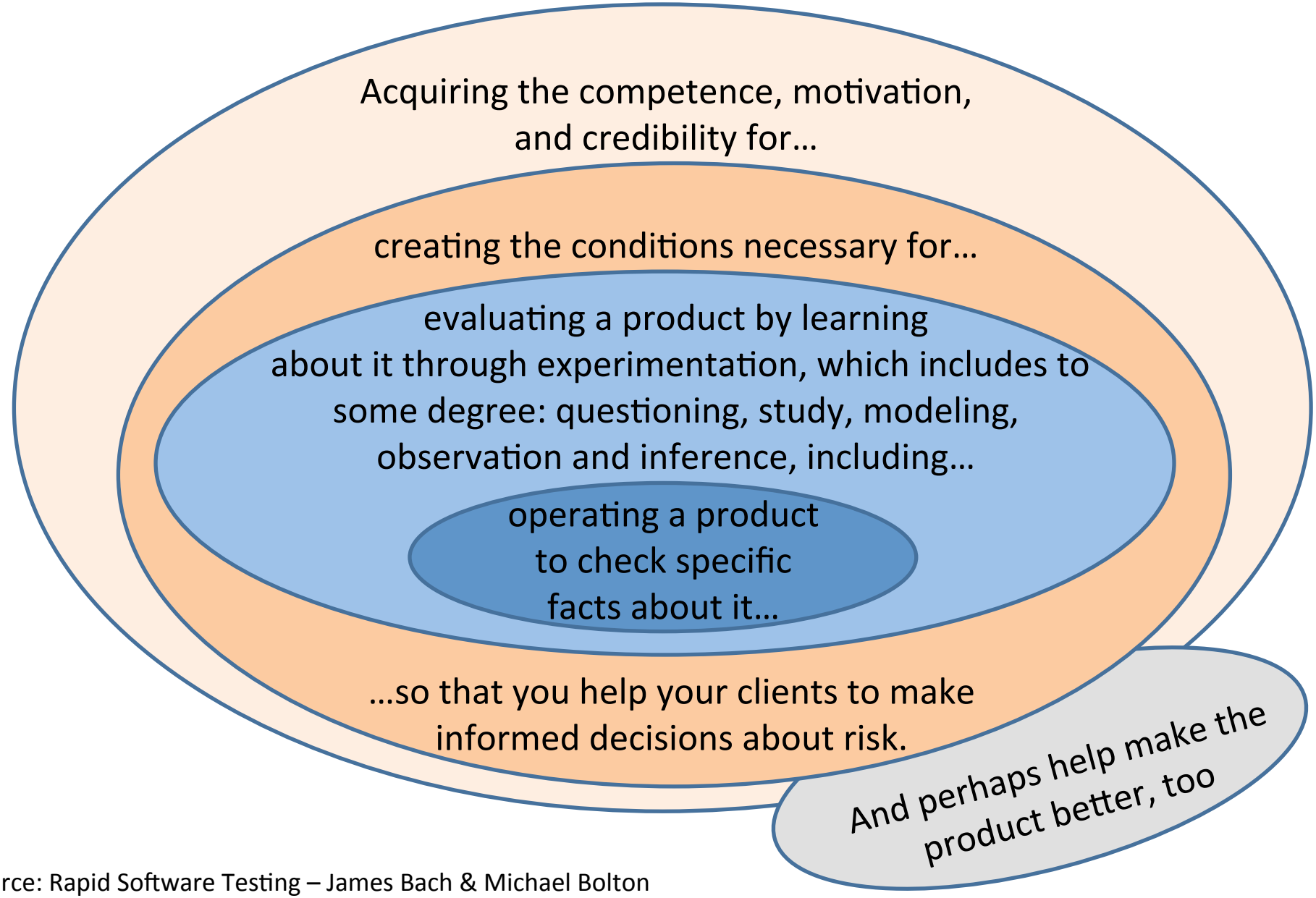
A ***check*** can be performed

by a machine
that *can't* think
(but that is quick and precise)

by a human who has been
instructed *not* to think
(and who is slow and variable)

Source: Rapid Software Testing – James Bach & Michael Bolton

Testing is…



Source: Rapid Software Testing – James Bach & Michael Bolton

Test Procedure

A **test activity** is a line of investigation that fulfills some part of the test strategy. It can encompass many test cases.

A **test case** is one particular instance or variation of a test or test idea.

A **test procedure** is a way of performing a test.

- What role do you play in it?
- What role do tools play?
- Who controls your procedures?
- Should they be documented? How?

Source: Rapid Software Testing – James Bach & Michael Bolton

Test Procedure
has four elements

Addresses a motivating question

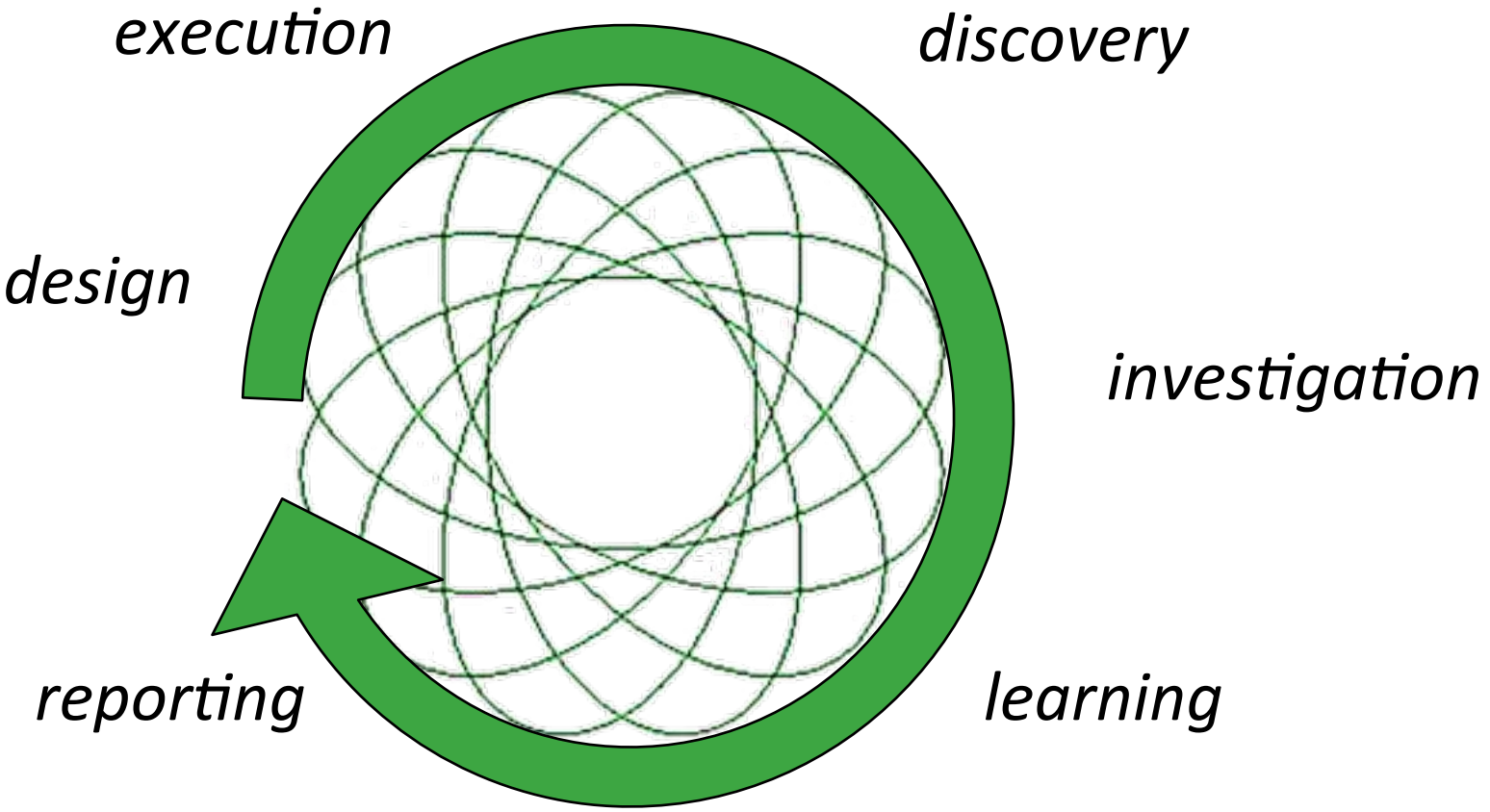
- **Configure**
  - *(if necessary)* Obtain product for testing
  - *(if necessary)* Install on a platform.
  - *(if necessary)* Prepare test data and tools for test execution.
  - Assure that the product is in a "clean enough" starting state.
- **Operate**
  - Control the product and platform with inputs to exercise the product.
  - Cause the product to exercise the right functions/states in the right sequence with the right data.
- **Observe**
  - Collect information about how the product behaves (collect both direct and indirect output) so that it can be evaluated.
- **Evaluate**
  - Apply oracles to detect bugs.

Provides a clear answer to the question

Source: Rapid Software Testing – James Bach & Michael Bolton

Testing's Mission is Focused on *Learning*

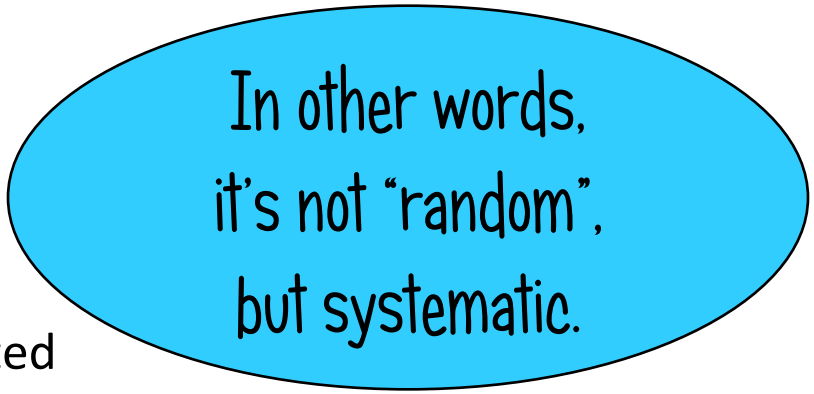
Testers help to defend the value of the product
by *learning* on behalf of our clients.



Source: Rapid Software Testing – James Bach & Michael Bolton

Exploratory Process is Structured

- Testing, as I teach it, is a structured process conducted by a skilled tester, or by lesser skilled testers or users working under supervision.
- The structure of testing comes from many sources:
  - Test design heuristics
  - Chartering
  - Time boxing
  - Perceived product risks
  - The nature of specific tests
  - The structure of the product being tested
  - The process of learning the product
  - Development activities
  - Constraints and resources afforded by the project
  - The skills, talents, and interests of the tester
  - The overall mission of testing



Source: Rapid Software Testing – James Bach & Michael Bolton

Learn About Heuristics

Heuristics are fallible, “fast and frugal” methods of solving problems, making decisions, or accomplishing tasks.

“The engineering method is
the use of heuristics
to cause the best change
in a poorly understood situation
within the available resources.”

Billy Vaughan Koen
Discussion of the Method

Source: Rapid Software Testing – James Bach & Michael Bolton

Heuristics: Generating Solutions Quickly and Inexpensively

- **Heuristic (adjective):**

  serving to discover or learn

- **Heuristic (noun):**

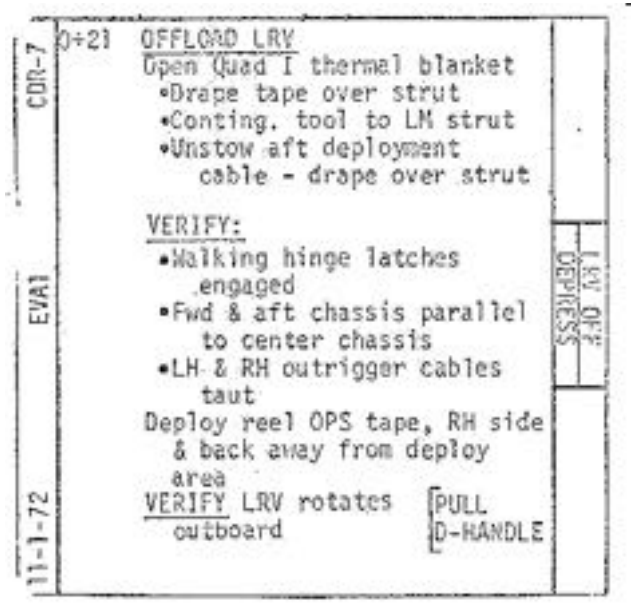
  a fallible method for solving a problem or making a decision

"Heuristic reasoning is not regarded as final and strict but as provisional and plausible only, whose purpose is to discover the solution to the present problem."

George Polya, How to Solve It

Source: Rapid Software Testing – James Bach & Michael Bolton

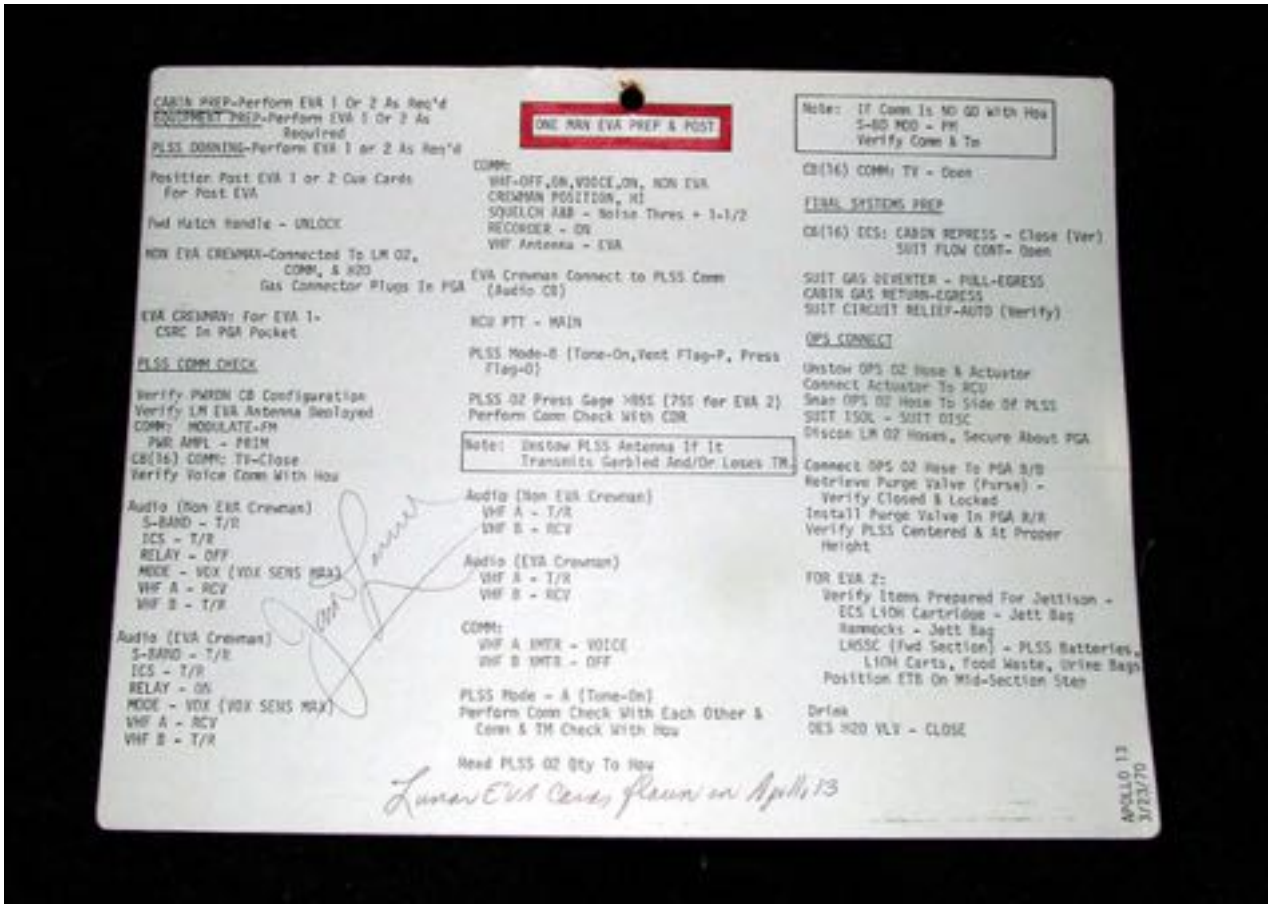
Concise Documentation



The Cuff Checklist

Source: Rapid Software Testing – James Bach & Michael Bolton

Plenty of Documentation ISN'T for Everyone



ONE MAN EVA PREP & POST

CABIN PREP-Perform EVA 1 Or 2 As Req'd
EQUIPMENT PREP-Perform EVA 1 Or 2 As Required
PLSS DONNING-Perform EVA 1 or 2 As Req'd

Positive Post EVA 1 or 2 Cue Cards For Post EVA

Fwd Hatch Handle - UNLOCK

NON EVA CREWMAN-Connected To LM O2, COMM, & H2O Gas Connector Plugs In PGA

EVA CREWMAN: For EVA 1- CSRC In PGA Pocket

PLSS COMM CHECK

Verify PWRON CB Configuration
Verify LM EVA Antenna Deployed
COMM: MODULATE-FM
PWR AMPL - PRIM
CB(16) COMM: TV-Close
Verify Voice Comm With Hou

Audio (Non EVA Crewman)
S-BAND - T/R
ICS - T/R
RELAY - OFF
MODE - VOX (VOX SENS MAX)
VHF A - RCV
VHF B - T/R

Audio (EVA Crewman)
S-BAND - T/R
ICS - T/R
RELAY - ON
MODE - VOX (VOX SENS MAX)
VHF A - RCV
VHF B - T/R

COMM:
VHF-OFF,ON,VOICE,ON, NON EVA
CREWMAN POSITION, HI
SQUELCH A&B - Noise Thres + 1-1/2
RECORDER - ON
VHF Antenna - EVA

EVA Crewman Connect to PLSS Comm (Audio CB)

RCU PTT - MAIN

PLSS Mode-B (Tone-On,Vent Flag-P, Press Flag-O)

PLSS O2 Press Gage >885 (755 for EVA 2)
Perform Comm Check With CDR

Note: Unstow PLSS Antenna If It Transmits Garbled And/Or Loses TM.

Audio (Non EVA Crewman)
VHF A - T/R
VHF B - RCV

Audio (EVA Crewman)
VHF A - T/R
VHF B - RCV

COMM:
VHF A XMTR - VOICE
VHF B XMTR - OFF

PLSS Mode - A (Tone-On)
Perform Comm Check With Each Other & Comm & TM Check With Hou

Read PLSS O2 Qty To Hou

Lunar EVA Cards Flown on Apollo 13

Note: If Comm Is NO GO With Hou S-BD MOD - FM Verify Comm & Te

CB(16) COMM: TV - Open

FINAL SYSTEMS PREP

CB(16) ECS: CABIN REPRESS - Close (Ver)
SUIT FLOW CONT- Open

SUIT GAS DIVERTER - PULL-EGRESS
CABIN GAS RETURN-EGRESS
SUIT CIRCUIT RELIEF-AUTO (Verify)

OPS CONNECT

Unstow OPS O2 Hose & Actuator
Connect Actuator To RCU
Snap OPS O2 Hose To Side Of PLSS
SUIT ISOL - SUIT DISC
Discon LM O2 Hoses, Secure Abort PGA

Connect OPS O2 Hose To PGA R/D
Retrieve Purge Valve (Purse) - Verify Closed & Locked
Install Purge Valve In PGA R/R
Verify PLSS Centered & At Proper Height

FOR EVA 2:
Verify Items Prepared For Jettison -
ECS LiOH Cartridge - Jett Bag
Hammocks - Jett Bag
LMSSC (Fwd Section) - PLSS Batteries, LiOH Carts, Food Waste, Urine Bags
Position ETB On Mid-Section Stan

Drink
DES H2O VLV - CLOSE

APOLLO 13
3/23/70

Some documentation is written and read with
lots of information missing, for use by trained and skilled people.

Source: Rapid Software Testing – James Bach & Michael Bolton

PART 2

EXERCISE 2.1: OBSERVE AND COMPARE

SOURCE: HOW TO BE AN EXPLORER OF THE WORLD - KERI SMITH

EXERCISE 2.2: OBSERVE AND COMPARE

COMPARE GOOGLE WITH BING
TAKE GOOD NOTES!


DEBRIEF

PART 3

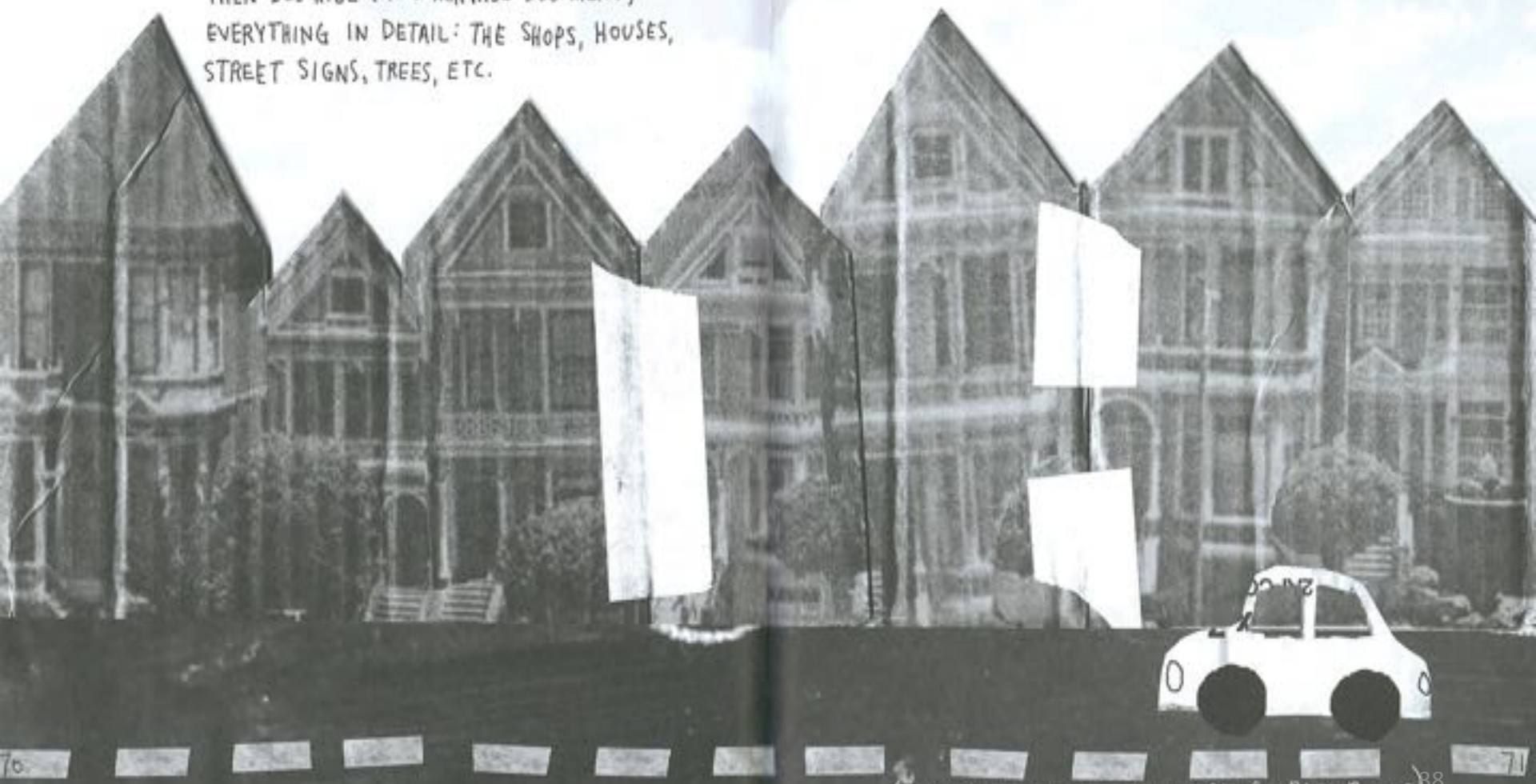
EXERCISE 3.1: SURVEY SESSION

15 MIN

YOUR FAVORITE STREET

EXPLORATION #21

GO TO YOUR FAVORITE STREET. (IF YOU CAN'T GO THERE PHYSICALLY, THEN YOU CAN VISIT IT IN YOUR MIND.) MAP IT OUT ON A PIECE OF PAPER. THEN DESCRIBE (OR OTHERWISE DOCUMENT) EVERYTHING IN DETAIL: THE SHOPS, HOUSES, STREET SIGNS, TREES, ETC.



70

71

BASED ON "THE RUE VILIN" BY GEORGES PEREC

38

SOURCE: HOW TO BE AN EXPLORER OF THE WORLD - KERI SMITH

SURVEY TESTING

ANY TESTING THAT HAS AS ITS PRIMARY GOAL LEARNING ABOUT THE DESIGN, PURPOSES, TESTABILITY, AND POSSIBILITIES OF THE PRODUCT. SURVEY TESTING TENDS TO BE OPEN AND PLAYFUL. IT PROVIDES A FOUNDATION FOR EFFECTIVE, EFFICIENT TESTING, LATER ON.

Source: Rapid Software Testing – James Bach & Michael Bolton

Coverage

____ **coverage** is how thoroughly you have examined the product with respect to some model of ____.

- **Interesting kinds of coverage**
  - Product coverage: *What aspects of the product did you look at?*
  - Risk coverage: *What risks have you tested for?*
  - Requirements coverage: *What requirements have you tested for?*

Source: Rapid Software Testing – James Bach & Michael Bolton

Want to cover the product?

SFDIPOT

- Structure
- Function
- Data
- Interfaces
- Platform
- Operations
- Time

Remember: “San Francisco Depot”

Source: Rapid Software Testing – James Bach & Michael Bolton

EXERCISE 3.2: SURVEY SESSION

- GROUPS OF 4, WORK IN PAIRS
- OPEN REDNOTEBOOK
- DO A SURVEY SESSION
- USE SFDIPOT
- CREATE MINDMAP


DEBRIEF

Charter Patterns: Evolving test strategy

- Intake Sessions (Goal: negotiate mission)
  "Interview the project manager about testing Xmind."
- Survey Sessions (Goal: learn product)
  "Familiarize yourself with Xmind."
- Setup Sessions (Goal: create testing infrastructure)
  "Develop a library of mindmaps for testing Xmind."
- Analysis Sessions (Goal: get ideas for deep coverage)
  "Identify the primary functions of Xmind."
  "Construct a product coverage outline."
  "Brainstorm test ideas."
  "Prepare a state model for state-based testing."
  "Perform a component risk-analysis to guide further testing."
  "Discover all the error messages in Xmind."

Source: Rapid Software Testing – James Bach & Michael Bolton

Charter Patterns: Evolving test strategy

- Deep Coverage Sessions (Goal: find the right bugs)
  - "Perform scenario testing based on the scenario playbook."
  - "Perform a tour that achieves double-transition state coverage."
  - "Perform steeplechase boundary testing on the major data items."
  - "Test each error message in Xmind."
  - "Perform a function tour using the 2300 node mindmap."
- Closure Sessions (Goal: get ready to release)
  - "Verify the latest fixes."
  - "Re-test tutorial with the latest build."
  - "Review help files and readme."
  - "Go over deferred bugs with Customer Support people."
  - "Perform clean-machine install test."

Source: Rapid Software Testing – James Bach & Michael Bolton

PART 4

EXERCISE 4: DEEP COVERAGE SESSION

- GROUPS OF 4, USE REDNOTEBOOK
- USE YOUR MAP FROM EX. 3.2
- FORMULATE ONE MISSION IN WHICH YOU TEST ONE SPECIFIC PART OF REDNOTEBOOK IN DETAIL:
  - FORMAT
  - INSERT
  - TEMPLATES
- TEST THIS MISSION
- MAKE NOTES!

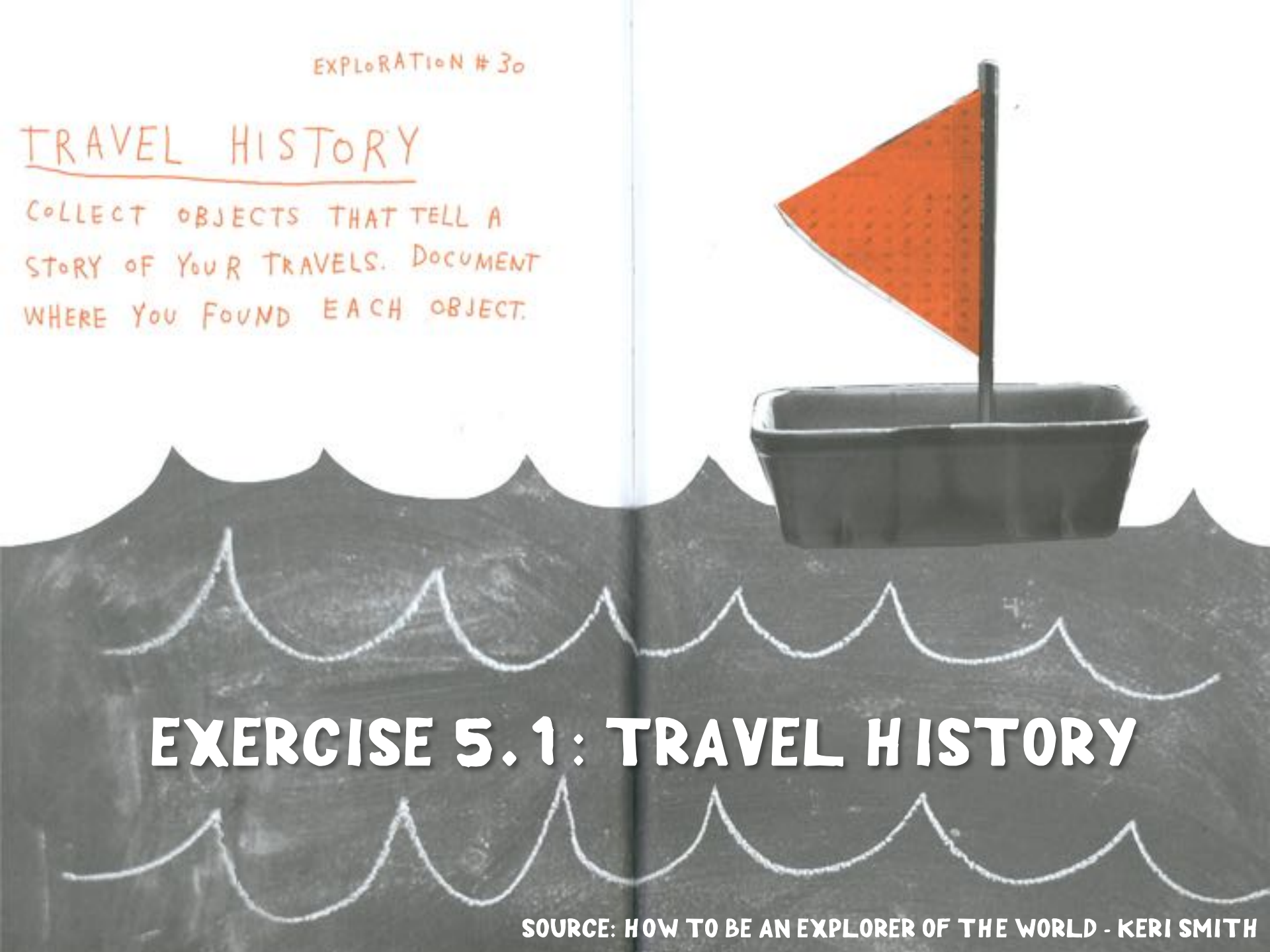

DEBRIEF

PART 5

EXPLORATION #30

TRAVEL HISTORY

COLLECT OBJECTS THAT TELL A STORY OF YOUR TRAVELS. DOCUMENT WHERE YOU FOUND EACH OBJECT.



EXERCISE 5.1: TRAVEL HISTORY

SOURCE: HOW TO BE AN EXPLORER OF THE WORLD - KERI SMITH

EXERCISE 5.1: TRAVEL HISTORY

- GROUPS OF 4, USE YOUR MAP FROM EX. 3.1
- WALK THE ROUTE ONCE MORE...
- TELL THE OTHERS IN YOUR GROUP ABOUT WHAT YOU HAVE SEEN AND DRAWN, WHAT DID YOU LEAVE OUT, THE CHOICES YOU MADE, WHAT IF YOU HAD MORE TIME?

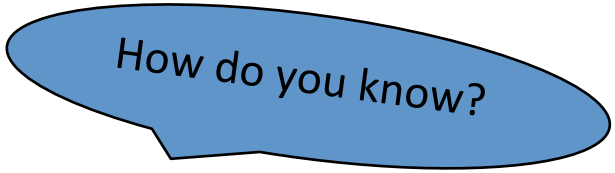
To test is to construct three stories

Level 1: A story about the status of the PRODUCT…

…about how it failed, and how it *might* fail...
…in ways that matter to your various clients.

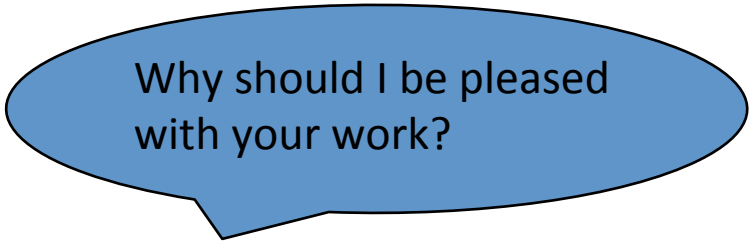
Level 2: A story about HOW YOU TESTED it…

…how you configured, operated and observed it…
…about what you haven't tested, yet…
…and won't test, at all…



Level 3: A story about the VALUE of the testing…

…what the risks and costs of testing are…
…how testable (or not) the product is…
…things that make testing harder or slower…
…what you need and what you recommend…



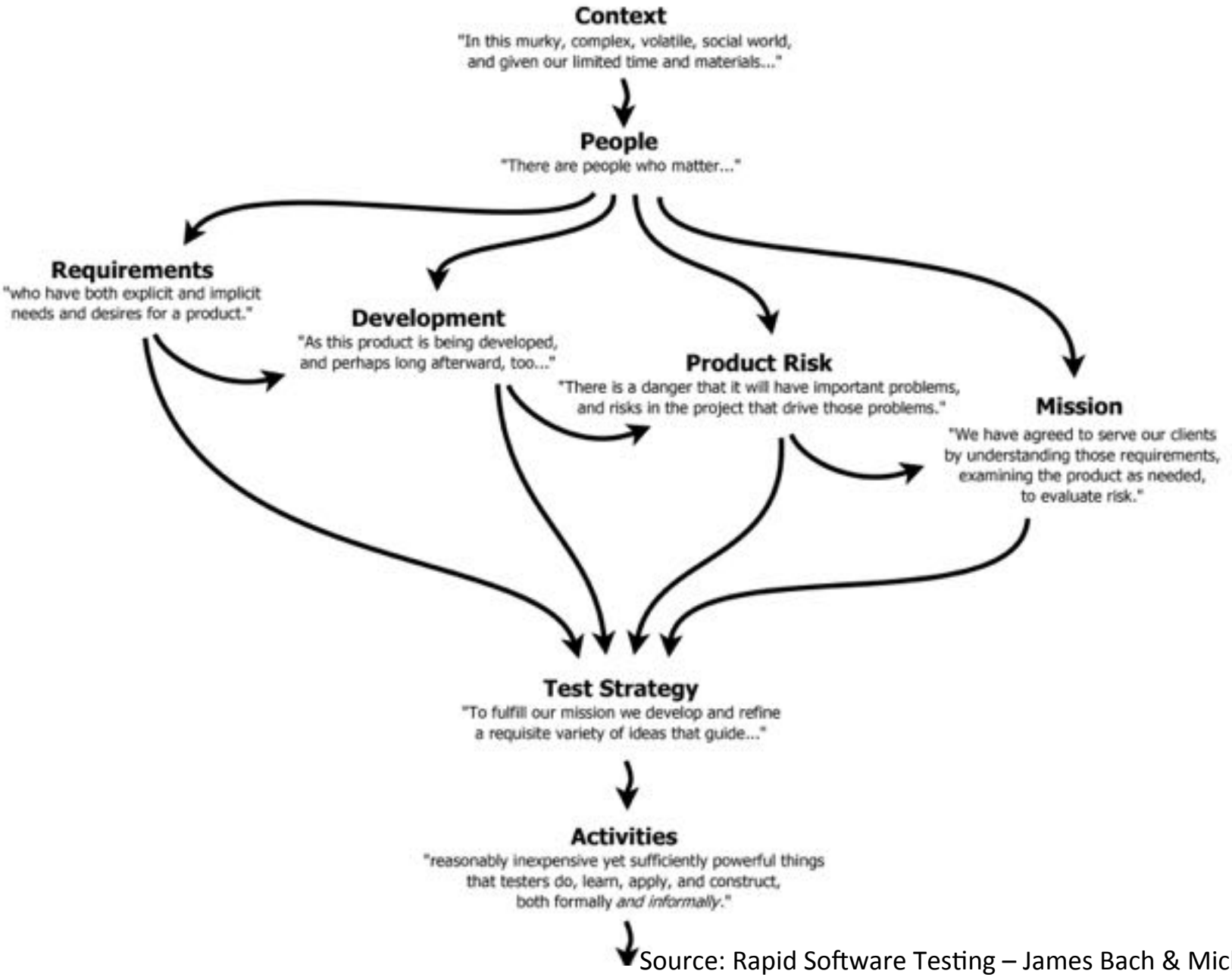
Source: Rapid Software Testing – James Bach & Michael Bolton

EXERCISE 5.2: TESTING STORY

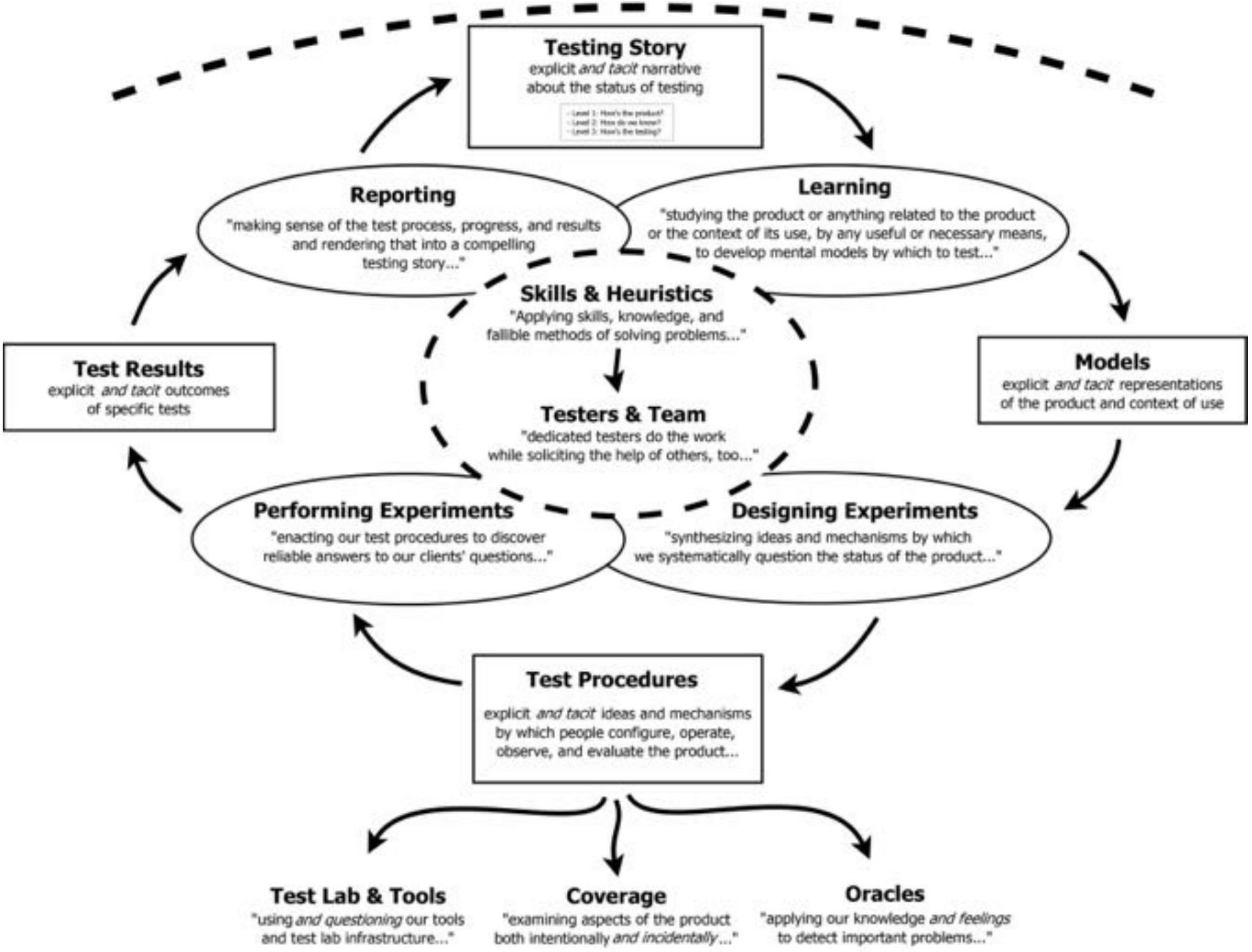
- GROUPS OF 4
- USE YOUR NOTES FROM EARLIER EXERCISES WHAT DID YOU SEE? WHAT HAVE YOU TESTED?
- PREPARE A (WRITTEN OR ORAL) REPORT ON REDNOTEBOOK
- SOME GROUPS REPORT TO CLASS


DEBRIEF

A Rapid Testing Framework



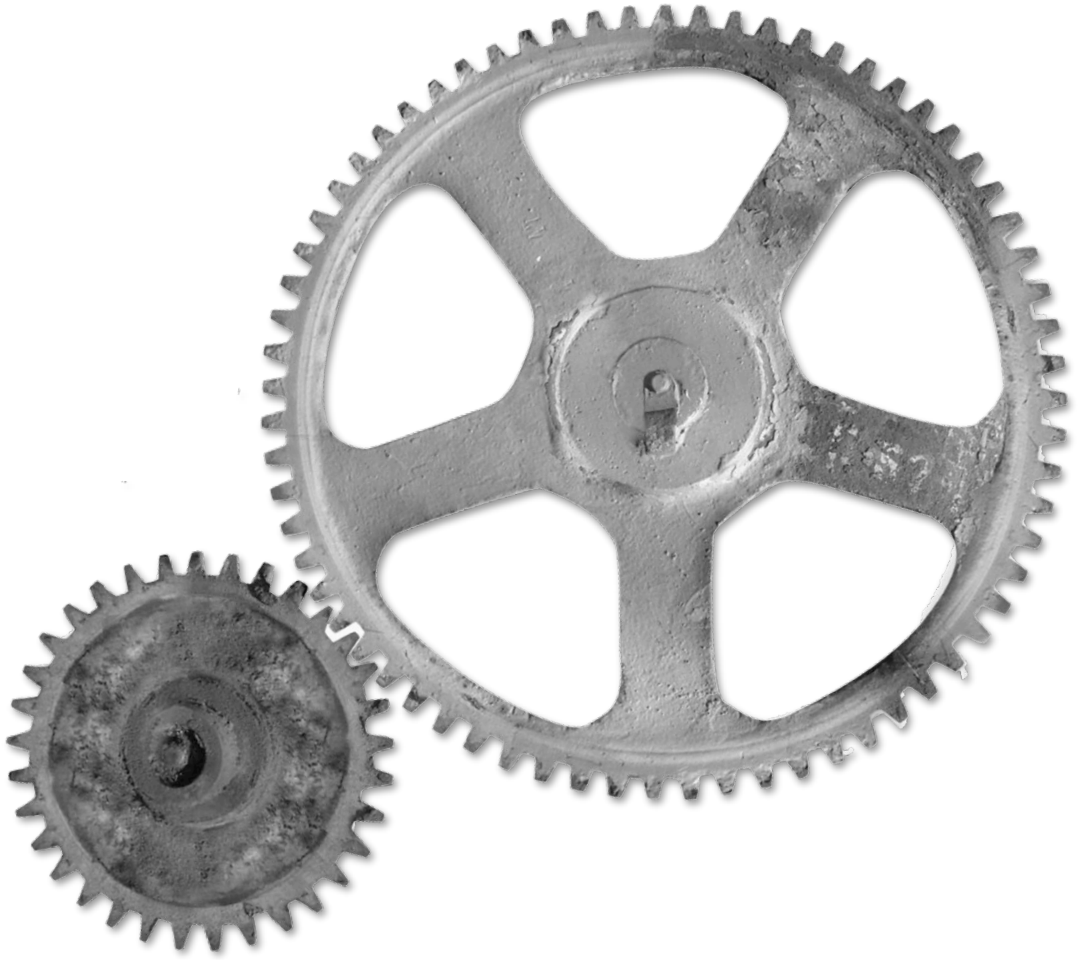
Source: Rapid Software Testing – James Bach & Michael Bolton



Source: Rapid Software Testing – James Bach & Michael Bolton

USING THE TESTING STORY

- BUILDING A STORY DURING TESTING
- STATUS
- REPORTING
- WRAP-UP AND DEBRIEF
- OVERVIEW AND INSIGHT



FINALLY

THE IMPORTANCE OF GETTING LOST

THE CLOSER MAN GETS TO THE UNKNOWN, THE MORE INVENTIVE HE BECOMES — THE QUICKER HE ADOPTS NEW WAYS. —BUCKMINSTER FULLER

TO ENTER INTO THE UNKNOWN (TO PARTAKE IN AN EXPERIMENT) INVOLVES A WILLINGNESS TO FULLY EXPERIENCE AND STUDY THINGS WE DON'T UNDERSTAND, AND TO EMBRACE THAT LACK OF UNDERSTANDING.

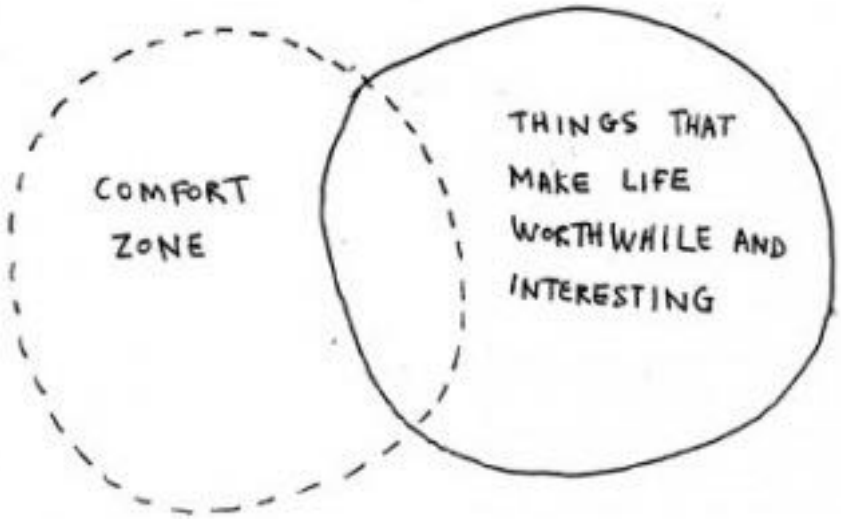
THERE ARE DIFFERENT WAYS OF "GETTING LOST." THERE IS THE LITERAL LOST, AS IN BEING LOST IN THE WOODS UNABLE TO FIND YOUR WAY BACK TO THE STARTING POINT. OR THERE ARE METAPHORICAL EXAMPLES OF BEING LOST: LOST IN ONE'S HEAD, A LOST SOUL, LOST IN TIME. IN THE CONTEXT OF EXPLORING WE CAN THINK OF IT IN TERMS OF "EXISTING IN A STATE WHERE YOU DO NOT KNOW EXACTLY WHERE YOU ARE HEADED." IN THIS SENSE WE MAY CHOOSE TO BECOME EITHER LITERALLY LOST, EXPLORING A PLACE WE'VE NEVER BEEN BEFORE, OR LOST IN THE SENSE THAT WE ENTER INTO A RELATIONSHIP WITH OBJECTS AND IDEAS WITHOUT KNOWING WHAT THE OUTCOME WILL BE.

SOURCE: HOW TO BE AN EXPLORER OF THE WORLD - KERI SMITH

THE S.O.L.F. MANIFESTO

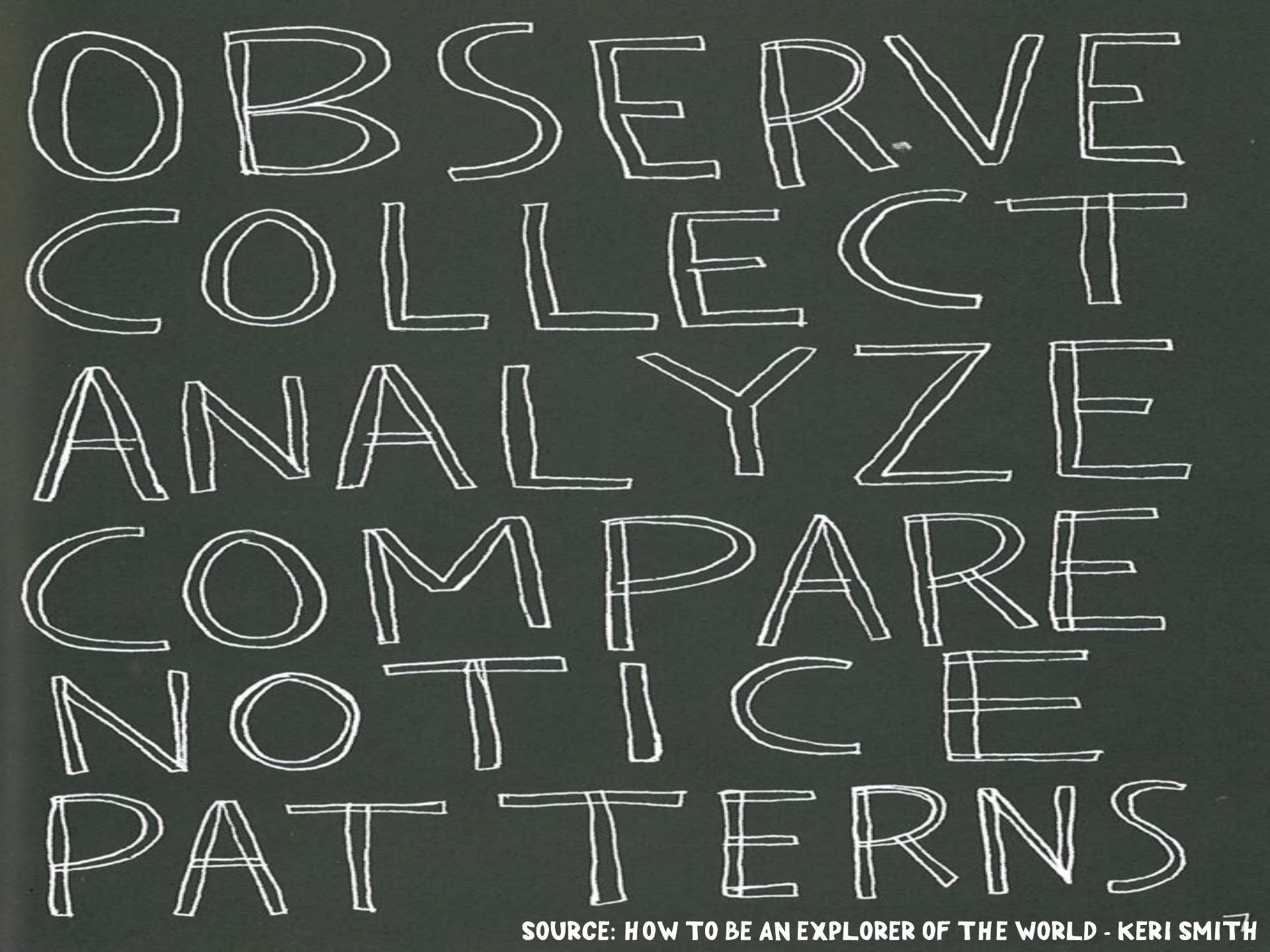
1. We declare the natural world as our playground in which every inch is to be explored and investigated.
2. In our explorations we promise to tread lightly on the earth.
3. We will attempt to pay attention to everything as if we have never seen it before.
4. We will use all of our senses during our travels.
5. We will not have a set agenda but remain open to the unexpected. (We will practice aimless wandering on a regular basis.)
6. We will pursue anything that piques our curiosity.
7. We will document our explorations.
8. We will incite our imagination as a means of reanimating the everyday world.
9. We will study and learn from all creatures we encounter.
10. We will come to understand that everything we see has a story.
11. We will make collections of things we find in the natural world in order to understand them better (while observing rule #2).
12. We have come to understand that the natural world is under threat by others who are damaging it. We of this secret order have chosen to take on the role of secret agent–fighting to care for the earth and attempting to teach others to do the same by sharing our ideas and findings (in a sometimes covert fashion).
13. We will share our symbol as one means of "spreading the word."
14. As explorers and sleuths we will find our own way of doing things.
15. And now we pass it on to you, to create your own order, to carry on our message or yours. Join the revolution.

3



BE OPEN TO WHATEVER COMES NEXT.

SOURCE: FINISH THIS BOOK - KERI SMITH



SOURCE: HOW TO BE AN EXPLORER OF THE WORLD - KERI SMITH

NEXT STEPS...

- PRACTICE, PRACTICE, PRACTICE!
  - NOTE TAKING
  - ALTERNATE APPROACHES: PLAYFUL VS. DELIBERATIVE
  - FOCUS AND DEFOCUS
  - CREATING TEST IDEAS FAST
  - COVERAGE REPORTING
  - (SELF) MANAGEMENT
- OBSERVE OTHERS TEST
- OBSERVE YOURSELF TEST

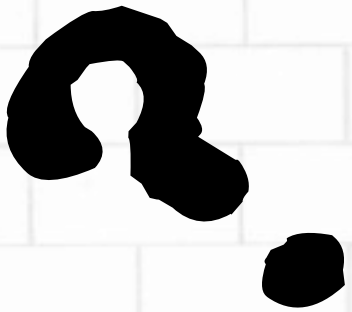
QUESTIONS?

REMARKS?

DISCUSSION?

FEEDBACK?

ANYTHING ELSE?



LESSONS LEARNED?

REFERENCES

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- "Evolving Understanding of Exploratory Testing" and "Structures of Exploratory Testing"
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  http://www.testingcircus.com/testing-trapeze-2014-february-edition/
- Testing and Checking Refined
  http://www.satisfice.com/blog/archives/856
- Collected links on my website:
  http://www.huibschoots.nl/links (take a look at the social science section too)
- A lesson in exploratory testing
  http://trishkhoo.com/2012/10/a-lesson-in-exploratory-testing/

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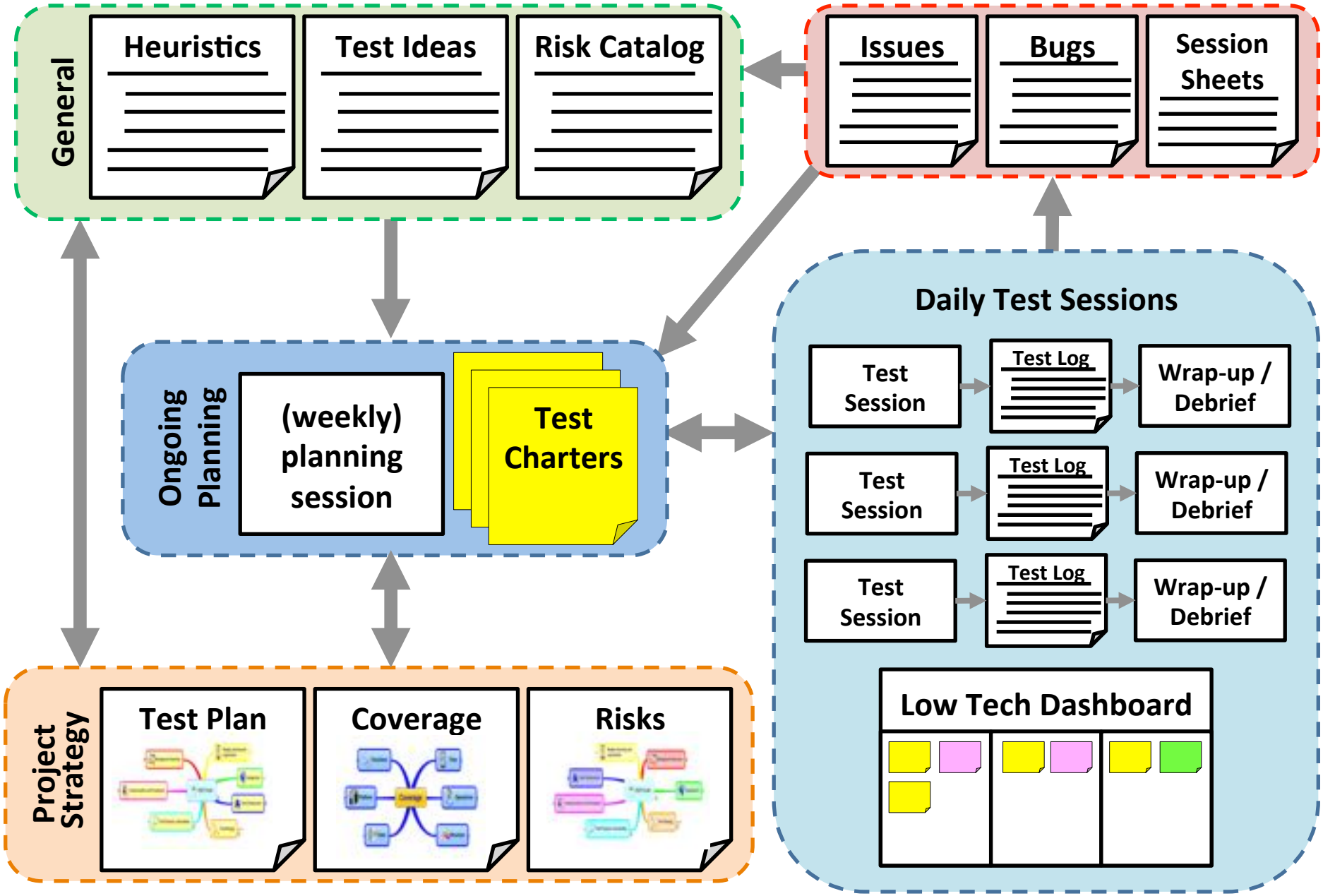
General
Heuristics
Test Ideas
Risk Catalog
Issues
Bugs
Session Sheets
Daily Test Sessions
Ongoing Planning
(weekly) planning session
Test Charters
Test Session
Test Log
Wrap-up / Debrief
Test Session
Test Log
Wrap-up / Debrief
Test Session
Test Log
Wrap-up / Debrief
Low Tech Dashboard
Project Strategy
Test Plan
Coverage
Risks