The Software Testing Canvas

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Objectives

- Understanding of how the Software Testing Canvas...
 - prompts a team to consider five fundamental software testing questions
 - serves as a visual framework for organising what the team discover
 - encourages team collaboration and creativity
- Ability to...
 - populate the Software Testing Canvas
 - use the Software Testing Canvas to develop both traditional and agile software testing strategies
- Experience working with the software testing canvas



Agenda

- · What is a canvas?
- · Problems with software testing
- Five fundamental testing questions
 - Target (what?)
 - Objective (why?)
 - Design (how?)
 - Agent (who or what?)
 - Execution (how?)
- Defining strategies



3

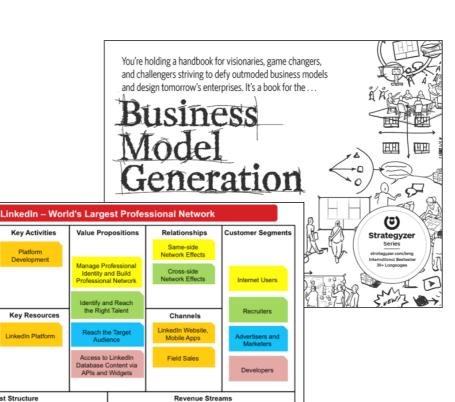
What is a Canvass?



Key Partners

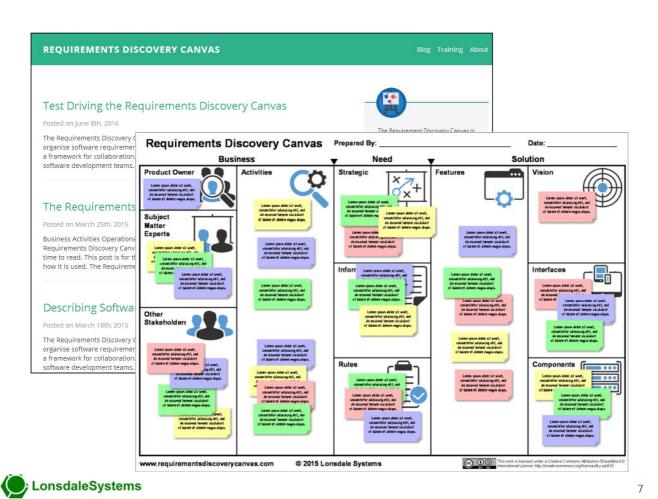
Key Activities

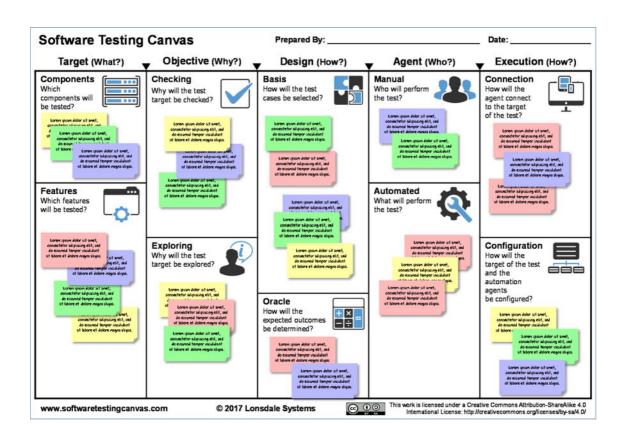
Key Resources















Easy for non-experts to understand





9



Target (What?)

Design (New?)

Checking

Obsection (Why?)

Design (New?)

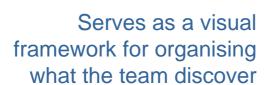
The following of the best of th

Encourages team creativity and collaboration





Prompts the team to consider fundamental questions





Problems With Software Testing



The ART of SOFTWARE TESTING

I bet software testing will have progressed a lot by 2017!!

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Software Testing Terminology



Standard Glossary of Terms used in Software **Testing** Version 3.1 **All Terms** ISTOB



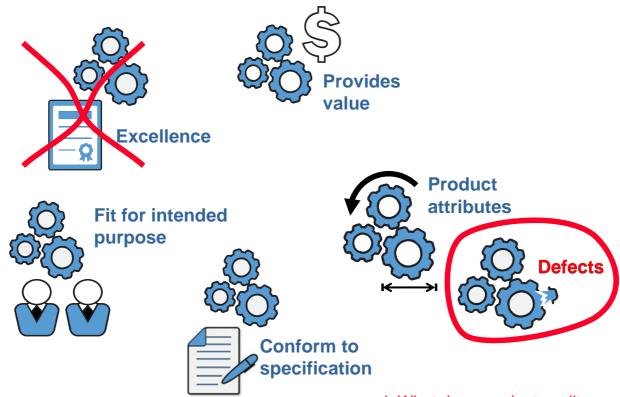
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Software Testing Not finding a bug proves the software works to a philosophysis the software works to the Myths **Testing** shows presence Absence of of defects Exhaustive errors testing is fallacy impossible ISTQB's **Principles** Testing is of Software Early context **Testing** testing is dependent desirable **Defects** Pesticide tend to paradox cluster

Software Testing and Quality



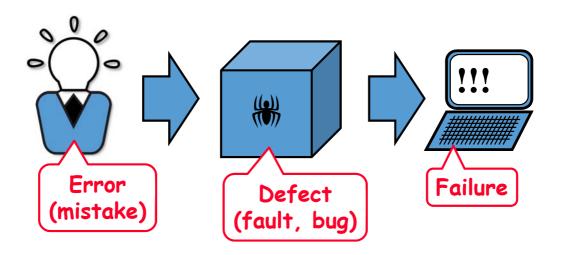
Definitions of Quality[‡]





‡ What does product quality really mean?, David A. Garvin 6

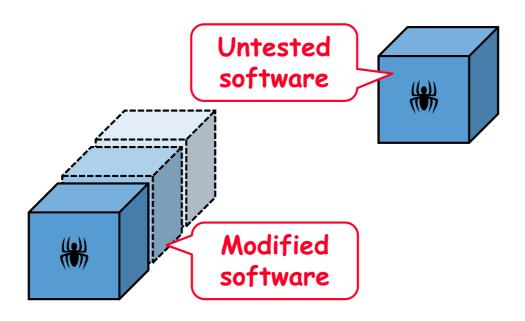
Software Defects





7

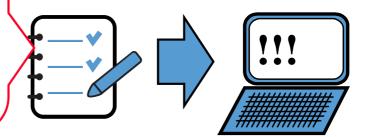
Software Defects





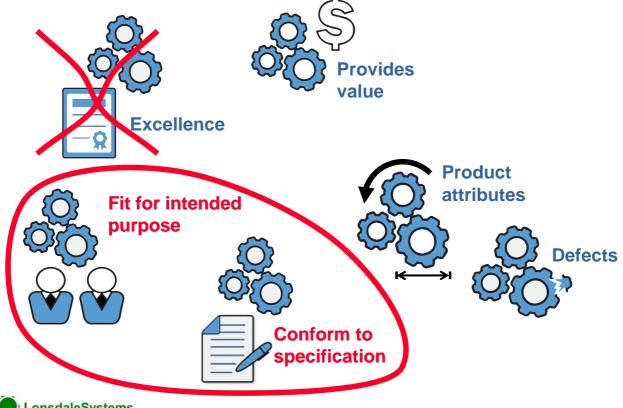
Configuration Defects

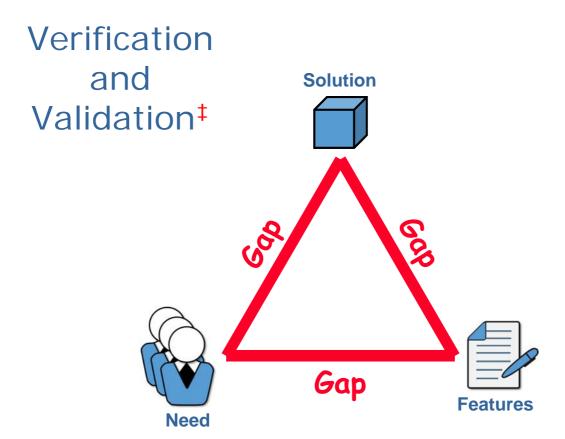
- Supporting applications
 - Email
 - Calendar
- · Platform services
 - Database
 - Imaging
 - Printing
- Communications





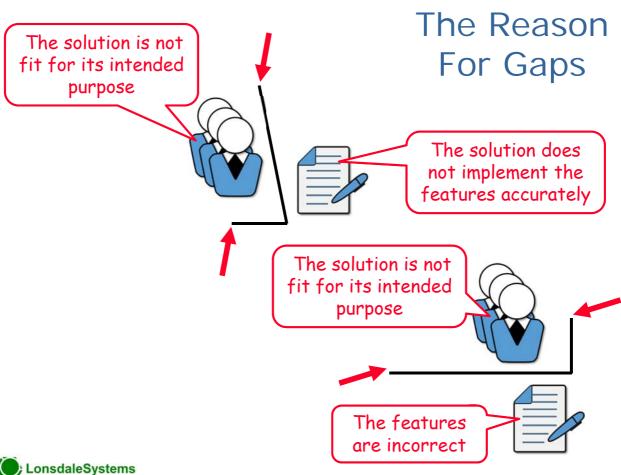
Definitions of Quality

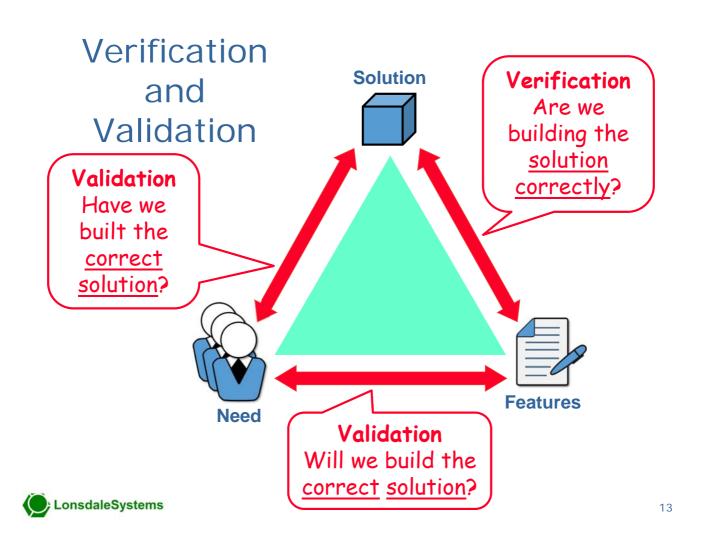




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‡ The triangular life cycle model, Phil Robinson





Definitions of Quality

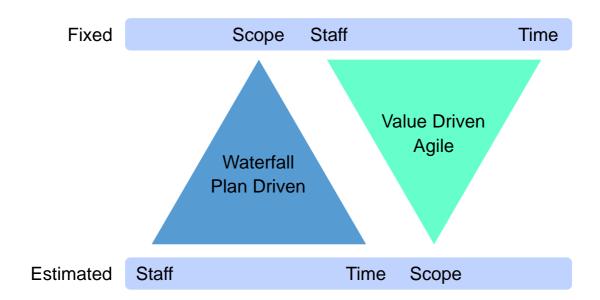








Value





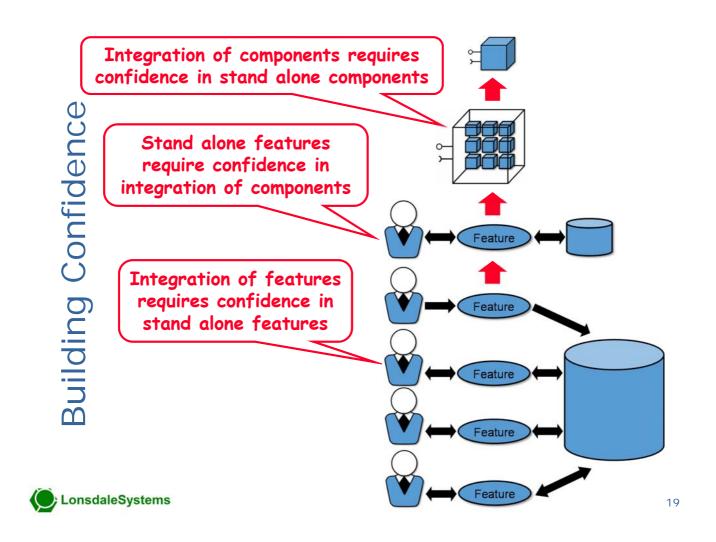
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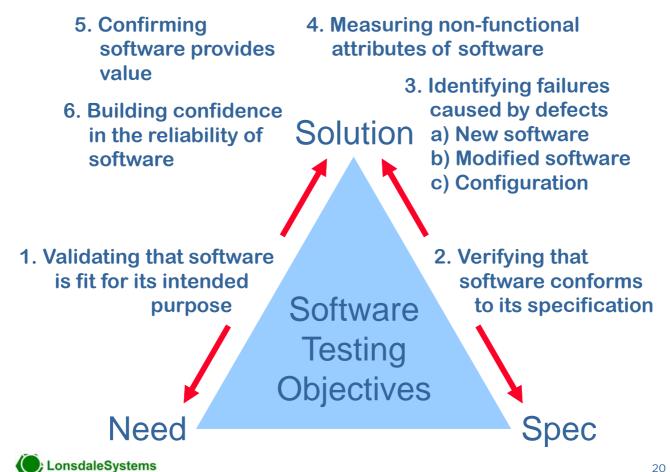
One More Thing! "Confidence"



Well, we have run all the test cases and are feeling pretty confident







21

Five Fundamental Testing Questions



Five Testing Questions

What will be tested?

Why perform this test?

How will the test cases be designed?

Who (or What) will perform the test?

How will the test be executed?



Which components will be tested?



Local definitions

often differ

defects/

and contradict

Test Levels Frequently linked to project phases rather than the

Not useful for planning, executing and managing testing

component testing: The testing of individual software compents.

integration testing: Test Components are constructed from the interfaces other components!

expose actions

system testing: "Systems" can that it meets specifie

bet "Integration" of what?

be components of "solutions"!

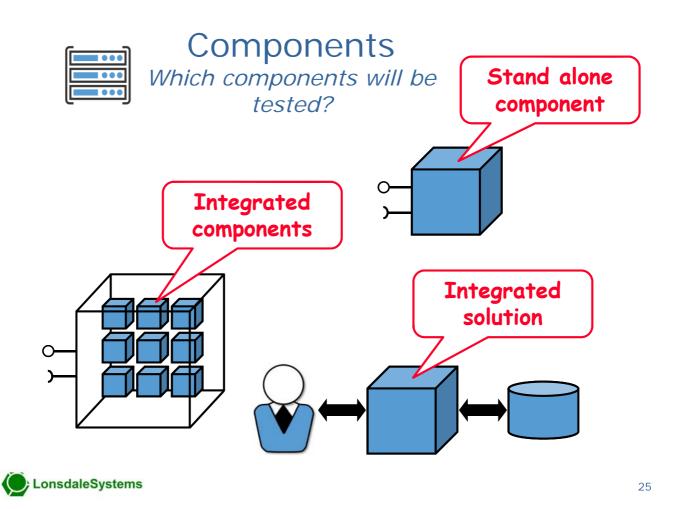
system to verify

acceptance testing: For th respect to user needs, virements, and business processes conducted not a system satisfies the "Acceptance" of what? to enable the user, customers or other authorized entity to determine whether or not to accept the system.

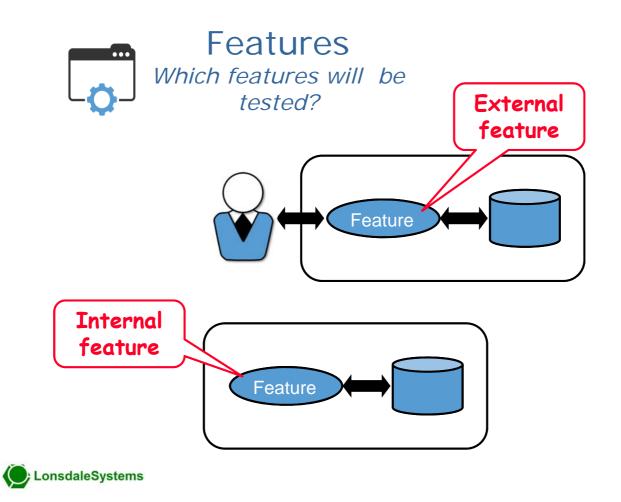
target of the test

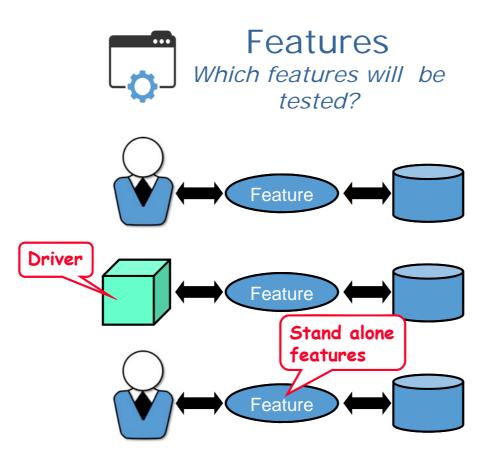
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[‡]ISTQB Standard glossary of terms used in Software Testing Version 3.1

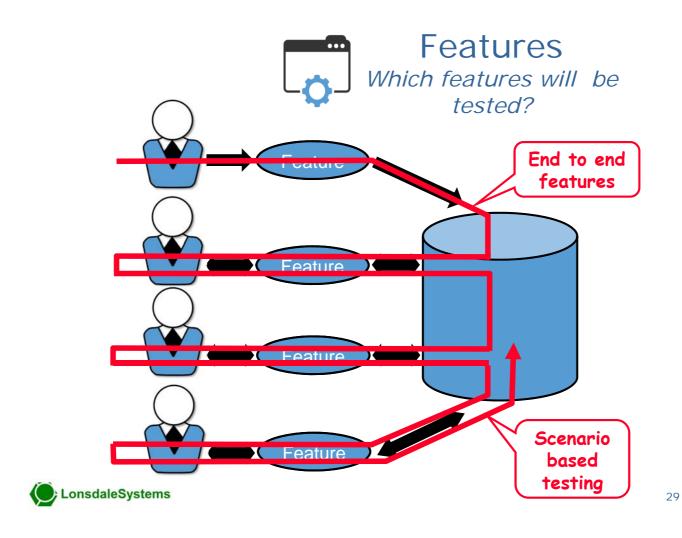


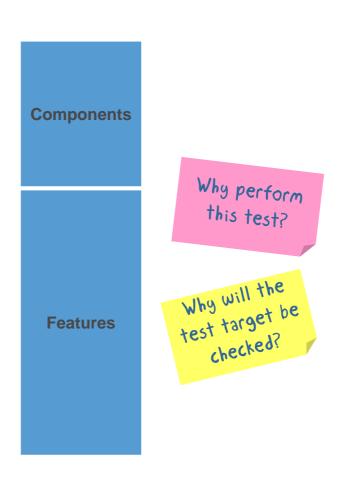






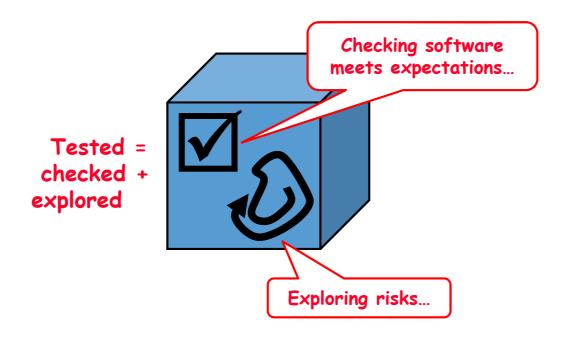








Two Ways to Test Software[‡]

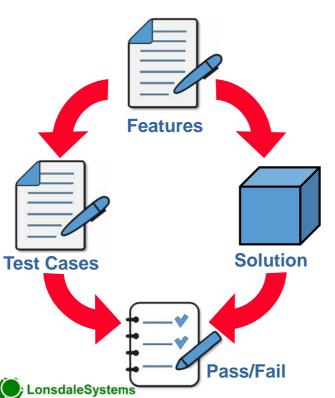




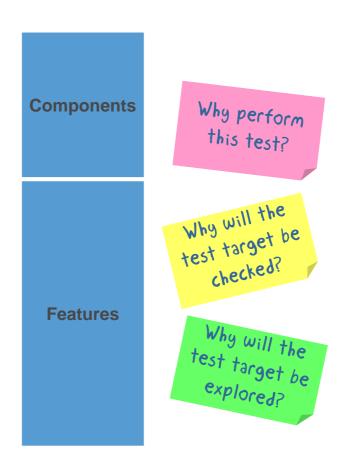
‡ Explore It! Reduce Risk and Increase Confidence With Exploratory Testing, Elizabeth Hendrickson



Checking
Why will the test target be checked?



- 1. Check (validate) software is fit for its intended purpose
- 2. Check (verify) that software conform to its specification
 - Check errors have not been introduced into modified software (regression)
- Check the values of nonfunctional attributes of the software
- 5. Check the software provides value
- 6. Build confidence in software by checking it meets its expectations



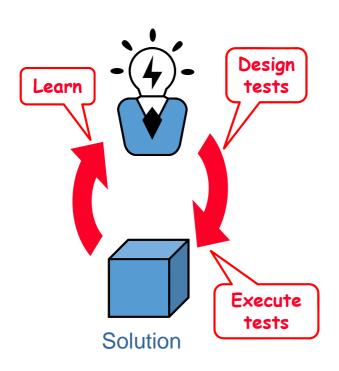


33



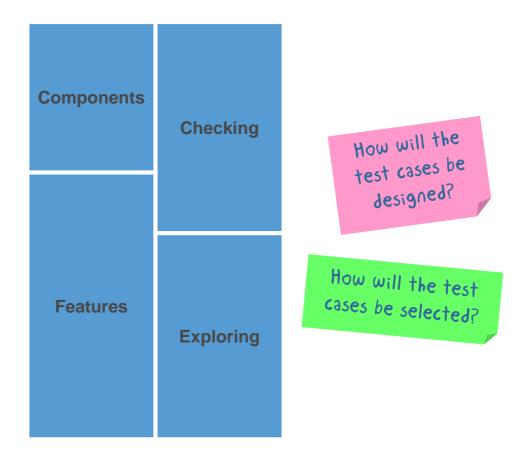
Exploring

Why will the test target be explored?



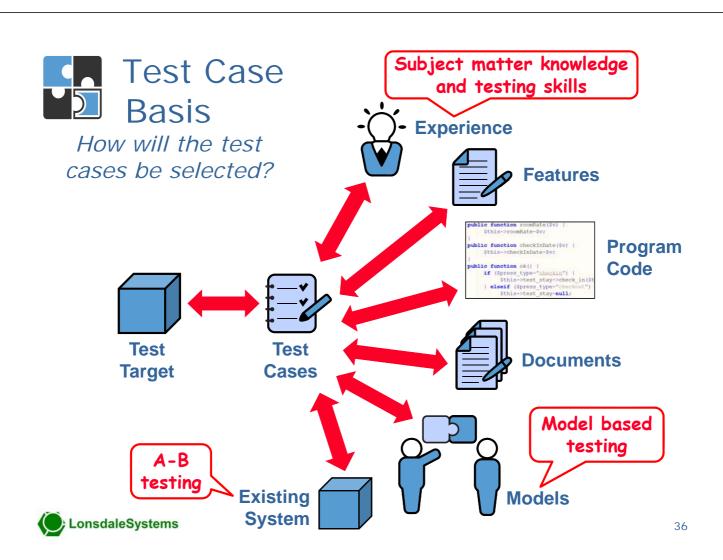
- 3. Identify failures in
 - a) New software
 - b) Modified software
 - c) Solution environment
- Measure non-functional attributes of the software under exceptional conditions (stress test)
- 6. Build confidence in the software by reducing risk





35

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Test Case Basis

How will the test cases be selected?

✓ Test To Pass

Tests at designed to check that a component or solution meets its expectations

Related to the tester's attitude rather than a specific test approach or test design technique

▼ Test To Fail

Tests designed to identifying failures (negative testing)



37

Checking

Checking

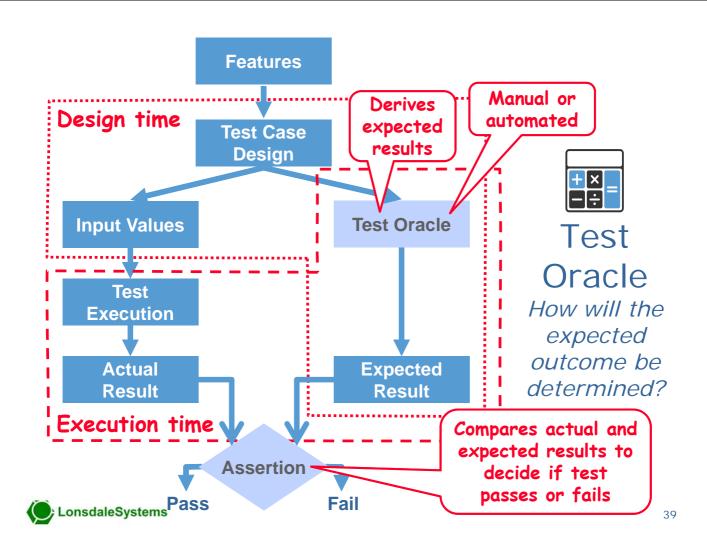
Checking

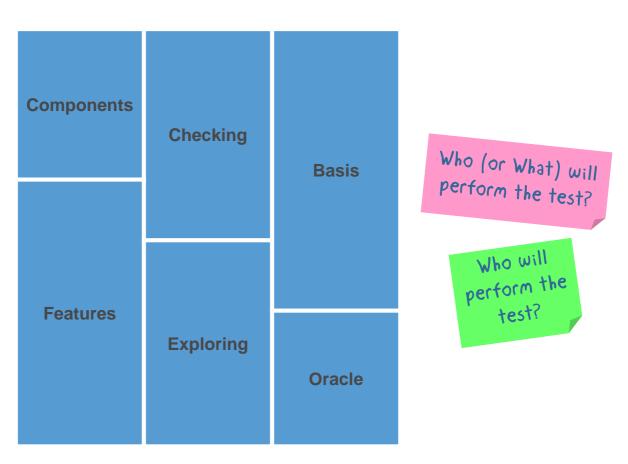
How will the test cases be designed?

How will the test cases be selected?

How will the expected outcome be determined?



















Checking

Basis

Who (or What) will perform the test?

Who will perform the test?

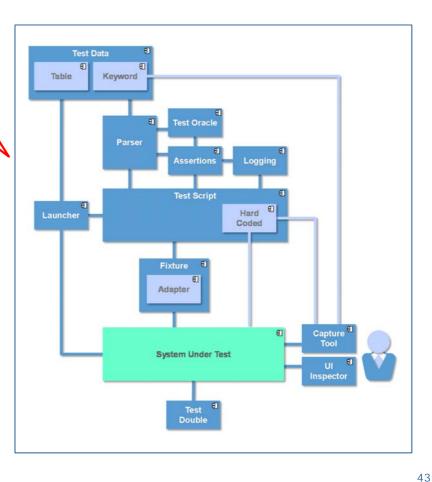
What will perform the test?

What will perform the test?

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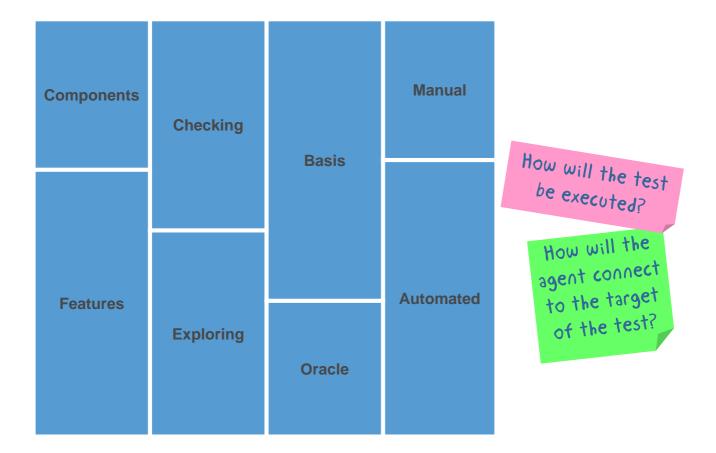




Manual Automated Test Automation Heat Map **Checking Exploring** 1. Fit for intended purpose (validation) 2. Conform to specification (verification) 3. Identifying failures a) New software b) Modified software c) Configuration 4. Measuring non-functional attributes a) Requires judgement b) Requires endurance[‡] 5. Confirming software provides value 6. Building confidence a) Expectations b) Risk

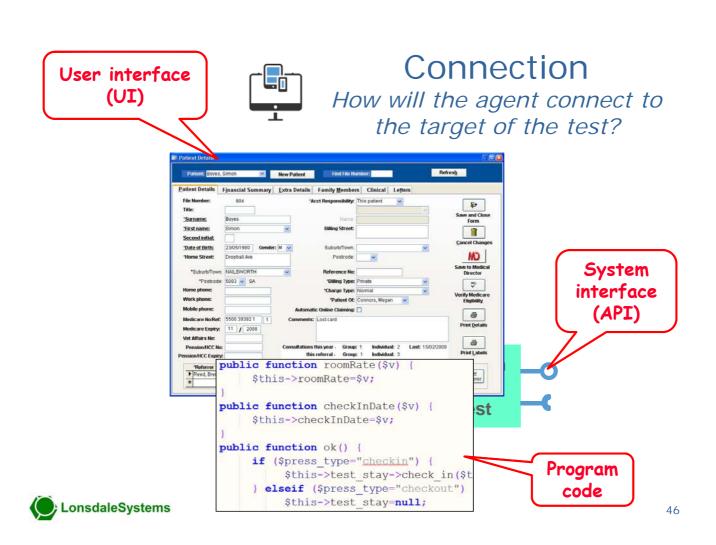


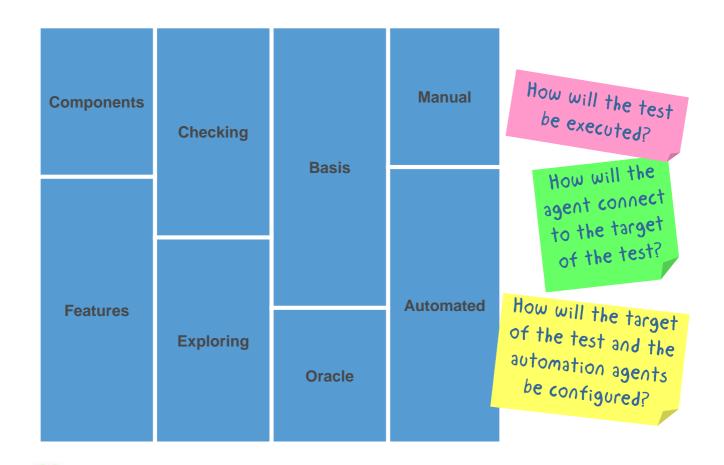
† frequent test repetition, large volume of users or test cases, long duration test



45

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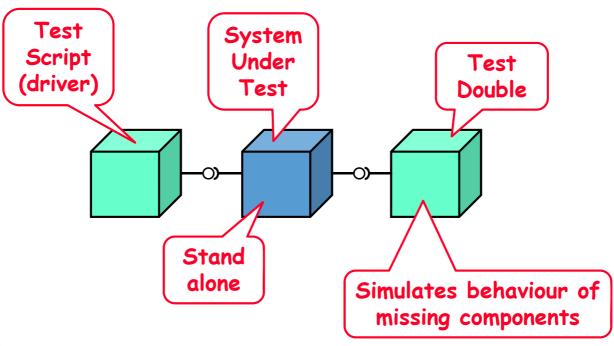




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Configuration

How will the target of the test and the automation agents be configured?



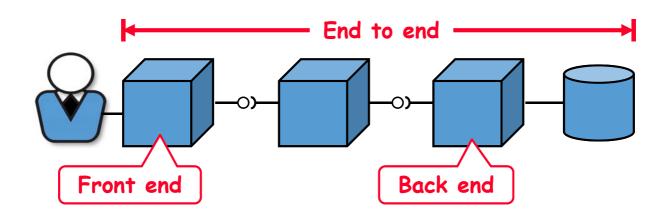


48



Configuration

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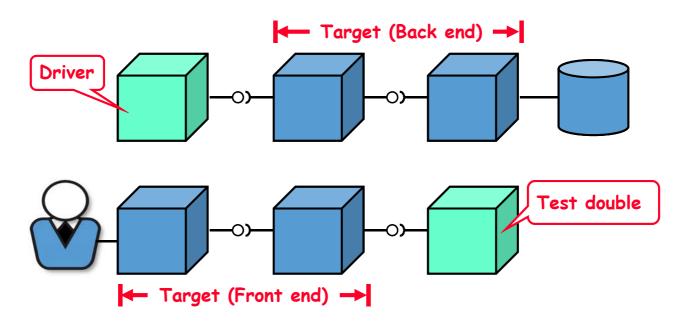


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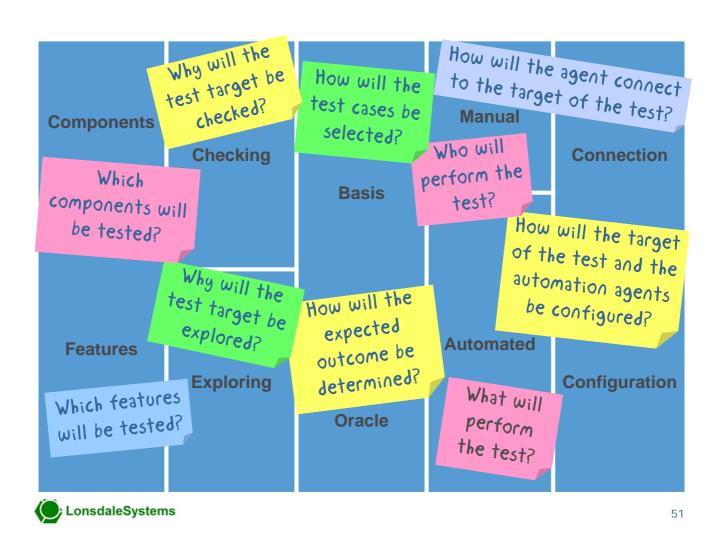


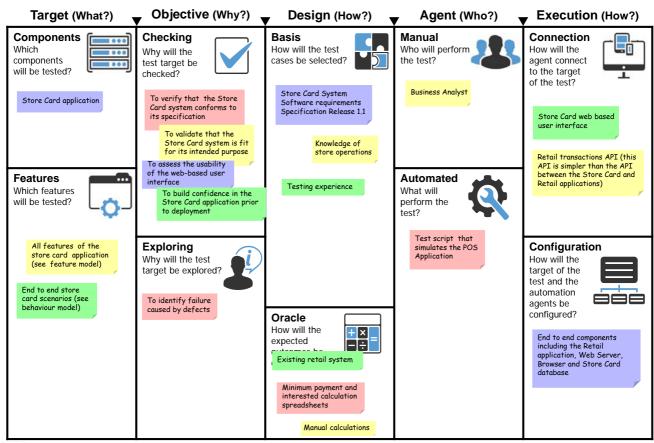
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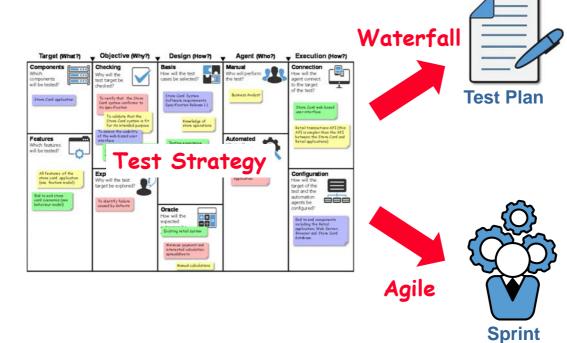




Defining Strategies

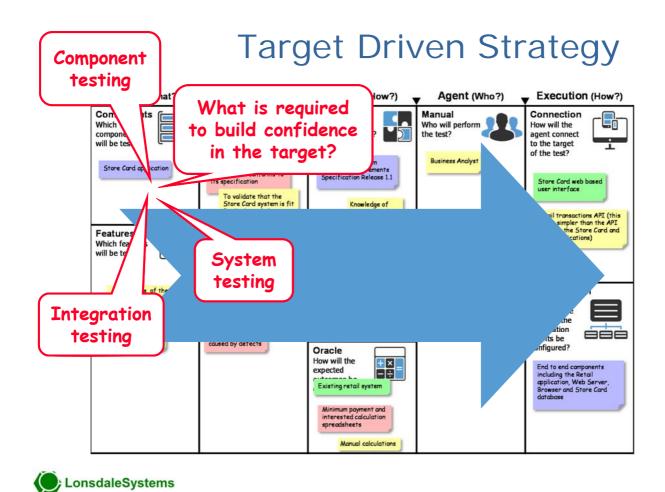


Traditional and Agile Strategies

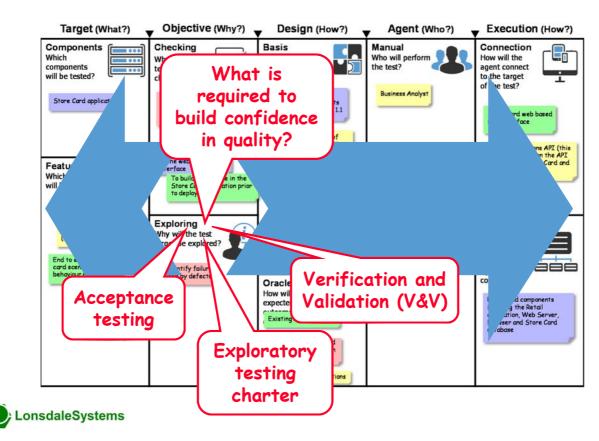




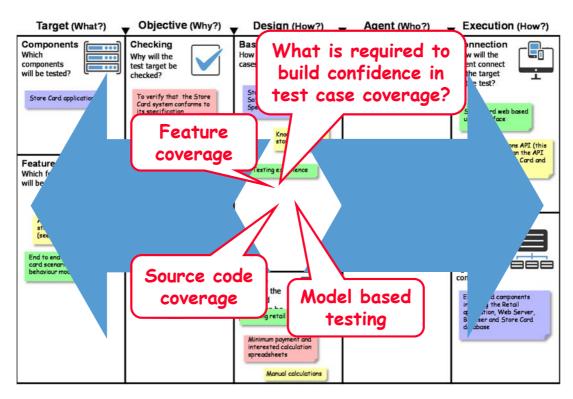
Tasks



Objective Driven Strategy

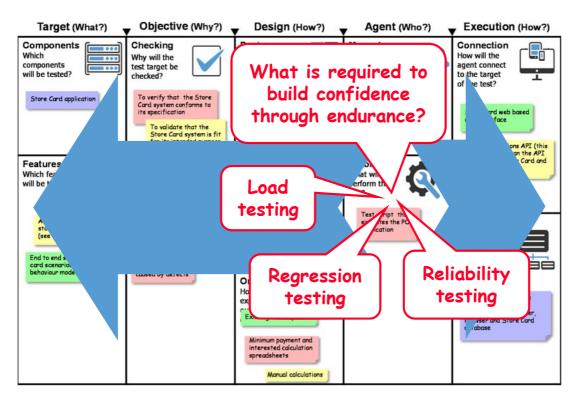


Basis Driven Strategy





Automation Driven Strategy





Exploring Strategies

