Welcome to European Testing Conference 2017 and Exploratory Testing Clinic!



Samí Söderblom

Söderkulla, Fínland

+358 40 302 4069 samí.j.soderblom@teliacompany.com samí.soderblom@gmail.com

"the adventures of a space monkey"

38 yrs, wife Malin, baby girl Vilja, 2 cats, jujutsu/BJ),

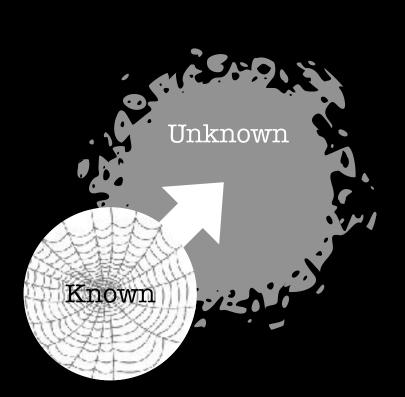
25 yrs in work, 13 yrs in testing/quality work, 15+ business domains, 30+ projects, 500+ trained/coached

Co-founder of Software Testing Finland and Happy Monkey, Head of Testing at Telia Company Finland.

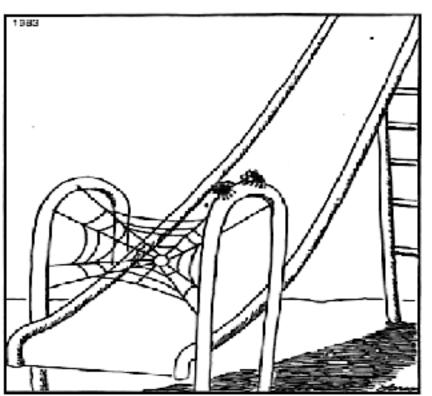
Task 1:

- 1. Pick a product
- 2. Adapt to following context:

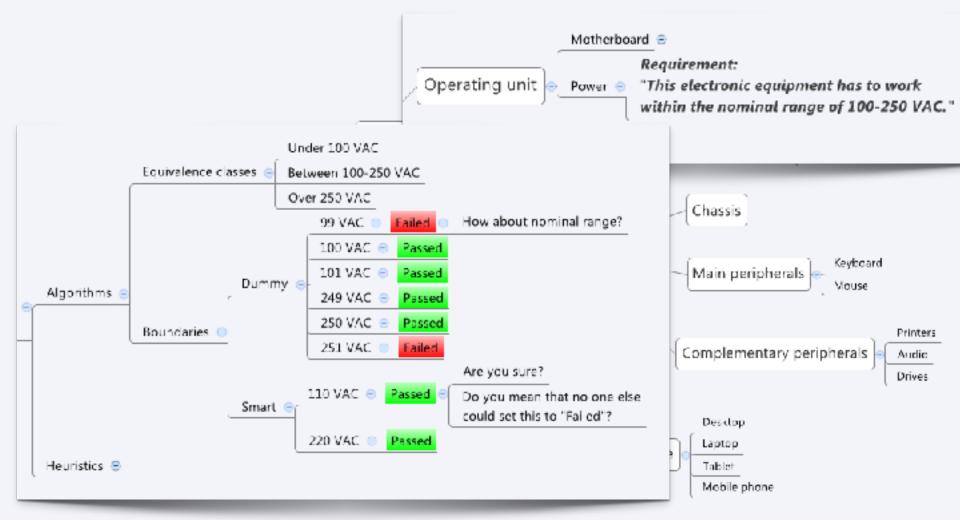
"You've just arrived to an assignment. You know nothing about it or the product that is about to be released in just a few minutes. You are however responsible for testing it. So test it, and report. Good luck."



What is exploration?



"If we pull this off, we'll eat like kings.



algorithm

noun

A process or set of rules to be followed in calculations or other problem-solving operations, especially by a computer.

heuristic

adjective

Enabling a person to discover or learn something for themselves.

source: Oxford Dictionaries





Oracles

- A heuristic is a fallible method of solving a problem or making a decision. An oracle is a heuristic for recognizing a problem once it has manifested.
- Oracles can be written requirements, wishes from important people, laws of conformity, unwritten rules, etc.
- Oracles don't often produce information by default. You may have to dig for it, to ask questions.
- The information from oracles may also change, constantly even. Keep your friends close, and your oracles closer.;)





Complex

Enabling constraints
Loosely coupled
probe-sense-respond
Emergent Practice

Complicated

Governing constraints
Tightly coupled
sense-analyse-respond
Good Practice

Chaotic

Lacking constraint
De-coupled
act-sense-respond
Novel Practice

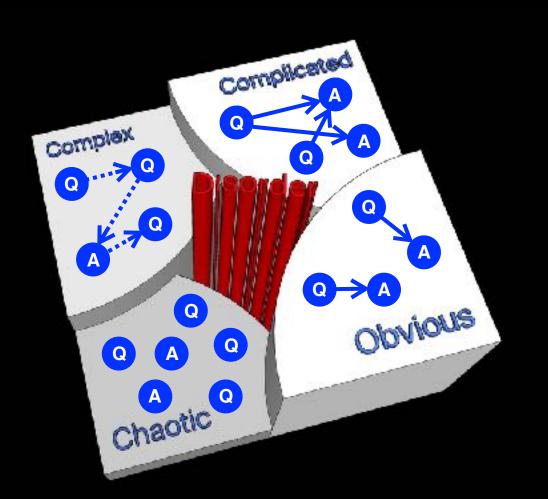
Tightly constrained

No degrees of freedom sense-categorise-respond

Best Practice

Obvious

Cynefin [ki-neh-vin]



Cynefin [ki-neh-vin]

20 ways to bringing structure into ET

- Stealth job
- Traditional retreat
- Off-Piste (Iron Script)
- Off-Piste (Marshmallow Script)
- Bug Hunt
- Set Aside Time
- Gambling
- Script-Substitute
- Session-Based
- Questioning
- Thread-Based
- Touring

- Scouting
- Kanban
- Following Lenfle
- Daily News
- R&D
- Testing Guru
- Video Reports
- Post-Partum Labelling
- The Summarizer
- GPS
- Cloudy
- The Inquiring Metricator

Source: James Lindsay, http://workroomprds.blogspot.com/

Session-Based Test Management (SBTM)

- A timeframe is given to tester or a group of testers. Within this session intensive and uninterrupted testing takes place.
- A charter gives focus area for testing session.
- After a session short retrospective takes place. It's about discussing session experiences, having a bug triage, setting focus for next session, etc.
- In retrospective you get an insight whether to continue with the same charter or to choose a new one.
- The nature of a charter dictates what kind of testing session is the wisest to choose.

Different session types

- Intake. Starting a dialoque with the software, getting to know the rough outlines what it does.
- Survey. Mapping the entirety of the software, seeking coverage.
- Analysis. Systematic approach e.g. listing the primary and complementary functions.
- Setup. Forming the environmental context e.g. installations, infra inspection, noticing end user need, etc.
- Deep coverage. Making an effort to understand the business and technical needs of the software, going beyond the obvious to find those hard-to-find bugs.
- Closure. Ending activities for the project and/or testing round e.g. forming handover documentation, reporting, retesting fixed bugs, regression testing, etc.

"Explore [target]
with [resources]
to discover [information]."

- Elisabeth Hendrickson

Task 2:

- 1. Form teams
- 2. Pick a product (or keep the same)
- 3. Adapt to following test case/scenario/mission statement/whatnot:

Explore your product with survey mode to discover manipulation points.

Heuristic Test Strategy Model

TEST STRATEGY What do we know? do we want to know INFORMATION (V) Explore TARGET with resources TO DISCOVERY locus (Produc cerest sects low do we work? lechniques (Visual zation) - Wiele looks Same Angly Spesion SBIM (Knowledge) Derg COUNTY (DOMEIN) Leagth (Debriet) Eta Overhering, Testing BUN Reduct MOVOCACH LEARN RIMCEA

Extended Black Box Testing Model by Doug Hoffman

- Test inputs
- Pre-condition data
- Pre-condition state
- Environmental factors

System Under Test Test outputs

Post-condition data

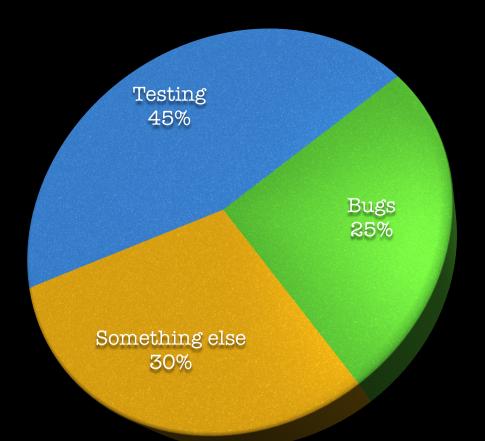
Post-condition state

Environmental outcomes

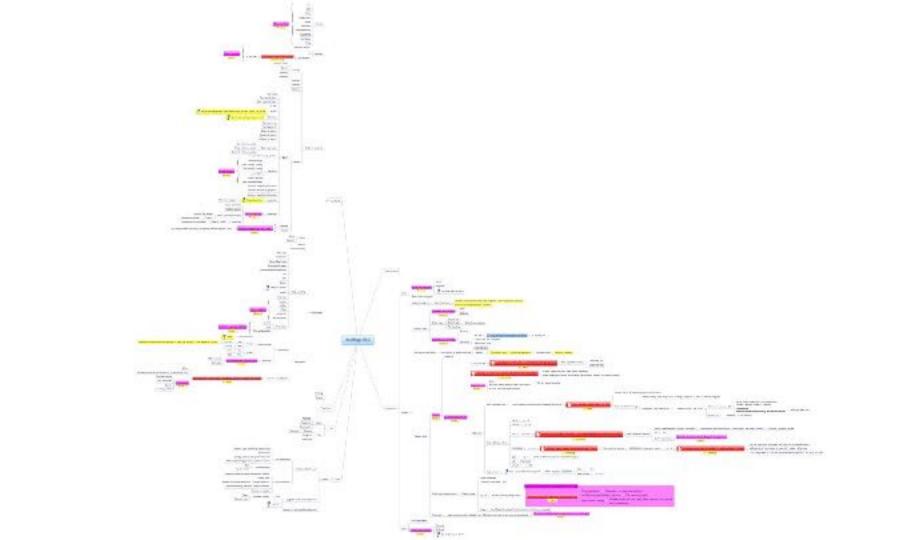
Task 3:

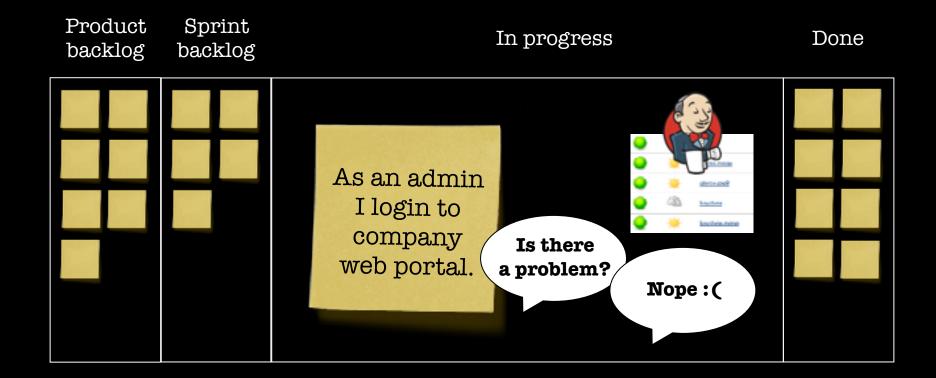
- 1. Keep your teams
- 2. Another mission statement3. Focus on reporting

TBS metric



Testing Dashboard				Updated: Build: 38	
Area	Effort	C.	Q.	Comments	
file/edit	high	1	9		
view	low	1+	9	1345, 1363, 1401	
insert	low	2	9		
format	low	2+	$^{\odot}$	automation broken	
tools	blocked	1	(3)	crashes: 1406, 1407	
slideshow	low	2	(3)	animation memory leak	
online help	blocked	0		new files not delivered	
clipart	none	1	(6)	need help to test	
converters	none	1	3	need help to test	
install	start 3/17	0			
compatibility	start 3/17	0		lab time is scheduled	
general GUI	low	3	9		





So, what did we learn today?



Ages 8 to Adult

Sink at of your exponent's shops.

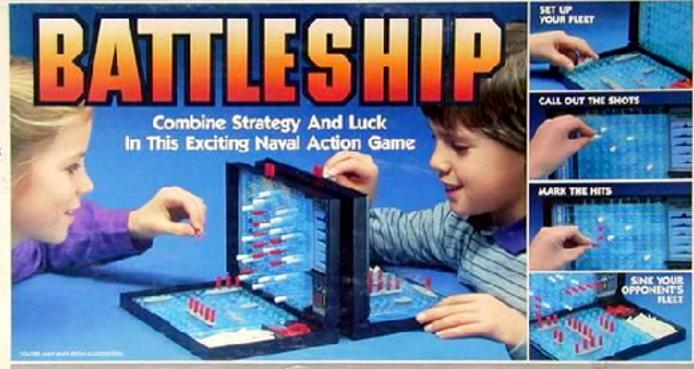
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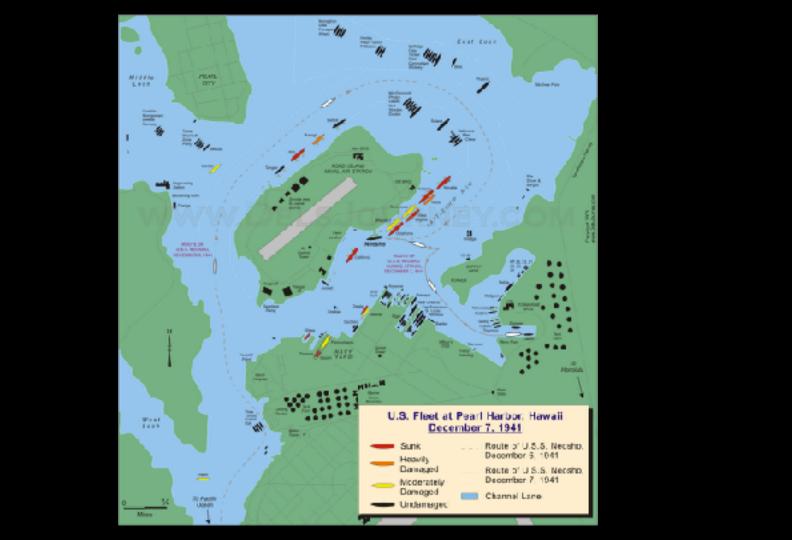
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A bonus. Huib Schoots has gathered a pretty awesome collection of resources (kudos, Huib!). I couldn't think of anything that isn't there, so her you go. :)

http://www.huibschoots.nl/wordpress/?page_id=441