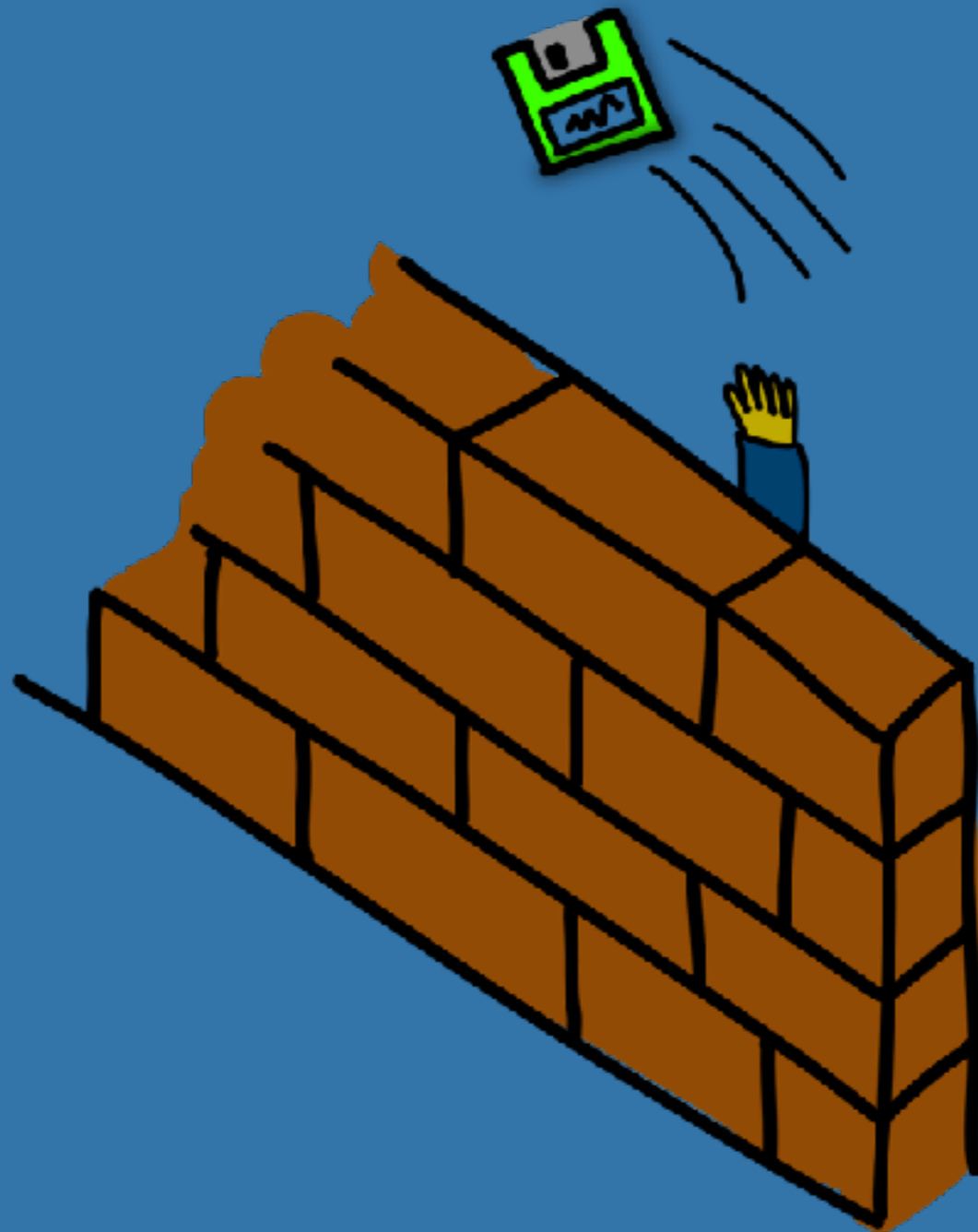
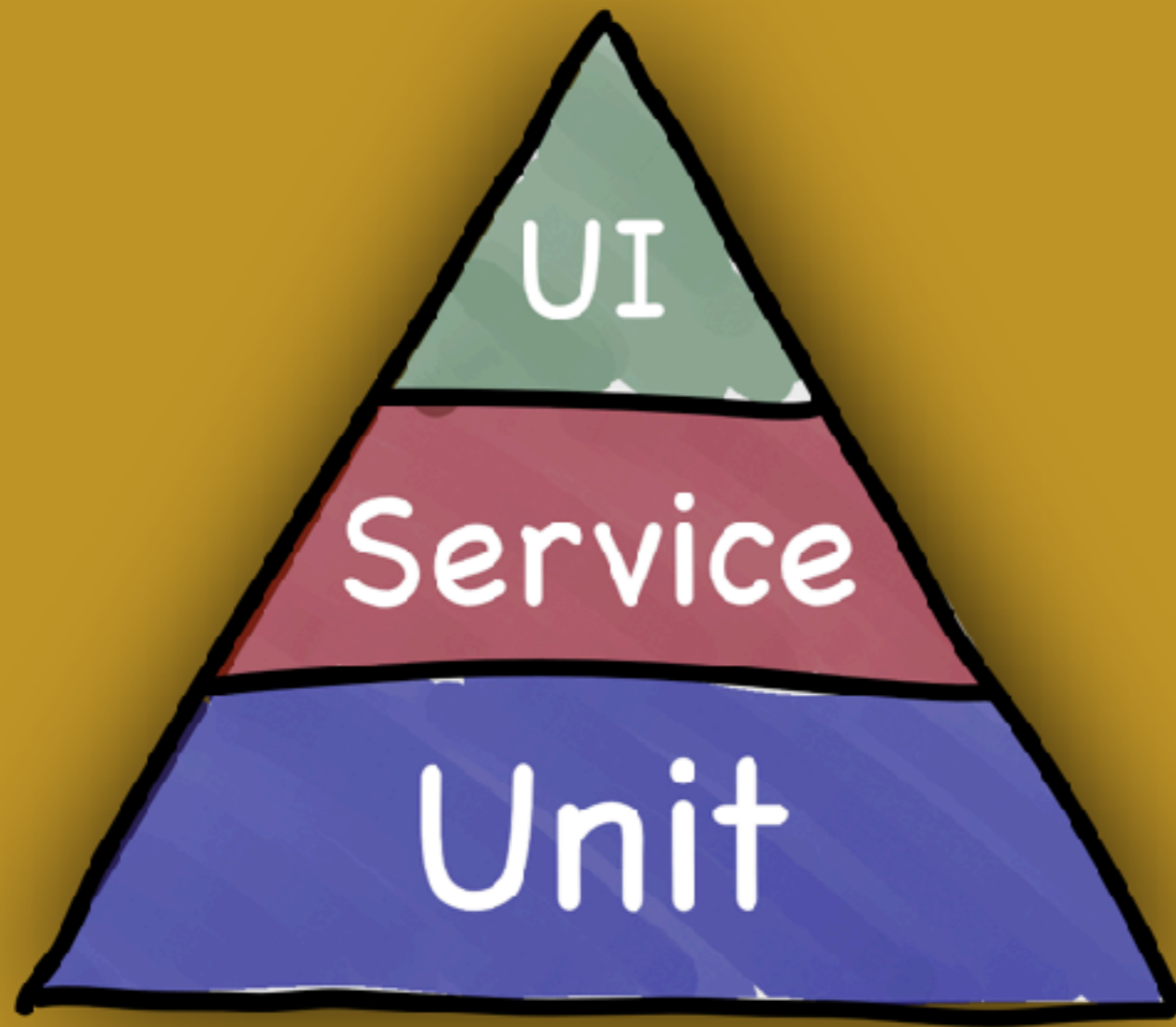


Falsehoods
developers
believe
about
testing.

Daniel Irvine
European Testing Conference 2020

“QA will do it!”





“I don't need unit tests,
just end-to-end tests”

“I do

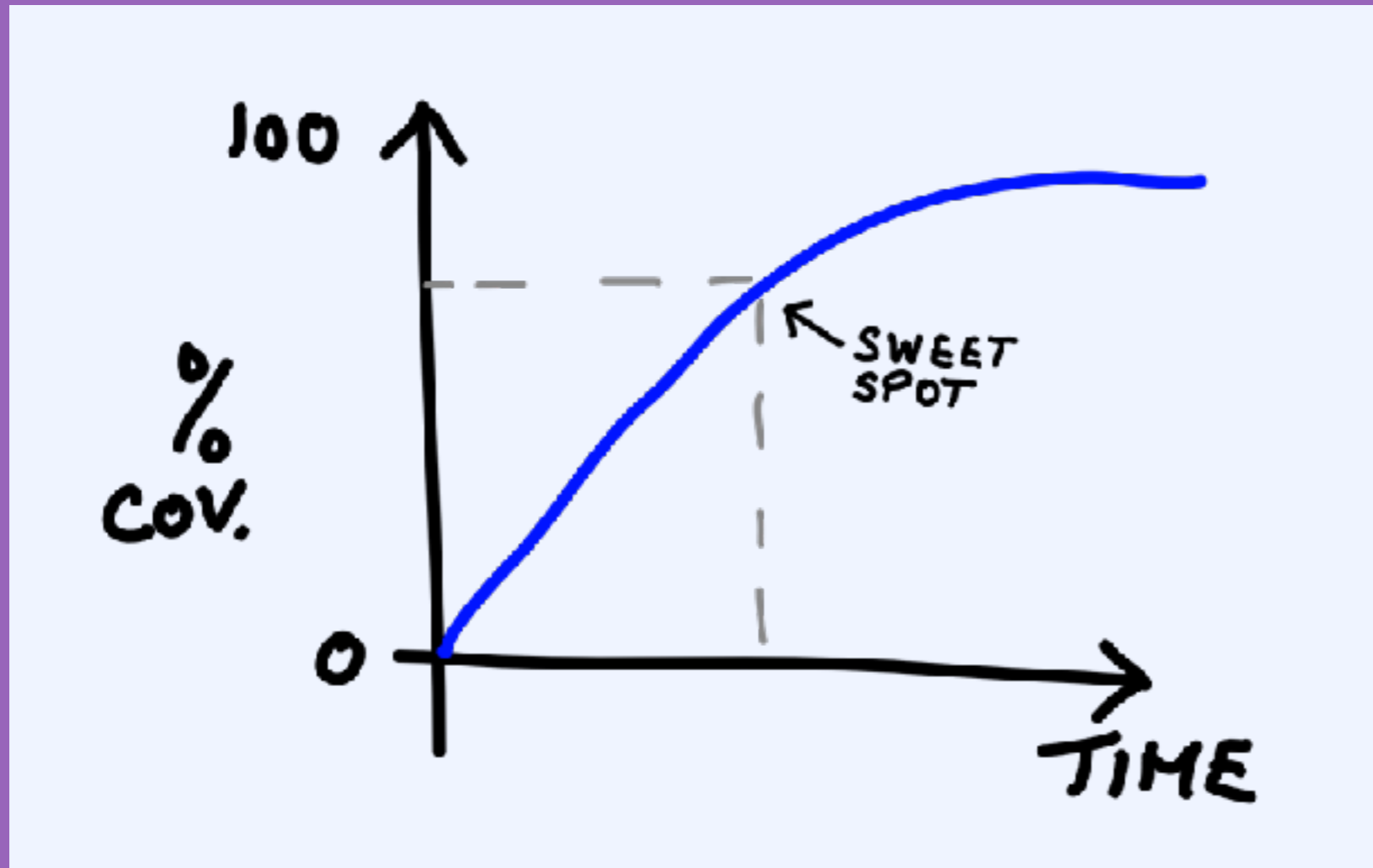
< canary releases / snapshot testing /
insert new shiny technique here >

which means

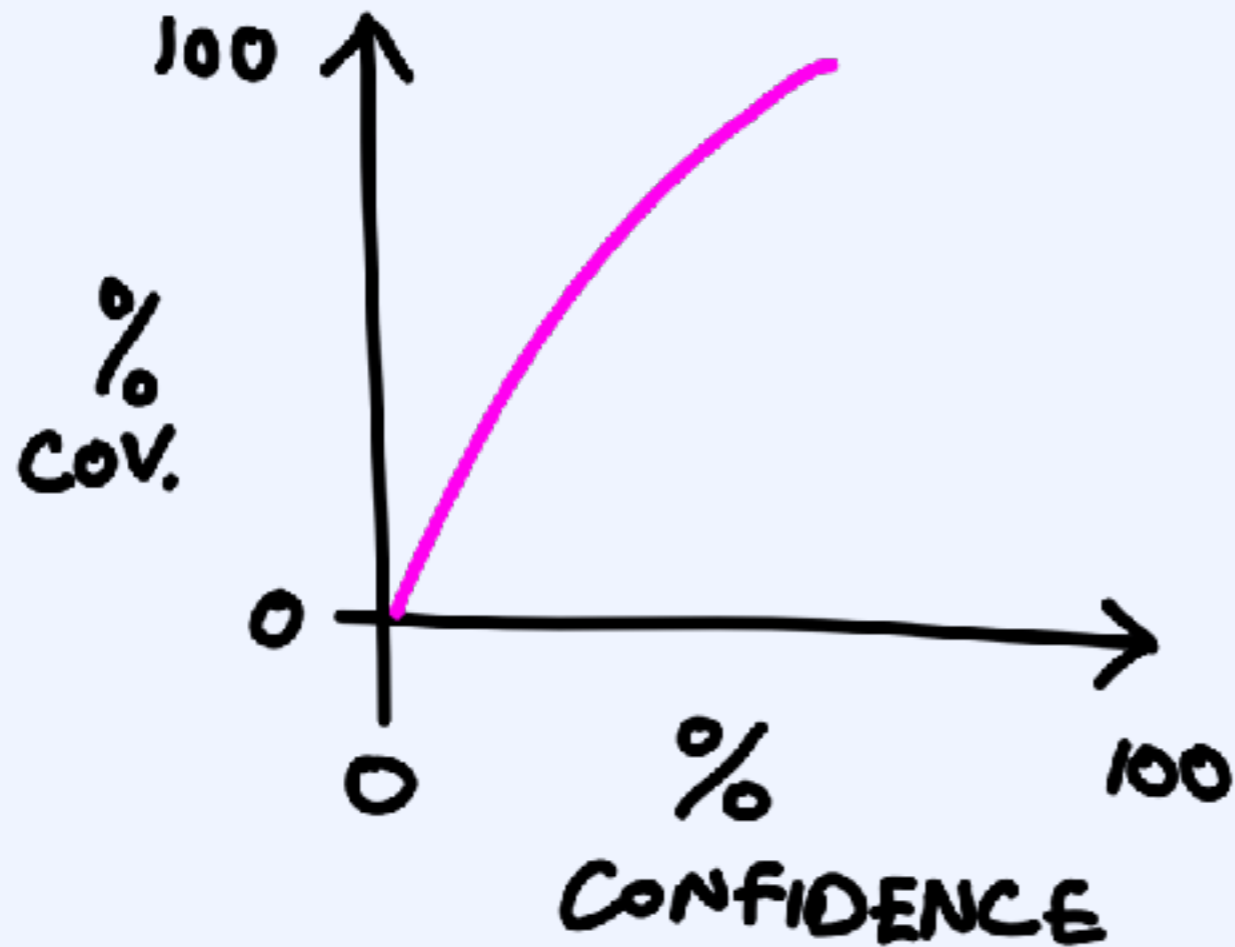
I don't need

to test”

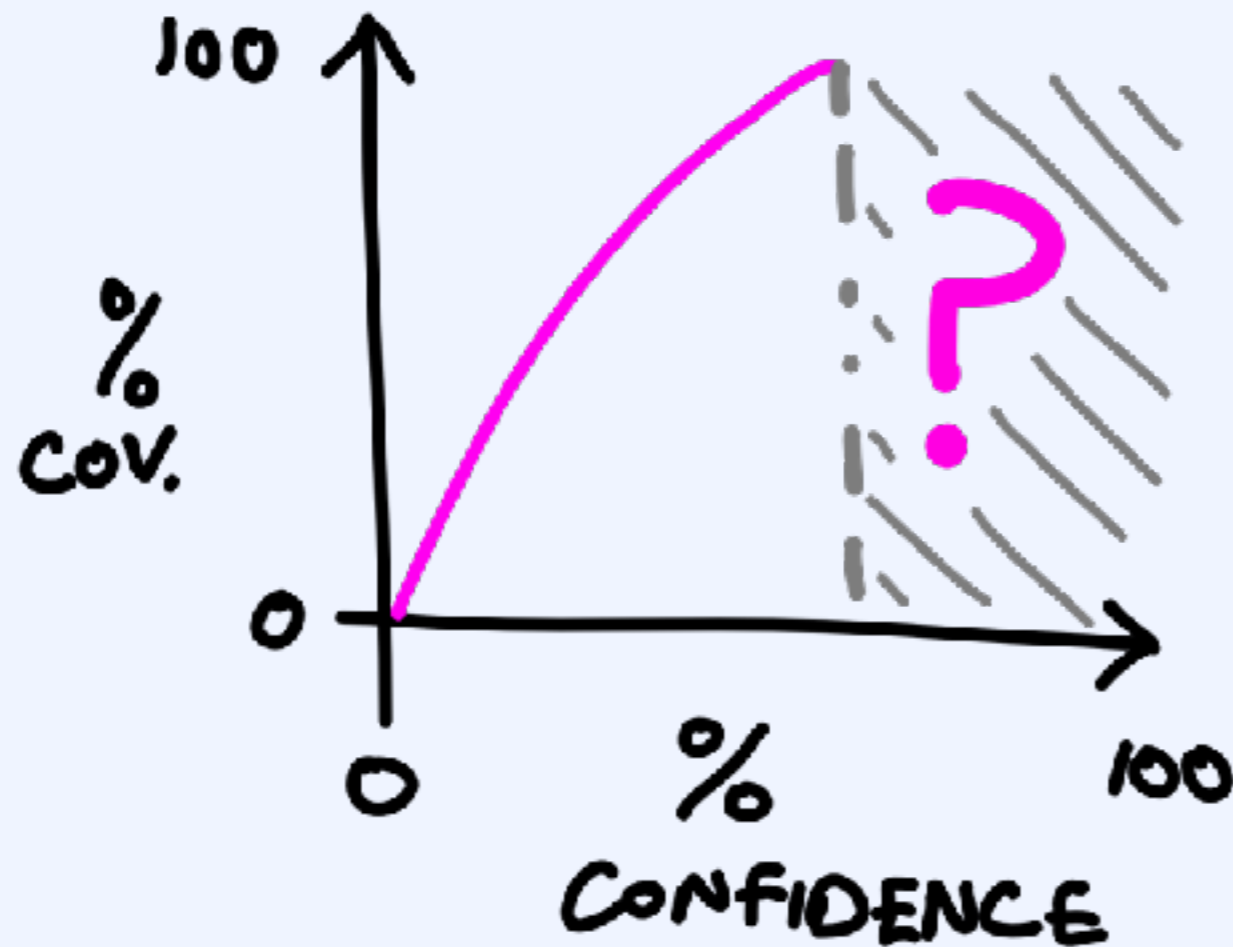




“I don't need 100% coverage”



“I don't need 100% coverage”



“I don't need 100% coverage”

“I do TDD so I don't need to measure code coverage”



YOU'RE WASTING YOUR TIME WITH...

DEFINITELY NEVER DO...

YOU REALLY SHOULD AVOID USING...

THIS TECHNIQUE DOESN'T WORK...

“The way
I write tests is
the right way!”

“I know everything there is to know about testing.”



Some questions we need to consider:

How can we measure what a 'good' test is?

Is testing best viewed as a 'big bag of tricks'?

How do we make failure a positive experience?

Why does our culture reward complexity?

How can we encourage open-mindedness?

How do we incentivise testing?

“You start coding.
I’ll go find out what they want.”

Thank you!

Daniel Irvine

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