

More Agile Testing

Jeff Langr

More Agile Testing Janet Gregory, Lisa Crispin, 2014-09-30 Janet Gregory and Lisa Crispin pioneered the agile testing discipline with their previous work, *Agile Testing*. Now, in *More Agile Testing*, they reflect on all they've learned since. They address crucial emerging issues, share evolved agile practices, and cover key issues agile testers have asked to learn more about. Packed with new examples from real teams, this insightful guide offers detailed information about adapting agile testing for your environment; learning from experience and continually improving your test processes; scaling agile testing across teams; and overcoming the pitfalls of automated testing. You'll find brand-new coverage of agile testing for the enterprise, distributed teams, mobile/embedded systems, regulated environments, data warehouse/BI systems, and DevOps practices. You'll come away understanding • How to clarify testing activities within the team • Ways to collaborate with business experts to identify valuable features and deliver the right capabilities • How to design automated tests for superior reliability and easier maintenance • How agile team members can improve and expand their testing skills • How to plan "just enough," balancing small increments with larger feature sets and the entire system • How to use testing to identify and mitigate risks associated with your current agile processes and to prevent defects • How to address challenges within your product or organizational context • How to perform exploratory testing using "personas" and "tours" • Exploratory testing approaches that engage the whole team, using test charters with session- and thread-based techniques • How to bring new agile testers up to speed quickly—without overwhelming them The eBook edition of *More Agile Testing* also is available as part of a two-eBook collection, *The Agile Testing Collection* (9780134190624).

[Agile Testing](#) Lisa Crispin, Janet Gregory, 2009 Crispin and Gregory define agile testing and illustrate the tester's role with examples from real agile teams. They teach you how to use the agile testing quadrants to identify what testing is needed, who should do it, and what tools might help. The book chronicles an agile software development iteration from the viewpoint of a tester and explains the seven key success factors of agile testing.

[The Agile Testing Collection](#) Janet Gregory, Lisa Crispin, 2015-06-22 A Comprehensive Collection of Agile Testing Best Practices: Two Definitive Guides from Leading Pioneers Janet Gregory and Lisa Crispin haven't just pioneered agile testing, they have also written two of the field's most valuable guidebooks. Now, you can get both guides in one indispensable eBook collection: today's must-have resource for all agile testers, teams, managers, and customers. Combining comprehensive best

practices and wisdom contained in these two titles, The Agile Testing Collection will help you adapt agile testing to your environment, systematically improve your skills and processes, and strengthen engagement across your entire development team. The first title, Agile Testing: A Practical Guide for Testers and Agile Teams, defines the agile testing discipline and roles, and helps you choose, organize, and use the tools that will help you the most. Writing from the tester's viewpoint, Gregory and Crispin chronicle an entire agile software development iteration, and identify and explain seven key success factors of agile testing. The second title, More Agile Testing: Learning Journeys for the Whole Team, addresses crucial emerging issues, shares evolved practices, and covers key issues that delivery teams want to learn more about. It offers powerful new insights into continuous improvement, scaling agile testing across teams and the enterprise, overcoming pitfalls of automation, testing in regulated environments, integrating DevOps practices, and testing mobile/embedded and business intelligence systems. The Agile Testing Collection will help you do all this and much more. Customize agile testing processes to your needs, and successfully transition to them Organize agile teams, clarify roles, hire new testers, and quickly bring them up to speed Engage testers in agile development, and help agile team members improve their testing skills Use tests and collaborate with business experts to plan features and guide development Design automated tests for superior reliability and easier maintenance Plan "just enough," balancing small increments with larger feature sets and the entire system Test to identify and mitigate risks, and prevent future defects Perform exploratory testing using personas, tours, and test charters with session- and thread-based techniques Help testers, developers, and operations experts collaborate on shortening feedback cycles with continuous integration and delivery Both guides in this collection are thoroughly grounded in the authors' extensive experience, and supported by examples from actual projects. Now, with both books integrated into a single, easily searchable, and cross-linked eBook, you can learn from their experience even more easily.

Agile Testing Essentials Lisa Gregory, 2017 4+ Hours of Video Instruction Agile Testing Essentials LiveLessons is based on fundamental concepts from Lisa Crispin's and Janet Gregory's two best-selling books, Agile Testing: A Practical Guide for Testers and Agile Teams and More Agile Testing: Learning Journeys for the Whole Team . By the end of the course, participants will understand how testing fits into short and frequent delivery cycles and how each team member can contribute to the success of a quality product. Every team member, including testers, programmers, team facilitators, business analysts, designers, product owners and product managers, will find value in this course. Goal: To introduce basic understanding of how agile teams build quality into their product, with the whole team engaged in testing activities throughout the delivery cycle. Testing is critical to the successful delivery of a quality product--not a phase to be executed right before delivery. Approach: Each topic starts with a presentation of the material, assisted with slides and/or a live discussion between Janet and Lisa. Examples are used throughout to help explain the topic, and there is an opportunity for participants to practice different techniques through exercises. After each exercise, Janet and Lisa discuss how they

approach the exercise and guide participants in connecting what they've learned with their own teams and projects. Related Content: Lisa Crispin and Janet Gregory are co-authors of *More Agile Testing: Learning Journeys for the Whole Team* (Addison-Wesley, 2014) and *Agile Testing: A Practical Guide for Testers and Agile Teams* (Addison-Wesley, 2009), as well as authors and contributors to other software development books. Their book website is www.agiletester.ca. About the Instructors Lisa Crispin has worked as a tester and agile testing coach on awesome agile teams since 2000. Her peers voted her the Most Influential Agile Testing Professional Person in 2012. Together with Janet, she developed a three-day agile testing training course. Please visit www.lisacrispin.com for her blog, along with links to publications, podcasts and webinars. Follow Lisa on Twitter, [lisacrispin](https://twitter.com/lisacrispin). Janet Gregory is an agile testing coach and process consultant with DragonFire Inc. Janet works with teams to transition to agile development, and teaches agile testing courses and tutorials worldwide. Her peers voted her the Most Influential Agile Testing Professional Person in 2015. For more about Janet's work and her ...

Agile Testing John Watkins,2009-07-27 In an IT world in which there are differently sized projects, with different applications, differently skilled practitioners, and on-site, off-site, and off-shored development teams, it is impossible for there to be a one-size-fits-all agile development and testing approach. This book provides practical guidance for professionals, practitioners, and researchers faced with creating and rolling out their own agile testing processes. In addition to descriptions of the prominent agile methods, the book provides twenty real-world case studies of practitioners using agile methods and draws upon their experiences to propose your own agile method; whether yours is a small, medium, large, off-site, or even off-shore project, this book provides personalized guidance on the agile best practices from which to choose to create your own effective and efficient agile method.

Explore It! Elisabeth Hendrickson,2013-02-21 Uncover surprises, risks, and potentially serious bugs with exploratory testing. Rather than designing all tests in advance, explorers design and execute small, rapid experiments, using what they learned from the last little experiment to inform the next. Learn essential skills of a master explorer, including how to analyze software to discover key points of vulnerability, how to design experiments on the fly, how to hone your observation skills, and how to focus your efforts. Software is full of surprises. No matter how careful or skilled you are, when you create software it can behave differently than you intended. Exploratory testing mitigates those risks. Part 1 introduces the core, essential skills of a master explorer. You'll learn to craft charters to guide your exploration, to observe what's really happening (hint: it's harder than it sounds), to identify interesting variations, and to determine what expected behavior should be when exercising software in unexpected ways. Part 2 builds on that foundation. You'll learn how to explore by varying interactions, sequences, data, timing, and configurations. Along the way you'll see how to incorporate analysis techniques like state modeling, data modeling, and defining context diagrams into your explorer's arsenal. Part 3 brings the techniques back into the context of a software project. You'll apply the skills and techniques in a variety of contexts and

integrate exploration into the development cycle from the very beginning. You can apply the techniques in this book to any kind of software. Whether you work on embedded systems, Web applications, desktop applications, APIs, or something else, you'll find this book contains a wealth of concrete and practical advice about exploring your software to discover its capabilities, limitations, and risks.

Agile Testing Manfred Baumgartner, Martin Klonk, Christian Mastnak, Helmut Pichler, Richard Seidl, Siegfried Tanczos, 2021-09-09 This book is written by testers for testers. In ten chapters, the authors provide answers to key questions in agile projects. They deal with cultural change processes for agile testing, with questions regarding the approach and organization of software testing, with the use of methods, techniques and tools, especially test automation, and with the redefined role of the tester in agile projects. The first chapter describes the cultural change brought about by agile development. In the second chapter, which addresses agile process models such as Scrum and Kanban, the authors focus on the role of quality assurance in agile development projects. The third chapter deals with the agile test organization and the positioning of testing in an agile team. Chapter 4 discusses the question of whether an agile tester should be a generalist or a specialist. In Chapter 5, the authors turn to the methods and techniques of agile testing, emphasizing the differences from traditional, phase-oriented testing. In Chapter 6, they describe which documents testers still need to create in an agile project. Next, Chapter 7 explains the efficient use of test automation, which is particularly important in agile development, as it is the main instrument for project acceleration and is necessary to support state-of-the-art DevOps approaches and Continuous Integration. Chapter 8 then adds examples from test tool practice extending test automation to include test management functionality. Chapter 9 is dedicated to training and its importance, emphasizing the role of employee training in getting started with agile development. Finally, Chapter 10 summarizes the results of the agile journey in general with a special focus on testing. To make the aspects described even more tangible, the specific topics of this book are accompanied by the description of experiences from concrete software development projects of various organizations. The examples demonstrate that different approaches can lead to solutions that meet the specific challenges of agile projects.

User Stories Applied Mike Cohn, 2004-03-01 Thoroughly reviewed and eagerly anticipated by the agile community, User Stories Applied offers a requirements process that saves time, eliminates rework, and leads directly to better software. The best way to build software that meets users' needs is to begin with user stories: simple, clear, brief descriptions of functionality that will be valuable to real users. In User Stories Applied, Mike Cohn provides you with a front-to-back blueprint for writing these user stories and weaving them into your development lifecycle. You'll learn what makes a great user story, and what makes a bad one. You'll discover practical ways to gather user stories, even when you can't speak with your users. Then, once you've compiled your user stories, Cohn shows how to organize them, prioritize them, and use them for planning, management, and testing. User role modeling: understanding what users have in common, and where they

differ Gathering stories: user interviewing, questionnaires, observation, and workshops Working with managers, trainers, salespeople and other proxies Writing user stories for acceptance testing Using stories to prioritize, set schedules, and estimate release costs Includes end-of-chapter practice questions and exercises User Stories Applied will be invaluable to every software developer, tester, analyst, and manager working with any agile method: XP, Scrum... or even your own home-grown approach.

Lessons Learned in Software Testing Cem Kaner, James Bach, Bret Pettichord, 2011-08-02 Softwaretests stellen eine kritische Phase in der Softwareentwicklung dar. Jetzt zeigt sich, ob das Programm die entsprechenden Anforderungen erfüllt und sich auch keine Programmierungsfehler eingeschlichen haben. Doch wie bei allen Phasen im Software-Entwicklungsprozess gibt es auch hier eine Reihe möglicher Fallstricke, die die Entdeckung von Programmfehlern vereiteln können. Deshalb brauchen Softwaretester ein Handbuch, das alle Tipps, Tricks und die häufigsten Fehlerquellen genau auflistet und erläutert, damit mögliche Testfehler von vornherein vermieden werden können. Ein solches Handbuch ersetzt gut und gerne jahr(zehnt)elange Erfahrung und erspart dem Tester frustrierende und langwierige Trial-und-Error-Prozeduren. Cem Kaner und James Bach sind zwei der international führenden Experten auf dem Gebiet des Software Testing. Sie schöpfen hier aus ihrer insgesamt 30-jährigen Erfahrung. Die einzelnen Lektionen sind nach Themenbereichen gegliedert, wie z.B. Testdesign, Test Management, Teststrategien und Fehleranalyse. Jede Lektion enthält eine Behauptung und eine Erklärung sowie ein Beispiel des entsprechenden Testproblems. *Lessons Learned in Software Testing* ist ein unverzichtbarer Begleiter für jeden Software Tester.

The Art of Agile Development James Shore, Shane Warden, 2008 For those considering Extreme Programming, this book provides no-nonsense advice on agile planning, development, delivery, and management taken from the authors' many years of experience. While plenty of books address the what and why of agile development, very few offer the information users can apply directly.

Test-Driven Development Lech Madeyski, 2009-12-05 Agile methods are gaining more and more interest both in industry and in research. Many industries are transforming their way of working from traditional waterfall projects with long duration to more incremental, iterative and agile practices. At the same time, the need to evaluate and to obtain evidence for different processes, methods and tools has been emphasized. Lech Madeyski offers the first in-depth evaluation of agile methods. He presents in detail the results of three different experiments, including concrete examples of how to conduct statistical analysis with meta analysis or the SPSS package, using as evaluation indicators the number of acceptance tests passed (overall and per hour) and design complexity metrics. The book is appropriate for graduate students, researchers and advanced professionals in software engineering. It proves the real benefits of agile software development, provides readers with in-depth insights into experimental methods in the context of agile development, and discusses various validity threats

in empirical studies.

Agile Testing Foundations Gerry Coleman, Bertrand Cornanguer, Istvan Forgacs, Marie Walsh, Kari Kakkonen, Jan Sabak, 2017-06-23 Agile is an iterative approach to software development that has rapidly gained popularity in the wider IT industry. For software testers, Agile testing brings many advantages to teams, from increasing overall product quality to providing greater scope for flexibility. Building on the ISTQB Foundation Level Agile Tester syllabus, this book covers Agile principles, methods, techniques and tools in the context of software testing. The book is perfect for software testers interested in the benefits of Agile testing, working in an Agile environment or undertaking the ISTQB Foundation Level Agile Tester exam.

Developer Testing Alexander Tarlinder, 2016-09-07 How do successful agile teams deliver bug-free, maintainable software—iteration after iteration? The answer is: By seamlessly combining development and testing. On such teams, the developers write testable code that enables them to verify it using various types of automated tests. This approach keeps regressions at bay and prevents “testing crunches”—which otherwise may occur near the end of an iteration—from ever happening. Writing testable code, however, is often difficult, because it requires knowledge and skills that cut across multiple disciplines. In *Developer Testing*, leading test expert and mentor Alexander Tarlinder presents concise, focused guidance for making new and legacy code far more testable. Tarlinder helps you answer questions like: When have I tested this enough? How many tests do I need to write? What should my tests verify? You’ll learn how to design for testability and utilize techniques like refactoring, dependency breaking, unit testing, data-driven testing, and test-driven development to achieve the highest possible confidence in your software. Through practical examples in Java, C#, Groovy, and Ruby, you’ll discover what works—and what doesn’t. You can quickly begin using Tarlinder’s technology-agnostic insights with most languages and toolsets while not getting buried in specialist details. The author helps you adapt your current programming style for testability, make a testing mindset “second nature,” improve your code, and enrich your day-to-day experience as a software professional. With this guide, you will

- Understand the discipline and vocabulary of testing from the developer’s standpoint
- Base developer tests on well-established testing techniques and best practices
- Recognize code constructs that impact testability
- Effectively name, organize, and execute unit tests
- Master the essentials of classic and “mockist-style” TDD
- Leverage test doubles with or without mocking frameworks
- Capture the benefits of programming by contract, even without runtime support for contracts
- Take control of dependencies between classes, components, layers, and tiers
- Handle combinatorial explosions of test cases, or scenarios requiring many similar tests
- Manage code duplication when it can’t be eliminated
- Actively maintain and improve your test suites
- Perform more advanced tests at the integration, system, and end-to-end levels
- Develop an understanding for how the organizational context influences quality assurance
- Establish well-balanced and effective testing strategies suitable for agile teams

How Google Tests Software James A. Whittaker, Jason Arbon, Jeff Carollo, 2012-03-21 2012 Jolt Award finalist!

Pioneering the Future of Software Test Do you need to get it right, too? Then, learn from Google. Legendary testing expert James Whittaker, until recently a Google testing leader, and two top Google experts reveal exactly how Google tests software, offering brand-new best practices you can use even if you're not quite Google's size...yet! Breakthrough Techniques You Can Actually Use Discover 100% practical, amazingly scalable techniques for analyzing risk and planning tests...thinking like real users...implementing exploratory, black box, white box, and acceptance testing...getting usable feedback...tracking issues...choosing and creating tools...testing "Docs & Mocks," interfaces, classes, modules, libraries, binaries, services, and infrastructure...reviewing code and refactoring...using test hooks, presubmit scripts, queues, continuous builds, and more. With these techniques, you can transform testing from a bottleneck into an accelerator--and make your whole organization more productive!

Agile Testing Essentials Lisa Crispin, 2017 Agile Testing Essentials LiveLessons is based on fundamental concepts from Lisa Crispin's and Janet Gregory's two best-selling books, Agile Testing: A Practical Guide for Testers and Agile Teams, and More Agile Testing: Learning Journeys for the Whole Team. By the end of the course, participants will understand how testing fits into short and frequent delivery cycles and how each team member can contribute to the success of a quality product. Every team member, including testers, programmers, team facilitators, business analysts, designers, product owners and product managers, will find value in this course. Goal: To introduce basic understanding of how agile teams build quality into their product, with the whole team engaged in testing activities throughout the delivery cycle. Testing is critical to the successful delivery of a quality product, a phase to be executed right before delivery. Approach: Each topic starts with a presentation of the material, assisted with slides and/or a live discussion between Janet and Lisa. Examples are used throughout to help explain the topic, and there is an opportunity for participants to practice different techniques through exercises. After each exercise, Janet and Lisa discuss how they approach the exercise and guide participants in connecting what they've learned with their own teams and projects.--Resource description page.

Getting Results the Agile Way J. D. Meier, 2010 A guide to the Agile Results system, a systematic way to achieve both short- and long-term results that can be applied to all aspects of life.

Agile Java Jeff Langr, 2005-02-14 Master Java 5.0 and TDD Together: Build More Robust, Professional Software Master Java 5.0, object-oriented design, and Test-Driven Development (TDD) by learning them together. Agile Java weaves all three into a single coherent approach to building professional, robust software systems. Jeff Langr shows exactly how Java and TDD integrate throughout the entire development lifecycle, helping you leverage today's fastest, most efficient development techniques from the very outset. Langr writes for every programmer, even those with little or no experience with Java, object-oriented development, or agile methods. He shows how to translate oral requirements into practical tests, and then

how to use those tests to create reliable, high-performance Java code that solves real problems. Agile Java doesn't just teach the core features of the Java language: it presents coded test examples for each of them. This TDD-centered approach doesn't just lead to better code: it provides powerful feedback that will help you learn Java far more rapidly. The use of TDD as a learning mechanism is a landmark departure from conventional teaching techniques. Presents an expert overview of TDD and agile programming techniques from the Java developer's perspective Brings together practical best practices for Java, TDD, and OO design Walks through setting up Java 5.0 and writing your first program Covers all the basics, including strings, packages, and more Simplifies object-oriented concepts, including classes, interfaces, polymorphism, and inheritance Contains detailed chapters on exceptions and logging, math, I/O, reflection, multithreading, and Swing Offers seamlessly-integrated explanations of Java 5.0's key innovations, from generics to annotations Shows how TDD impacts system design, and vice versa Complements any agile or traditional methodology, including Extreme Programming (XP)

Succeeding with Agile Mike Cohn, 2010 Proven, 100% Practical Guidance for Making Scrum and Agile Work in Any Organization This is the definitive, realistic, actionable guide to starting fast with Scrum and agile-and then succeeding over the long haul. Leading agile consultant and practitioner Mike Cohn presents detailed recommendations, powerful tips, and real-world case studies drawn from his unparalleled experience helping hundreds of software organizations make Scrum and agile work. Succeeding with Agile is for pragmatic software professionals who want real answers to the most difficult challenges they face in implementing Scrum. Cohn covers every facet of the transition: getting started, helping individuals transition to new roles, structuring teams, scaling up, working with a distributed team, and finally, implementing effective metrics and continuous improvement. Throughout, Cohn presents Things to Try Now sections based on his most successful advice. Complementary Objection sections reproduce typical conversations with those resisting change and offer practical guidance for addressing their concerns. Coverage includes Practical ways to get started immediately-and get good fast Overcoming individual resistance to the changes Scrum requires Staffing Scrum projects and building effective teams Establishing improvement communities of people who are passionate about driving change Choosing which agile technical practices to use or experiment with Leading self-organizing teams Making the most of Scrum sprints, planning, and quality techniques Scaling Scrum to distributed, multiteam projects Using Scrum on projects with complex sequential processes or challenging compliance and governance requirements Understanding Scrum's impact on HR, facilities, and project management Whether you've completed a few sprints or multiple agile projects and whatever your role-manager, developer, coach, ScrumMaster, product owner, analyst, team lead, or project lead-this book will help you succeed with your very next project. Then, it will help you go much further: It will help you transform your entire development organization.

Testing Extreme Programming Lisa Crispin, Tip House, 2003 Testing is a cornerstone of XP, as tests are written for every piece of code before it is programmed. This workbook helps testers learn XP, and XP devotees learn testing. This new book

defines how an XP tester can optimally contribute to a project, including what testers should do, when they should do it, and how they should do it.

Software Testing and Continuous Quality Improvement William E. Lewis, 2017-06-01 It is often assumed that software testing is based on clearly defined requirements and software development standards. However, testing is typically performed against changing, and sometimes inaccurate, requirements. The third edition of a bestseller, *Software Testing and Continuous Quality Improvement, Third Edition* provides a continuous quality framework for the software testing process within traditionally structured and unstructured environments. This framework aids in creating meaningful test cases for systems with evolving requirements. This completely revised reference provides a comprehensive look at software testing as part of the project management process, emphasizing testing and quality goals early on in development. Building on the success of previous editions, the text explains testing in a Service Orientated Architecture (SOA) environment, the building blocks of a Testing Center of Excellence (COE), and how to test in an agile development. Fully updated, the sections on test effort estimation provide greater emphasis on testing metrics. The book also examines all aspects of functional testing and looks at the relation between changing business strategies and changes to applications in development. Includes New Chapters on Process, Application, and Organizational Metrics All IT organizations face software testing issues, but most are unprepared to manage them. *Software Testing and Continuous Quality Improvement, Third Edition* is enhanced with an up-to-date listing of free software tools and a question-and-answer checklist for choosing the best tools for your organization. It equips you with everything you need to effectively address testing issues in the most beneficial way for your business.

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