

## More Agile Testing

A practical guide to effective business model testing 7 out of 10 new products fail to deliver on expectations. Testing Business Ideas aims to reverse that statistic. In the tradition of Alex Osterwalder's global bestseller Business Model Generation, this practical guide contains a library of hands-on techniques for rapidly testing new business ideas. Testing Business Ideas explains how systematically testing business ideas dramatically reduces the risk and increases the likelihood of success for any new venture or business project. It builds on the internationally popular Business Model Canvas and Value Proposition Canvas by integrating Assumptions Mapping and other powerful lean startup-style experiments. Testing Business Ideas uses an engaging 4-color format to: Increase the success of any venture and decrease the risk of wasting time, money, and resources on bad ideas Close the knowledge gap between strategy and experimentation/validation Identify and test your key business assumptions with the Business Model Canvas and Value Proposition Canvas A definitive field guide to business model testing, this book features practical tips for making major decisions that are not based on intuition and guesses. Testing Business Ideas shows leaders how to encourage an experimentation mindset within their organization and make experimentation a continuous, repeatable process. 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.

Provides recommendations and case studies to help with the implementation of Scrum.

In Large-Scale Scrum , Craig Larman and Bas Vodde offer the most direct, concise, actionable guide to reaping the full benefits of agile in distributed, global enterprises. Larman and Vodde have distilled their immense experience helping geographically distributed development organizations move to agile. Going beyond their previous books, they offer today's fastest, most focused guidance: "brass tacks" advice and field-proven best practices for achieving value fast, and achieving even more value as you move forward. Targeted to enterprise project participants and stakeholders, Large-Scale Scrum offers straight-to-the-point insights for scaling Scrum across the entire project lifecycle, from sprint planning to retrospective. Larman and Vodde help you: Implement proven Scrum frameworks for large-scale developments Scale requirements, planning, and product management Scale design and architecture Effectively manage defects and interruptions Integrate Scrum into multisite and offshore projects Choose the right adoption strategies and organizational designs This will be the go-to resource for enterprise stakeholders at all levels: everyone who wants to maximize the value of Scrum in large, complex projects.

This book is for everyone who needs to test the web. As a tester, you'll automate your tests. As a developer, you'll build more robust solutions. And as a team, you'll gain a vocabulary and a means to coordinate how to write and organize automated tests for the web. Follow the testing pyramid and level up your skills in user interface testing, integration testing, and unit testing. Your new skills will free you up to do other, more important things while letting the computer do the one thing it's really good at: quickly running thousands of repetitive tasks. This book shows you how to do three things: How to write really good automated tests for the web. How to pick and choose the right ones. \* How to explain, coordinate, and share your efforts with others. If you're a traditional software tester who has never written an automated test before, this is the perfect book for getting started. Together, we'll go through everything you'll need to start writing your own tests. If you're a developer, but haven't thought much about testing, this book will show you how to move fast without breaking stuff. You'll test RESTful web services and legacy systems, and see how to organize your tests. And if you're a team lead, this is the Rosetta Stone you've been looking for. This book will help you bridge that testing gap between your developers and your testers by giving your team a model to discuss automated testing, and most importantly, to coordinate their efforts. The Way of the Web Tester is packed with cartoons, graphics, best practices, war stories, plenty of humor, and hands-on tutorial exercises that will get you doing the right things, the right way.

These days, more and more software development projects are being carried out using agile methods like Scrum. Agile software development promises higher software quality, a shorter time to market, and improved focus on customer needs. However, the transition to working within an agile methodology is not easy. Familiar processes and procedures change drastically. Software testing and software quality assurance have a crucial role in ensuring that a software development team, department, or company successfully implements long-term agile development methods and benefits from this framework. This book discusses agile methodology from the perspective of software testing and software quality assurance management. Software development managers, project managers, and quality assurance managers will obtain tips and tricks on how to organize testing and assure quality so that agile projects maintain their impact. Professional certified testers and software quality assurance experts will learn how to work successfully within agile software teams and how best to integrate their expertise. Topics include: Agile methodology and classic process models How to plan an agile project Unit tests and test first approach Integration testing and continuous integration System testing and test nonstop Quality management and quality assurance Also included are five case studies from the manufacturing, online-trade, and software industry as well as test exercises for self-assessment. This book covers the new ISTQB Syllabus for Agile Software Testing and is a relevant resource for all students and trainees worldwide who plan to undertake this ISTQB certification.

Learning Agile is a comprehensive guide to the most popular agile methods, written in a light and engaging style that makes it easy for you to learn. Agile has revolutionized the way teams approach software development, but with dozens of agile methodologies to choose from, the decision to "go agile" can be tricky. This practical book helps you sort it out, first by grounding you in agile's underlying principles, then by describing four specific—and well-used—agile methods: Scrum, extreme programming (XP), Lean, and Kanban. Each method focuses on a different area of development, but they all aim to change your team's mindset—from individuals who simply follow a plan to a cohesive group that makes decisions together. Whether you're considering agile for the first time, or trying it again, you'll learn how to choose a method that best fits your team and your company. Understand the purpose behind agile's core values and principles Learn Scrum's emphasis on project management, self-organization, and collective commitment Focus on software design and architecture with XP practices such as test-first and pair

programming Use Lean thinking to empower your team, eliminate waste, and deliver software fast Learn how Kanban's practices help you deliver great software by managing flow Adopt agile practices and principles with an agile coach

More Agile Testing Learning Journeys for the Whole Team Pearson Education

How to scale ATDD to large projects --

"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.

Unleash the combination of Docker and Jenkins in order to enhance the DevOps workflow About This Book Build reliable and secure applications using Docker containers. Create a complete Continuous Delivery pipeline using Docker, Jenkins, and Ansible. Deliver your applications directly on the Docker Swarm cluster. Create more complex solutions using multi-containers and database migrations. Who This Book Is For This book is intended to provide a full overview of deep learning. From the beginner in deep learning and artificial intelligence to the data scientist who wants to become familiar with Theano and its supporting libraries, or have an extended understanding of deep neural nets. Some basic skills in Python programming and computer science will help, as well as skills in elementary algebra and calculus. What You Will Learn Get to grips with docker fundamentals and how to dockerize an application for the Continuous Delivery process Configure Jenkins and scale it using Docker-based agents Understand the principles and the technical aspects of a successful Continuous Delivery pipeline Create a complete Continuous Delivery process using modern tools: Docker, Jenkins, and Ansible Write acceptance tests using Cucumber and run them in the Docker ecosystem using Jenkins Create multi-container applications using Docker Compose Managing database changes inside the Continuous Delivery process and understand effective frameworks such as Cucumber and Flyweight Build clustering applications with Jenkins using Docker Swarm Publish a built Docker image to a Docker Registry and deploy cycles of Jenkins pipelines using community best practices In Detail The combination of Docker and Jenkins improves your Continuous Delivery pipeline using fewer resources. It also helps you scale up your builds, automate tasks and speed up Jenkins performance with the benefits of Docker containerization. This book will explain the advantages of combining Jenkins and Docker to improve the continuous integration and delivery process of app development. It will start with setting up a Docker server and configuring Jenkins on it. It will then provide steps to build applications on Docker files and integrate them with Jenkins using continuous delivery processes such as continuous integration, automated acceptance testing, and configuration management. Moving on you will learn how to ensure quick application deployment with Docker containers along with scaling Jenkins using Docker Swarm. Next, you will get to know how to deploy applications using Docker images and testing them with Jenkins. By the end of the book, you will be enhancing the DevOps workflow by integrating the functionalities of Docker and Jenkins. Style and approach The book is aimed at DevOps Engineers, developers and IT Operations who want to enhance the DevOps culture using Docker and Jenkins.

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.

Continuous delivery adds enormous value to the business and the entire software delivery lifecycle, but adopting this practice means mastering new skills typically outside of a developer's comfort zone. In this practical book, Daniel Bryant and Abraham Marín-Pérez provide guidance to help experienced Java developers master skills such as architectural design, automated quality assurance, and application packaging and deployment on a variety of platforms. Not only will you learn how to create a comprehensive build pipeline for continually delivering effective software, but you'll also explore how Java application architecture and deployment platforms have affected the way we rapidly and safely deliver new software to production environments. Get advice for beginning or completing your migration to continuous delivery Design architecture to enable the continuous delivery of Java applications Build application artifacts including fat JARs, virtual machine images, and operating system container (Docker) images Use continuous integration tooling like Jenkins, PMD, and find-sec-bugs to automate code quality checks Create a comprehensive build pipeline and design software to separate the deploy and release processes Explore why functional and system quality attribute testing is vital from development to delivery Learn how to effectively build and test applications locally and observe your system while it runs in production

Get past the myths of testing in agile environments - and implement agile testing the RIGHT way. \* \* For everyone concerned with agile testing: developers, testers, managers, customers, and other stakeholders. \* Covers every key issue: Values, practices, organizational and cultural challenges, collaboration, metrics, infrastructure, documentation, tools, and more. \* By two of the world's most experienced agile testing practitioners and consultants. Software testing has always been crucial, but it may be even more crucial in agile environments that rely heavily on repeated iterations of software capable of passing tests. There are, however, many myths associated with testing in agile environments. This book helps agile team members overcome those myths -- and implement testing that truly maximizes software quality and value. Long-time agile testers Lisa Crispin and Janet Gregory offer powerful insights for three large, diverse groups of readers: experienced testers who are new to agile; members of newly-created agile teams who aren't sure how to perform testing or work with testers; and test/QA managers whose development teams are implementing agile. Readers will learn specific agile testing practices and techniques that can mean the difference between success and failure; discover how to transition 'traditional' test teams to agile; and learn how to integrate testers smoothly into agile teams. Drawing on extensive experience, the authors illuminate topics ranging from culture to test planning to automated tools. They cover every form of testing: business-facing tests, technology-facing tests, exploratory tests, context-driven and scenario tests, load, stability, and endurance tests, and more. Using this book's techniques, readers can improve the effectiveness and reduce the risks of

any agile project or initiative.

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).

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 Janet Gregory is founder of DragonFire Inc., an agile quality process consultancy and training firm. Her passion is helping teams build quality systems. For almost fifteen years, she has worked as a coach and tester, introducing agile practices into companies of all sizes and helping users and testers understand their agile roles. She is a frequent speaker at agile and testing software conferences, and is a major contributor to the agile testing community. Lisa Crispin, an experienced agile testing practitioner and coach, regularly leads conference workshops on agile testing and contributes frequently to agile software publications. She enjoys collaborating as part of an awesome agile team to produce quality software. Since 1982, she has worked in a variety of roles on software teams, in a wide range of industries. She joined her first agile team in 2000 and continually learns from other teams and practitioners.

Automated testing is a cornerstone of agile development. An effective testing strategy will deliver new functionality more aggressively, accelerate user feedback, and improve quality. However, for many developers, creating effective automated tests is a unique and unfamiliar challenge. *xUnit Test Patterns* is the definitive guide to writing automated tests using xUnit, the most popular unit testing framework in use today. Agile coach and test automation expert Gerard Meszaros describes 68 proven patterns for making tests easier to write, understand, and maintain. He then shows you how to make them more robust and repeatable—and far more cost-effective. Loaded with information, this book feels like three books in one. The first part is a detailed tutorial on test automation that covers everything from test strategy to in-depth test coding. The second part, a catalog of 18 frequently encountered "test smells," provides trouble-shooting guidelines to help you determine the root cause of problems and the most applicable patterns. The third part contains detailed descriptions of each pattern, including refactoring instructions illustrated by extensive code samples in multiple programming languages.

*Lean User Testing A Pragmatic Step-by-Step Guide to User Tests* If you believe in agile software development and delivering value to your customers and your company, reading this book is the right decision as it will greatly support your process to identify and create valuable, feasible and usable products. "We Know What We Need to Build" Who hasn't yet heard that dreaded, gut feeling-based notion in the past? To my experience, it is rarely valid, but more often an expression of an outdated thinking, that values output over outcome, that believes in requirement documents and micromanaging the product team. This book, however, is dedicated to completely different approach, that Steve Blank once wrapped up in his famous quote: *There are No Facts Inside Your Building - Get Outside.* And you should do so as early as possible in the process -it is the most important task of any product team. This book is therefore a deliberately short, focused, pragmatic manual for everyone, who designs, develops or markets software: Product manager, engineers and designers (UX/UI). It is based on hundreds of user interviews that I have run up to now and provides all you need to know to start your own user interview initiative in about two hours of your time. Save up to 90% of Typical User Interview Costs And there is more good news: The lean user testing approach will save up to 90% of the costs compared to outsourcing user interviews to a professional usability agency, but will return at least 80% of possible insights. Avoid Building Expensive Features Nobody Wants No more flying blind in the early stages: Test your hypotheses quickly and turn product discovery into your advantage over the competition. Learn how to avoid wasting money on software nobody wants and how to deliver value instead. Obsolete features aren't just expensive to build. They also need to be maintained and probably be removed at a later stage again, not to mention their opportunity costs: Imagine what you could have built instead. Gain More Runway for Your Startup Optimizing the cycle-time of your product hypotheses will focus available engineering and product management resources on valuable, usable and feasible features, thus extending your runway and improving your standing for the next funding round. Improve Communication with Stakeholders User tests greatly simplify the communication with stakeholders - theinterviews, you will be running, are your product organization's first line of defense when it comes to turning down unreasonable feature requests. About the Author The author has worked for many years as a product manager and agile coach (Scrum, Lean Startup, Lean Change). During that time, he developed B2C as well as B2B software, mainly for startups, including a former Google subsidiary. He originally studied chemistry, business administration, and law. However, he has never worked in a laboratory. Instead, back in 1996, he released the first online shop software with SAP R/3 connectivity, only to learn that the early bird does not necessarily catch the worm. After his move to Berlin, Germany, he founded a marketplace for local service. In 2011, Entrepreneurs Club Berlin e.V. followed, as did Startup Camp Berlin- one of the largest German startup conferences today. His latest project, *Age Of Product - Invent For Your Customers*, focuses on the exchange of knowledge between product people, designers, and developers. It is about lessons learned and best practices on how to identify which product to build and how to build it in an efficient way. *Age Of Product* will host events and workshops in Berlin from autumn 2015 on and might also organize a new conference in the near future."

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.

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.

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.

This book will help you write better stories, spot and fix common issues, split stories so that they are smaller but still valuable, and deal with difficult stuff like crosscutting concerns, long-term effects and non-functional requirements. Above all, this book will help you achieve the promise of agile and iterative delivery: to ensure that the right stuff gets delivered through productive discussions between delivery team members and business stakeholders. Who is this book for? This is a book for anyone working in an iterative delivery environment, doing planning with user stories. The ideas in this book are useful both to people relatively new to user stories and those who have been working with them for years. People who work in software delivery, regardless of their role, will find plenty of tips for engaging stakeholders better and structuring iterative plans more effectively. Business stakeholders working with software teams will discover how to provide better information to their delivery groups, how to set better priorities and how to outrun the competition by achieving more with less software. What's inside? Unsurprisingly, the book contains exactly fifty ideas. They are grouped into five major parts: - Creating stories: This part deals with capturing information about stories before they get accepted into the delivery pipeline. You'll find ideas about what kind of information to note down on story cards and how to quickly spot potential problems. - Planning with stories: This part contains ideas that will help you manage the big-picture view, set milestones and organise long-term work. - Discussing stories: User stories are all about effective conversations, and this part contains ideas to improve discussions between delivery teams and business stakeholders. You'll find out how to discover hidden assumptions and how to facilitate effective conversations to ensure shared understanding. - Splitting stories: The ideas in this part will help you deal with large and difficult stories, offering several strategies for dividing them into smaller chunks that will help you learn fast and deliver value quickly. - Managing iterative delivery: This part contains ideas that will help you work with user stories in the short and mid term, manage capacity, prioritise and reduce scope to achieve the most with the least software. About the authors: Gojko Adzic is a strategic software delivery consultant who works with ambitious teams to improve the quality of their software products and processes. Gojko's book *Specification by Example* was awarded the #2 spot on the top 100 agile books for 2012 and won the Jolt Award for the best book of 2012. In 2011, he was voted by peers as the most influential agile testing professional, and his blog won the UK agile award for the best online publication in 2010. David Evans is a consultant, coach and trainer specialising in the field of Agile Quality. David helps organisations with strategic process improvement and coaches teams on effective agile practice. He is regularly in demand as a conference speaker and has had several articles published in international journals.

*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. Write clean code that works with the help of this groundbreaking software method. Example-driven teaching is the basis of Beck’s step-by-step instruction that will have readers using TDD to further their projects.

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](http://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](http://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 retrospectives help you get to the root of your real problems, so you can solve them quickly and effectively. They’re the cornerstone of a successful continuous improvement process, and one of your best tools for triggering positive cultural change. In *Improving Agile Retrospectives*, leading agile coach/trainer Marc Loeffler combines practical guidance, proven practices, and innovative approaches for maximizing the value of retrospectives for your team—and your entire organization. You can apply his powerful techniques in any project, agile or otherwise. These techniques offer exceptional value wherever continuous improvement is needed: from “lessons-learned” workshops in traditional project management to enterprise-wide change management. Loeffler’s detailed, results-focused examples help you recognize and overcome common pitfalls, adapt retrospectives to your unique needs, and consistently achieve tangible results. Throughout, he integrates breakthrough concepts, such as using experimentation and learning from system thinking. He presents small ideas that make a big difference—because they’re deeply grounded in real experience.

- Learn from failures and successes, and make good things even better
- Master facilitation techniques that help you achieve your goals (and have fun doing it)
- Prepare your retrospective so it runs smoothly
- Practice techniques for generating actionable insights
- Keep your retrospectives fresh and interesting
- Perform retrospectives that address the entire system, not just your team
- Focus on your “better future” with solution-focused retrospectives
- Learn how to avoid typical pitfalls when facilitating retrospectives
- Lead retrospectives across multiple distributed teams
- Use retrospectives to support large-scale change

Rely on this robust and thorough guide to build and maintain successful test automation. As the software industry shifts from traditional waterfall paradigms into more agile ones, test automation becomes a highly important tool that allows your development teams to deliver software at an ever-increasing pace without compromising quality. Even though it may seem trivial to automate the repetitive tester’s work, using test automation efficiently and properly is not trivial. Many test automation endeavors end up in the “graveyard” of software projects. There are many things that affect the value of test automation, and also its costs. This book aims to cover all of these aspects in great detail so you can make decisions to create the best test automation solution that will not only help your test automation project to succeed, but also allow the entire software project to thrive. One of the most important details that affects the success of the test automation is how easy it is to maintain the automated tests. Complete Guide to Test Automation provides a detailed hands-on guide for writing highly maintainable test code. What You’ll Learn Know the real value to be expected from test automation Discover the key traits that will make your test automation project succeed Be aware of the different considerations to take into account when planning automated tests vs. manual tests Determine who should implement the tests and the implications of this decision Architect the test project and fit it to the architecture of the tested application Design and implement highly reliable automated tests Begin gaining value from test automation earlier Integrate test automation into the business processes of the development team Leverage test automation to improve your organization’s performance and quality, even without formal authority Understand how different types of automated tests will fit into your testing strategy, including unit testing, load and performance testing, visual testing, and more Who This Book Is For Those involved with software development such as test automation leads, QA managers, test automation developers, and

development managers. Some parts of the book assume hands-on experience in writing code in an object-oriented language (mainly C# or Java), although most of the content is also relevant for nonprogrammers.

From three design partners at Google Ventures, a unique five-day process--called the sprint--for solving tough problems using design, prototyping, and testing ideas with customers.

This book is open access under a CC BY license. The volume constitutes the proceedings of the 18th International Conference on Agile Software Development, XP 2017, held in Cologne, Germany, in May 2017. The 14 full and 6 short papers presented in this volume were carefully reviewed and selected from 46 submissions. They were organized in topical sections named: improving agile processes; agile in organization; and safety critical software. In addition, the volume contains 3 doctoral symposium papers (from 4 papers submitted).

This book covers the development of high-order numerical methods for the simulation of incompressible fluid flows in complex domains.

Deliver Better Games Faster, On Budget—And Make Game Development Fun Again! Game development is in crisis—facing bloated budgets, impossible schedules, unmanageable complexity, and death march overtime. It's no wonder so many development studios are struggling to survive. Fortunately, there is a solution. Scrum and Agile methods are already revolutionizing development outside the game industry. Now, long-time game developer Clinton Keith shows exactly how to successfully apply these methods to the unique challenges of game development. Keith has spent more than fifteen years developing games, seven of them with Scrum and agile methods. Drawing on this unparalleled expertise, he shows how teams can use Scrum to deliver games more efficiently, rapidly, and cost-effectively; craft games that offer more entertainment value; and make life more fulfilling for development teams at the same time. You'll learn to form successful agile teams that incorporate programmers, producers, artists, testers, and designers—and promote effective collaboration within and beyond those teams, throughout the entire process. From long-range planning to progress tracking and continuous integration, Keith offers dozens of tips, tricks, and solutions—all based firmly in reality and hard-won experience. Coverage includes Understanding Scrum's goals, roles, and practices in the context of game development Communicating and planning your game's vision, features, and progress Using iterative techniques to put your game into a playable state every two to four weeks— even daily Helping all team participants succeed in their roles Restoring stability and predictability to the development process Managing ambiguous requirements in a fluid marketplace Scaling Scrum to large, geographically distributed development teams Getting started: overcoming inertia and integrating Scrum into your studio's current processes Increasingly, game developers and managers are recognizing that things can't go on the way they have in the past. Game development organizations need a far better way to work. Agile Game Development with Scrum gives them that—and brings the profitability, creativity, and fun back to game development.

Are you in charge of your own testing? Do you have the advice you need to advance your test approach? "Dear Evil Tester" contains advice about testing that you won't hear anywhere else. "Dear Evil Tester" is a three pronged publication designed to: -provoke not placate, -make you react rather than relax, -help you laugh not languish. Starting gently with the laugh out loud Agony Uncle answers originally published in 'The Testing Planet'. "Dear Evil Tester" then provides new answers, to never before published questions, that will hit your beliefs where they change. Before presenting you with essays that will help you unleash your own inner Evil Tester. With advice on automating, communication, talking at conferences, psychotherapy for testers, exploratory testing, tools, technical testing, and more. Dear Evil Tester randomly samples the Software Testing stomping ground before walking all over it. "Dear Evil Tester" is a revolutionary testing book for the mind which shows you an alternative approach to testing built on responsibility, control and laughter. Read what our early reviewers had to say: "Wonderful stuff there. Real deep." Rob Sabourin, @RobertASabourin Author of "I Am a Bug" "The more you know about software testing, the more you will find to amuse you." Dot Graham, @dorothygraham Author of "Experiences of Test Automation" "laugh-out-loud episodes" Paul Gerrard, @paul\_gerrard Author of "The Tester's Pocketbook" "A great read for every Tester." Andy Glover, @cartoontester Author of "Cartoon Tester" Introduces a realistic approach to leading, managing, and growing your Agile team or organization. Written for current managers and developers moving into management, Appelo shares insights that are grounded in modern complex systems theory, reflecting the intense complexity of modern software development. Recognizes that today's organizations are living, networked systems; that you can't simply let them run themselves; and that management is primarily about people and relationships. Deepens your understanding of how organizations and Agile teams work, and gives you tools to solve your own problems. Identifies the most valuable elements of Agile management, and helps you improve each of them.

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.

A unique book that consists entirely of test automation case studies from a variety of domains - from the top names in the field \* \*Proven advice to empower development organizations to save time by mirroring others' experiences and save money by avoiding others' mistakes. \*Insightful case studies from a wide variety of domains, including aerospace, pharmaceuticals, insurance, technology, and telecommunications. \*Focuses on the basic issues, rather than technology trends, to give the book a long shelf life. The practice of test automation is becoming more and more popular, but many organizations are not yet experiencing success with it. This book unveils the secrets of how automation has been made to work in reality. The knowledge gained by reading this book can save months or years of effort in automating software testing by helping organizations avoid expensive mistakes and take advantage of proven ideas. By its nature, this book shows the current state of software test automation practice. The authors aim to keep the contributions focused on those things that are more universal (e.g. people issues, return on investment, etc.) and to minimize detailed technical content where this does not impede the process of learning valuable lessons, in order to give the book as long a shelf life as possible. Software practitioners always enjoy reading about what happened to others. For example, at conferences, case study presentations are usually very well attended. The authors/editors have gathered together a collection of experiences from a cross-section of industries and countries, both success stories and failures, in both agile and traditional development. In addition to the case studies, the authors/editors comment on issues raised in these stories, and also include a chapter summarizing good practices and common pitfalls.

Agile continues to be the most adopted software development methodology among organizations worldwide, but it generally hasn't integrated

well with traditional security management techniques. And most security professionals aren't up to speed in their understanding and experience of agile development. To help bridge the divide between these two worlds, this practical guide introduces several security tools and techniques adapted specifically to integrate with agile development. Written by security experts and agile veterans, this book begins by introducing security principles to agile practitioners, and agile principles to security practitioners. The authors also reveal problems they encountered in their own experiences with agile security, and how they worked to solve them. You'll learn how to: Add security practices to each stage of your existing development lifecycle Integrate security with planning, requirements, design, and at the code level Include security testing as part of your team's effort to deliver working software in each release Implement regulatory compliance in an agile or DevOps environment Build an effective security program through a culture of empathy, openness, transparency, and collaboration

This new book from Steve McConnell, author of the software industry classic *Code Complete*, distills hundreds of companies'-worth of hard-won insights into an easy-to-read guide to the proven, modern Agile practices that work best. In this comprehensive yet accessible overview for software leaders, Steve McConnell presents an impactful, action-oriented prescription--covering the practical considerations needed to ensure you reap the full benefits of effective Agile: Adopt the individual Agile tools suited to your specific organization Create high-performing, autonomous teams that are truly business-focused Understand the ground truth of Scrum and diagnose your teams' issues Improve coherence of requirements in an iterative environment Test more effectively, and improve quality Lead your organization through real-world constraints including multi-site teams, large projects, industry regulations, and the need for predictability Whether you are a C-level executive, vice president, director, manager, technical leader, or coach, this no-nonsense reference seamlessly threads together traditional approaches, early Agile approaches, modern Agile approaches, and the principles and context that underlie them all--creating an invaluable resource for you, your teams, and your organization.

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.

There are a few books on the market that discuss agile testing from a practitioner perspective. But this is the first book that looks at the organizational moves that are required to pull together an effective Agile Quality and Testing strategy. One that shows leaders and coaches how to effectively establish agile practices using the Three Pillars model. The book is chock-full of real world stories from two coaches who

Even with the most extreme automation, we simply don't have time for the "test everything" approach. It's impossible to test every possible path through a modern business application every time that we want to release. Fortunately, we don't need to. If we rethink our testing approach, we can get a thorough assessment of a release candidate's business risk with much less testing than most companies are doing today. *Enterprise Continuous Testing: Transforming Testing for Agile and DevOps* introduces a Continuous Testing strategy that helps enterprises accelerate and prioritize testing to meet the needs of fast-paced Agile and DevOps initiatives. Software testing has traditionally been the enemy of speed and innovation--a slow, costly process that delays releases while delivering questionable business value. This new strategy helps you test smarter, so testing provides rapid insight into what matters most to the business. Target Audience This book is written for senior quality managers and business executives who need to achieve the optimal balance between speed and quality when delivering the software that drives the modern business. It provides a roadmap for how to accelerate delivery with high confidence and low business risk. In summary: If you want to realign your Global 2000 organization's quality process with the unrelenting drive towards accelerated delivery speed and "Continuous Everything," then you're in the right place.

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

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