

# The Whole Team Approach to Agile Testing

Janet Gregory / Lisa Crispin

## Three-Day Course

### Abstract

This is the only course based on Janet Gregory and Lisa Crispin's best-selling *Agile Testing* and *More Agile Testing* books. Participants learn ways the whole software delivery team can collaborate to plan and execute testing activities needed to build quality into their product. Through lecture, discussion and hands-on simulations, the course explains essential principles and practices, including:

- How testing fits into the short iterations and frequent deliveries in agile projects
- Contributions testers can make to become valued agile team members
- Common cultural and logistical obstacles in transitioning to an agile development process
- Values and principles that help team members adopt an agile testing mindset
- How the whole team contributes to the success of testing practices, such as acceptance-test driven development (ATDD), test automation, and exploratory testing.

The course is filled with real-life examples of how teams collaborate to deliver high-value, high-quality software. A simulation of an agile project wraps up the whole course giving participants an opportunity to put all the puzzle pieces together, to practice what they have learned. You'll leave with practical skills and techniques you and your team can start using right away.

The course is ideal for testers, developers, iteration facilitators, team leads, managers, anyone on who wants to learn what testing means on an agile team. Everyone will benefit from understanding their contribution and the interaction with testers on the team. Basic agile knowledge is recommended so the participants can actively contribute with questions and shared experiences.

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## **Program**

*Each module includes small group exercises and discussions in addition to the major exercises listed.*

### **DAY 1**

#### **Agile: What is it and How Testing Fits in? – Module 1**

- Overview of agile terminology
  - Agile principles - what does it mean to a tester
  - Brief intro to Scrum, XP, other agile processes
- SDLC - Introduce agile testing activities and approach

#### **Adapting to Agile - Module 2**

- The whole-team approach
  - Roles and responsibilities; collaboration
- Overcoming common obstacles
  - Cultural Issues; mini-waterfalls
- Transitioning typical processes
  - Defect tracking
  - Quality models, traceability

#### **Making Test Automation Work**

- Using Automation So testing “Keeps up”
  - Value of automation
  - Barriers to Automation
- Developing an Agile Automation Strategy
  - Using the Test Automation Pyramid for maximum benefit
  - What should and shouldn’t be automated
  - A bit about test design
- Applying agile principles
- Evaluating tools
- Managing automated tests

### **DAY 2**

#### **Testing Activities at the Release and Feature Level – Module 4**

- Agile approach to planning
- Levels of precision / dependencies / multiple levels
- Slicing stories, with thin slice / steel thread approach
- How testers contribute to sizing your stories
- Alternatives to large test plans
- Release-level test plan matrix
- Discussions on test results, metrics, coverage

#### **Testing Approaches for Agile Testing - Module 5**

- Guiding development with tests (ATDD)
- Using the Agile Testing Quadrants
  - Introduction: vocabulary, benefits
  - Tests that guide development, foundation for quality

- Tests to evaluate the product
- Exploratory Testing
- Testing for Quality Attributes

### **DAY 3**

#### **Testing Activities during the Iteration – Module 6**

- Story Readiness
- Iteration Planning
  - Roles, creating tasks
- During the Iteration - Coding & Testing
  - Collaboration
  - Expanding tests, exploratory testing
  - Customer acceptance, regression tests,
- The iteration demo
- Retrospectives - improving your process
- Celebrating success

#### **Iteration Simulation**

- Includes Iteration planning, code and test, automation, demo, retrospective
- Debrief Iteration Simulation

#### **The End Game - Module 7**

- What is the end game, and what is required for successful delivery
- Release retrospective

#### **Key Success Factors & Wrap-Up - Module 8**

- Seven Factors for Agile Testing Success, and Confidence Building Practices

#### **Wrap-Up**

- Discussion back to original problems that participants are experiencing