



## Agile Testing Workshop

### Abstract

When transitioning from traditional approaches to Agile development, testers are no longer handed the code after developers have finished working on it, rather, they are a crucial part of the same cross-functional team. In this workshop the new roles and responsibilities of testers are explained, as well as the new mindset adopted by the testers and the whole team. The day to day work of an Agile team throughout the iteration is discussed as well as different testing levels and the important aspect of automation.

The workshop includes interactive exercises and real life situations, covers the key factors for successful Agile testing implementation and provides important insights and best practices that can be implemented in your Agile teams.

### Target Audience

QA Managers, Development managers, Team Leaders, Developers, Testers, Agile team members.

### Prerequisites

Basic background in Agile.

### Content

#### Agile overview

- Agile principles (Lean, Agile, Scrum, XP)
- The main differences from the waterfall approach

#### Agile projects – main roles and responsibilities

- The different roles in an Agile project (from a quality perspective)
- The Agile QA person – required skills
- QA's position within the project structure
- QA structure in large projects
- Distributed teams

#### Transition to Agile testing

- The key success factors for successful transition, and the pitfalls ...

#### Automation

- Automation strategy – what to automate, when, by whom
- The "right way" to develop automation and what to avoid



- How to start in legacy projects
- GUI automation testing
- Continuous Integration
- The benefits of automation
- Tools

### **Agile Testing Quadrants**

- AUT – Automatic Unit Testing, TDD (Test Driven development)
- Integration testing
- Service level testing (business flows behind the GUI)
- ATDD – Acceptance Test Driven Development
- GUI testing
- Regression testing
- Non Functional Testing
- UAT – user acceptance testing in Agile
- Exploratory testing

### **Release Planning**

- User stories
- Techniques for breaking stories into small testable stories
- QA's role in the planning game
- Test Plans

### **Iteration Planning**

- The role of the QA during Iteration Planning and pre-planning
- How QA people gather information in the so-called "documentationless" world

### **Iteration execution**

- The role of QA during iteration
- Additional QA activities
- Quality Metrics – release/iteration criteria, tracking quality status
- Defects handling in Agile

### **Iteration review and retrospective**

### **Hardening/end-game**

### **Duration**

2 days (16 hours).