

Shape Wars - A practical guide to fix your test distribution

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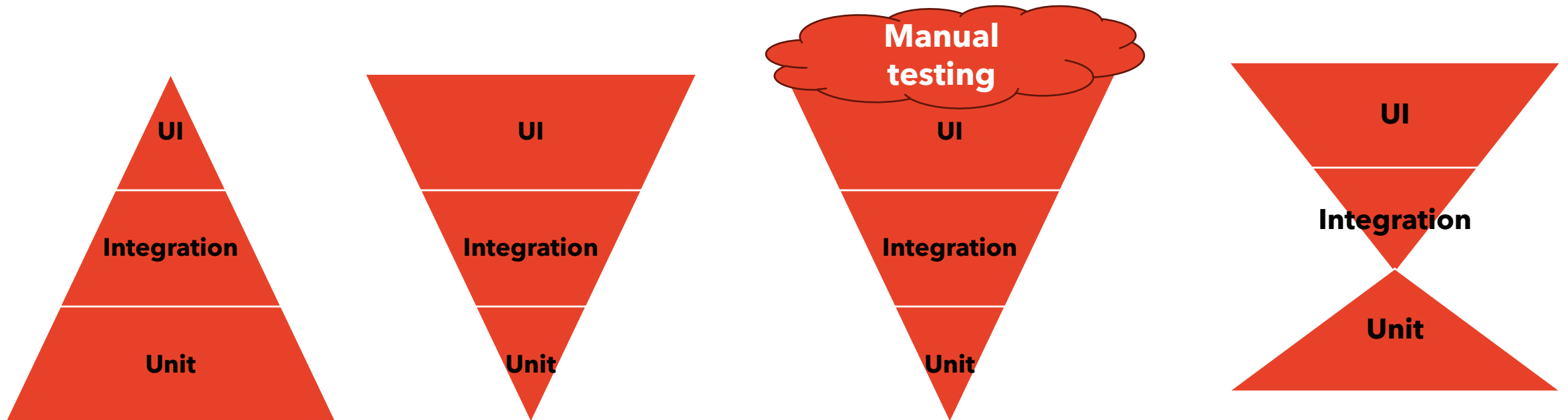


Agenda

1. An overview about the existing test distributions
2. Problem statement
3. Lessons learned how testing can be improved

Test Distribution

Test distribution is all the test levels that the team uses to do testing with different approaches and their multiplicity.





The problem with the pyramid

- False targets and expectations
- Ignores the characteristics of the SUT
- Ignores the testing principles
- Not a silver bullet

The main question:

How can we achieve better test distribution, more accurate testing and higher quality?



6W Method

- Who?
- Why?
- What?
- When?
- Where?
- How?



Test (Automation) Strategy

Road to Fame: Communication

- Speak on refinements about the quality
- Enhance testability
- Think about the test data



Road to Fame: Improve the test process

- Shape or context of the SUT
 - The „ideal“ test pyramid is expensive
 - ... and may be unreachable
- Consider other aspects too:
 - Time
 - Team
 - Environment
 - Visibility



Where there is always room to improve

- Unit testing
 - Quality above quantity → High coverage does not mean real quality
 - TDD needs expertise and time → Time is one of our biggest enemy
 - Limited visibility for test management
- Component & Contract testing
 - For unreachable cases
 - Early feedback for the teams that collaborate
- UI based testing
 - There is always a cost for a fancy user interface 😊



Summary

- Testing is context dependent
- Do not do things only by the book
 - Optimize your test efforts as much as you can
- Communication is our best way to improve
 - Stronger collaboration
 - Common goal and target
 - Clarity on quality

Thank You for your attention!

