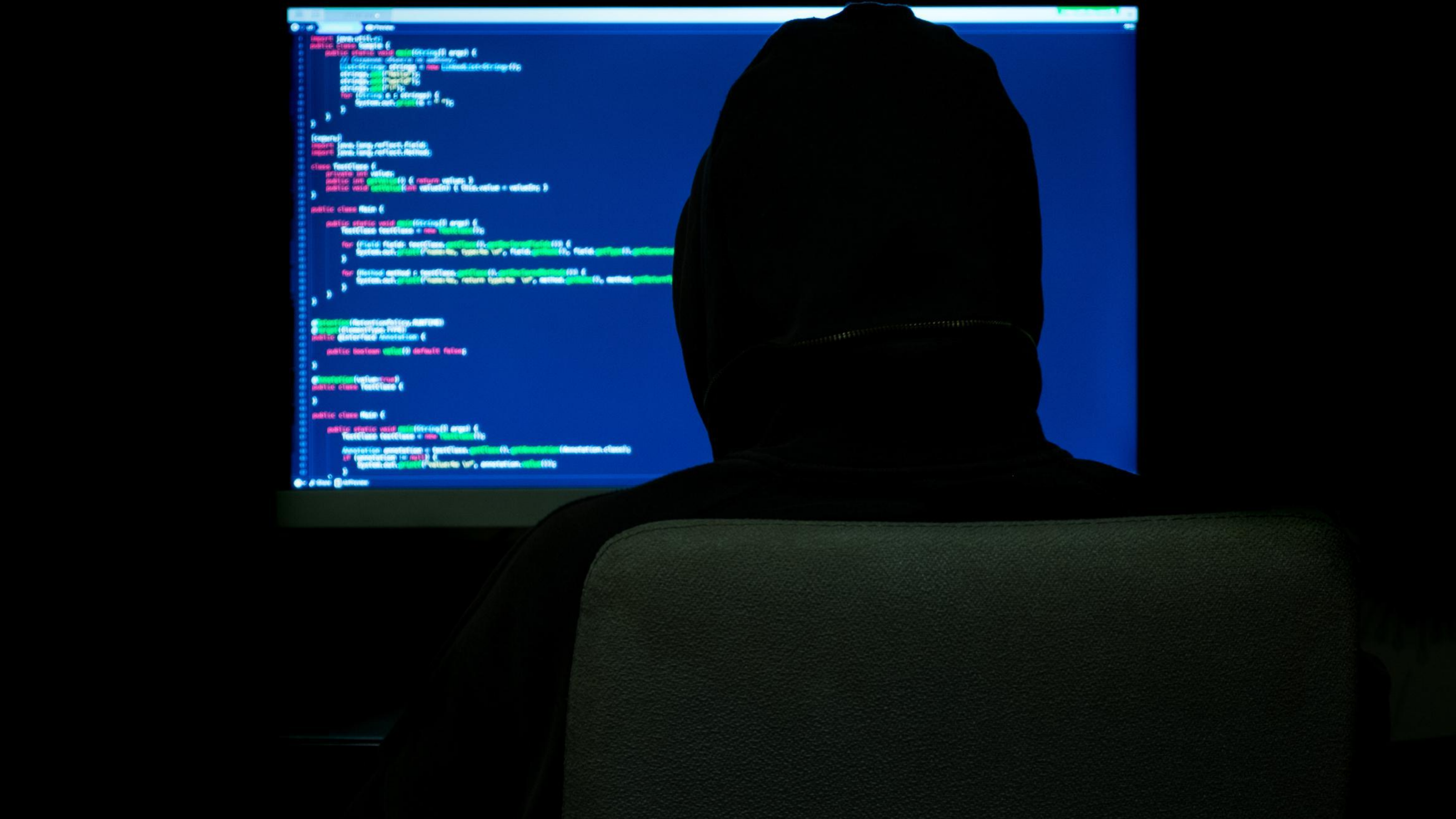


Wider Industry

ⓧ

65%

Had more tests on the UI than other layers *

*excluding unit tests
*LinkedIn survey

ⓧ

It’s comfortable

A lot of testers are more experienced testing on the UI

ⓧ

Testing Tools

Specifically commercial testing tools

THE END GAME

~~6~~ 8 Concepts to Improve your Automated (Checks|Tests)

There is no end game!

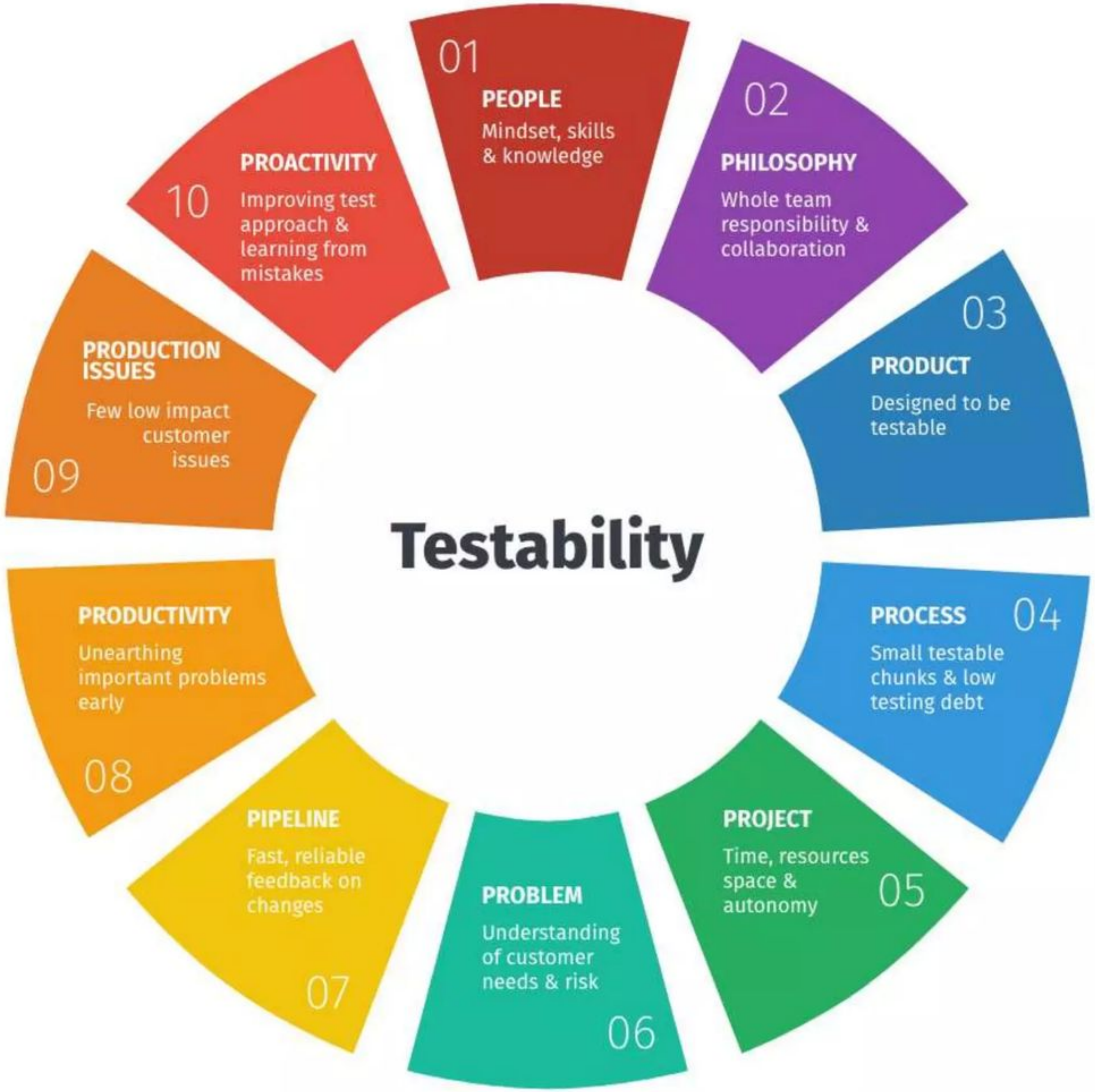
Automation supports testing

Strategy

1. TESTABILITY

2. PLANS

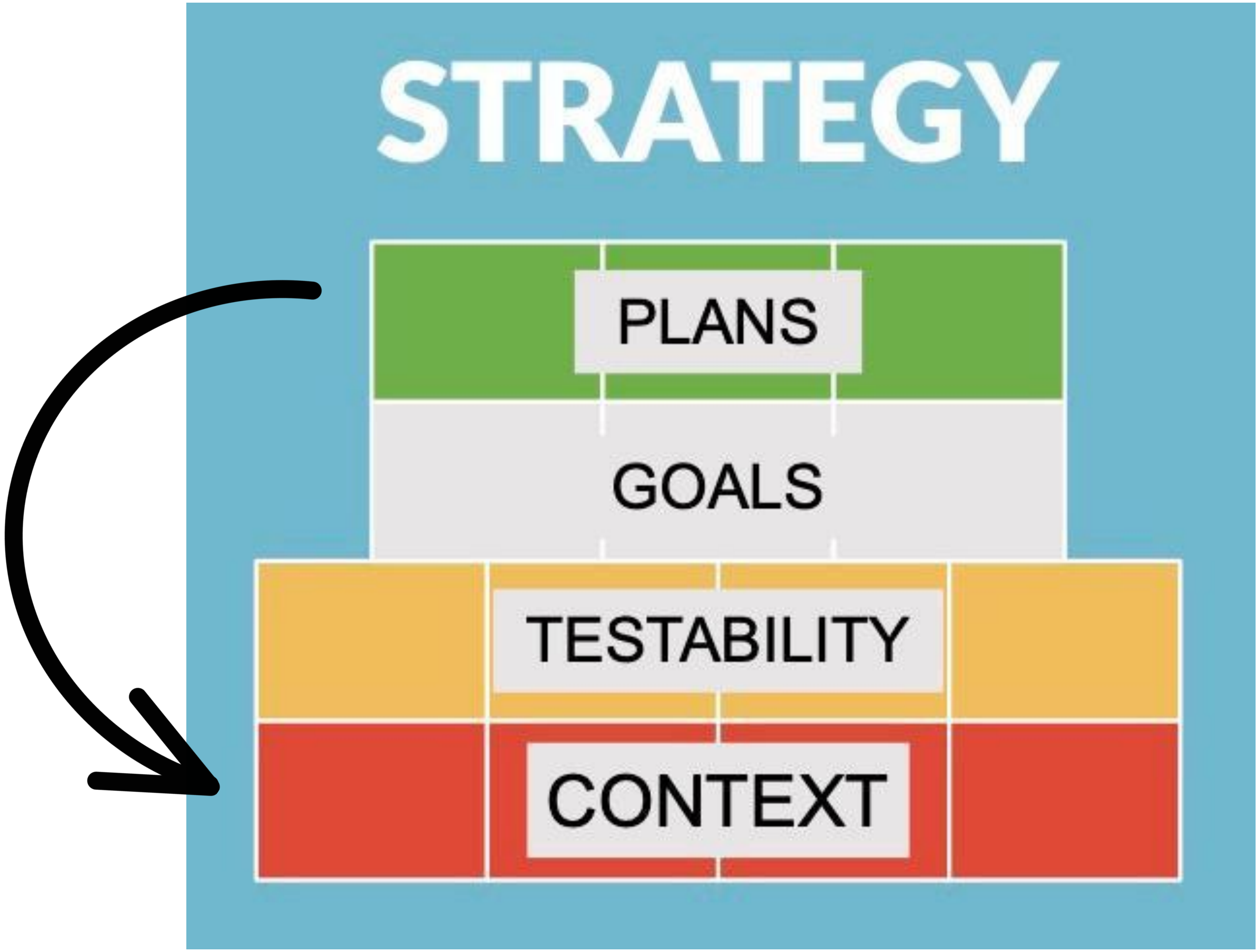
Testability



Testability
01
PEOPLE
Mindset, skills & knowledge
02
PHILOSOPHY
Whole team responsibility & collaboration
03
PRODUCT
Designed to be testable
04
PROCESS
Small testable chunks & low testing debt
05
PROJECT
Time, resources space & autonomy
06
PROBLEM
Understanding of customer needs & risk
07
PIPELINE
Fast, reliable feedback on changes
08
PRODUCTIVITY
Unearthing important problems early
09
PRODUCTION ISSUES
Few low impact customer issues
10
PROACTIVITY
Improving test approach & learning from mistakes

Our ability to test...

Plans



Execute plans, and update your strategy

Creation

3. TRIMS

4. SACRED

TRIMS

TARGETTED

Targetted to a specific risk and automated on the lowest layer the testability allows

RELIABLE

To maximise their value, checks need to avoid flakiness, we need them to be deterministic

INFORMATIVE

Passing and failing checks need to provide as much information as possilbe to aid exploration

MAINTAINABLE

Automated checks are subject to constant change so we need a high level of maintainability

SPEEDY

Creation, Execution and Maintenance need to be as fast as the testability allows to achieve rapid feedback loops

S.A.C.R.E.D

STATE

ACTIONS

CODIFIED ORACLE

REPORTING

EXECUTION

DETERMINISTIC

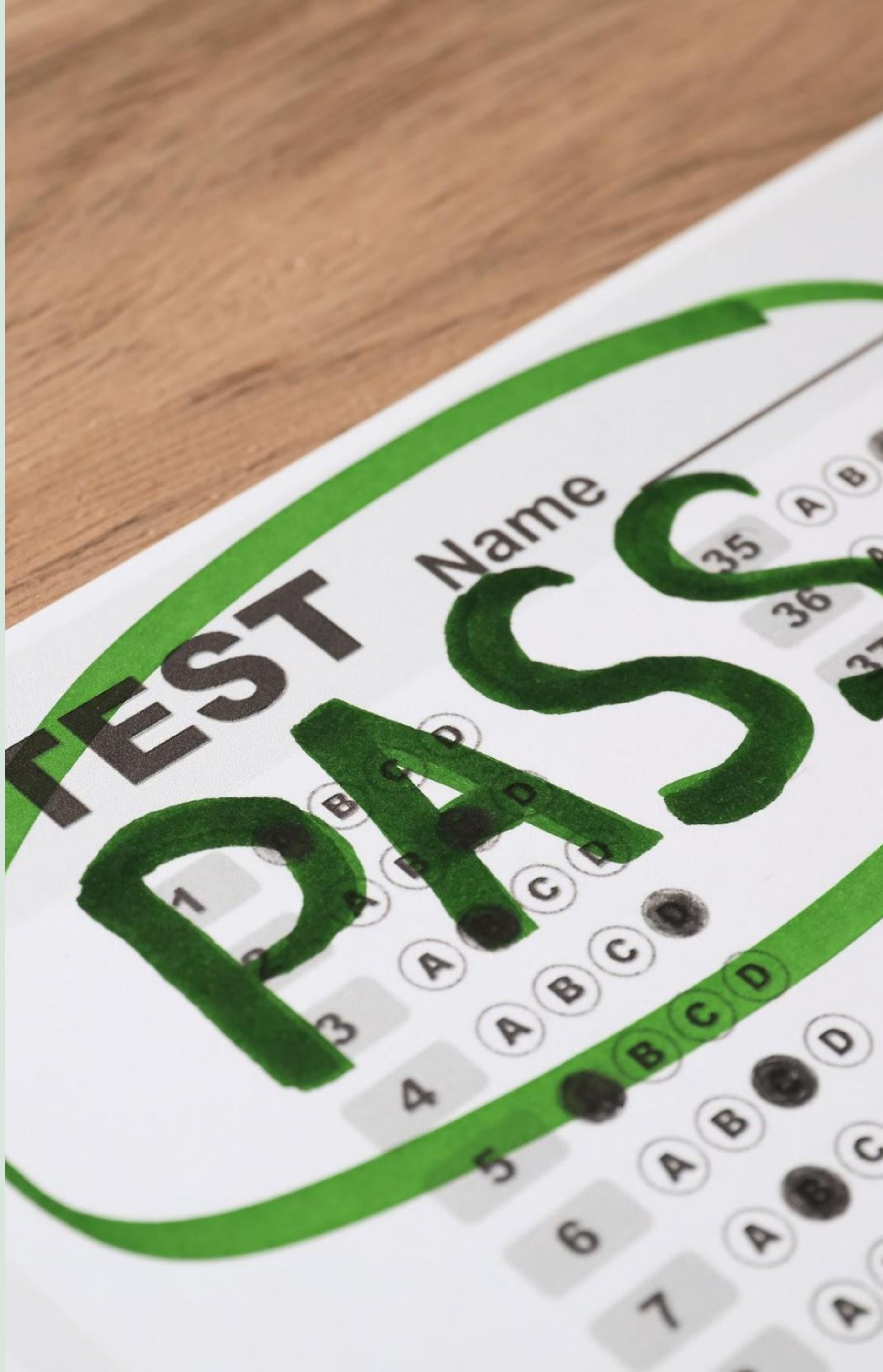
Usage

5. INFORMATIVE

6. MTTF

What do automated tests tell us?

The illusion of green



Why do we have automated tests?

KNOWLEDGE CONFIRMATION

M.T.T.F

Mean time to feedback

Education

7. VALUE OF AUTOMATION

8. IDENTIFYING TESTS

Education

OTHER ROLES

Juniors, Developers, CXOs, Management, Leeds, Automators, Testers, Product Owners

THE EFFORT IT TAKES

We can't just automate...

SPEED VS SERENDIPITY

We gain repeatition, but lose serendipity

IT DOESN'T MEAN TESTING IS DONE

The results of the automated checks|test set the foundation for future testing

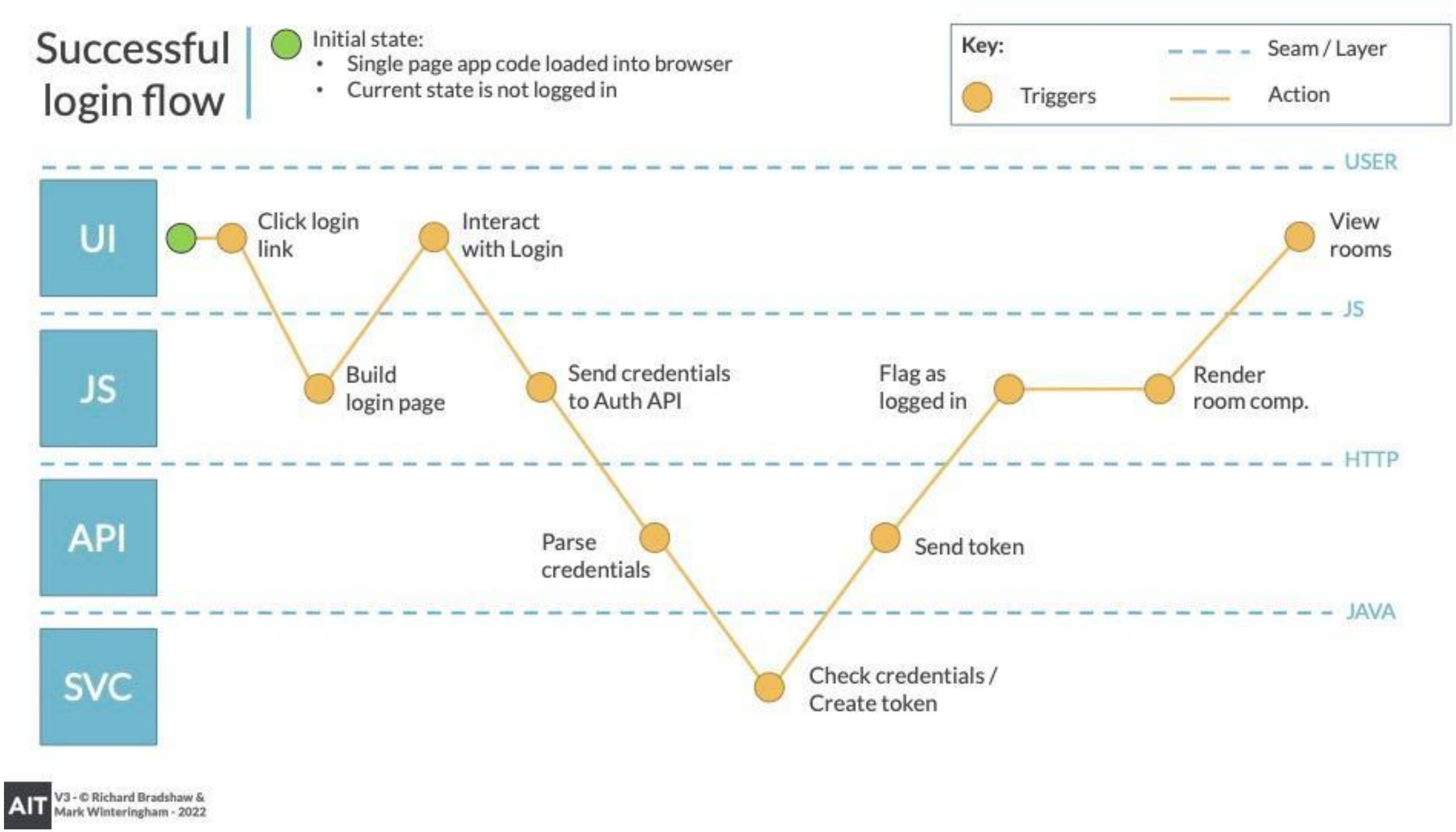
A FAILING TEST

A failing test is an invitation to explore, it's a good thing.

DELETE TESTS!

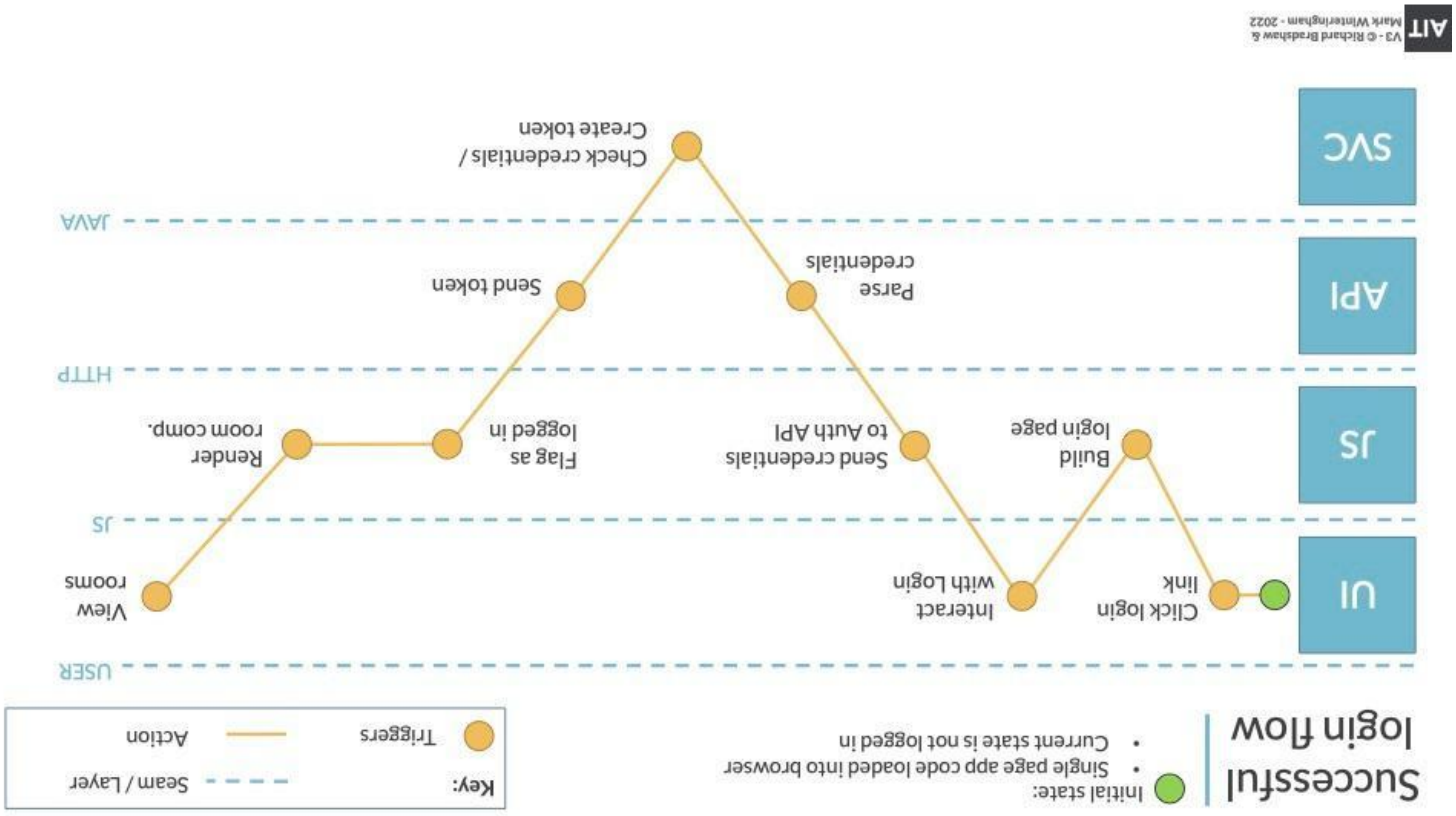
It's OK to delete test, we should be deleting tests.

VTAs



Visual Task Analysis

Test Pyramid



The Test Pyramid is an heuristic not a strategy

→

Test Pyramid

The Test Pyramid is an heuristic not a strategy

→

Thank you!

FriendlyTester