Welcome to IV&V Australia Testing Newsletter

This e-newsletter provides a practitioner's view of how to manage and perform SOFTWARE TESTING in today's world.

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Why we Should Test Upgrades.

Whilst we all understand the need to test new applications under development, often organisations overlook testing of infrastructure rollouts and deployments. With many organisations looking to move to the latest generation of technologies and platforms, consideration should be given to testing how these new technologies may impact your existing applications.

So, these are just some of the reasons we should test planned technology upgrades:

- To provide confidence in the quality of the release. Testing should provide a risk based confirmation that functionality of any given application has not been compromised due to underlying technical changes.
- To prevent rollbacks. Testing will reduce the need for systems to be rolled-back as confidence in the release can be substantiated with documented results.
- Testing will prevent cost overruns and technical analysis (troubleshooting) post deployment as the task should be completed prior to an organisation rollout.
- Testing can act as a quality mechanism in providing early first hand experience with any new system prior to exposure to the users.
- Testing should address project risks and assist in mitigating these risks by early verification and validation.
- Testing will assist and streamline the process of determining technical faults within a system and the process of resolving any defects that may be found.
- ITIL and COBIT specifically recommend integration of testing for all ICT deployment and Service Transition projects for the purpose of compliancy.

- Developing a Test Plan based on requirements early in the project life-cycle can identify potential issues before technical work commences. It is exponentially cheaper to resolve issues at the planning stages than at the latter stages of a project (or even post-deployment due to expertise required, and disruptions to other daily activities).
- Testing will greatly contribute to the success and ease of any ICT project by ensuring all the requirements have been vigorously checked.
- Testing will provide quantifiable data and results to assist in decision making around schedules and milestones including when it is 'safe to go live'.
- Test resources should always assist those assigned to the 'build' by streamlining the overall validation of changes. These tasks working in parallel can actually improve the delivery timeline when testing is integrated well, and not a task to add on to the end of a project.
- Effective Test Management will provide the organisation with an extra insight on the quality of a project and provide a more positive outcome for the technical teams, the Project Management, the Organisation and the users in general.

Upcoming Courses @ IV&V

End to End Software Testing Course

Our next End to End Software Testing course for Sydney is scheduled for the 21st and 22nd July.

Who should attend? Software testers and test managers, project managers, business analysts, developers and development managers. It is suitable for all experience levels. Contact us for further information.

Introduction to Scripting Course

Our next Introduction to Scripting course will be held in Canberra on the 29th June.

Who should attend? Anyone who needs to access, modify and create scripts – for creating utilities and general task and test automation, or manage the process. It is suitable for beginner to intermediate levels.

Test Governance Course

We have developed a new one day Test Governance course which is scheduled for 27th July.

Who should attend? Test Managers, CIO's, Application Managers, Project Managers, System Owners / Business Managers, Compliance and Governance people.

The aim of the Test Governance course is to derive a common understanding and language around testing and its role / consequences in corporate environments.

Additional Information

If you know of anyone who could benefit from any of these specialist testing courses please pass the word.

What is included? All catering (arrival tea/coffee, lunch, morning/afternoon tea), course notes and interactive examples.

Alice's Adventures

Organising the Requirements

Last month, we found Alice starting her search for requirements on at the Wunderland Whizzbang Gadget project. The requirements development phase is still going really well and the collaboration between the development and test teams is proving a great way to unite the two teams with a single goal - getting a good, quality product, finished on time. They are even having some fun doing it – the cookies Alice made for the first meeting have evolved into a home-baked cookie contest within the team. The meetings are taking on legendary status in the company – who knew that test meetings could be so popular?

As the requirements are growing, Alice and Max realise that a plan for implementing them is needed, and perhaps not all of this development should be done straight away. Some of the requirements are fundamental to the product while others are quite specific to users in a particular area. All requirements are clearly not created equal, Alice and Max decided, and they set about working out a build schedule.

They were now both in the swing of discovering what they didn't know. Their research showed that they needed to start categorising and prioritising their requirements and figuring out what needed to be implemented when! Alice dearly hoped that those folks whose needs weren't going to make it into this first release wouldn't be disappointed, but it really was the best way to organise it.

The Dev team worked on organising the technical requirements, while the Test team examined the user requirements for the product and started to map the high level user requirements to the more detailed technical requirements. In the process of mapping, they started to realise that some requirements were missing and others were duplicated or didn't make sense. Wow, thought Alice. She really didn't want the developers to do the work twice, or spend all day trying to figure out what they REALLY had to do. It simply doesn't make sense for two people in the Dev team doing the same work... and then for the Test team to suffer the same fate!

When they'd finished, they had a set of documented requirements, 10 new cookie recipes, a bit of extra weight (better start to play lunchtime soccer, Alice thought) and an effective starting point for working out the development and test plans!

Thought of the day

Bugs mysteriously disappear when you say, "Watch this!"

FEEDBACK

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