

Agile Testing A Practical For Testers And Agile Teams

Agile methods are gaining more and more interest both in industry and in research. Many industries are transforming their way of working from traditional waterfall projects with long duration to more incremental, iterative and agile practices. At the same time, the need to evaluate and to obtain evidence for different processes, methods and tools has been emphasized. Lech Madeyski offers the first in-depth evaluation of agile methods. He presents in detail the results of three different experiments, including concrete examples of how to conduct statistical analysis with meta analysis or the SPSS package, using as evaluation indicators the number of acceptance tests passed (overall and per hour) and design complexity metrics. The book is appropriate for graduate students, researchers and advanced professionals in software engineering. It proves the real benefits of agile software development, provides readers with in-depth insights into experimental methods in the context of agile development, and discusses various validity threats in empirical studies. This book is written by testers for testers. In ten chapters, the authors provide answers to key questions in agile projects. They deal with cultural change processes for agile testing, with questions regarding the approach and organization of software testing, with the use of methods, techniques and tools, especially test automation, and with the redefined role of the tester in agile projects. The first chapter describes the cultural change brought about by agile development. In the second chapter, which addresses agile process models such as Scrum and Kanban, the authors focus on the role of quality assurance in agile development projects. The third chapter deals with the agile test organization and the positioning of testing in an agile team. Chapter 4 discusses the question of whether an agile tester should be a generalist or a specialist. In Chapter 5, the authors turn to the methods and techniques of agile testing, emphasizing the differences from traditional, phase-oriented testing. In Chapter 6, they describe which documents testers still need to create in an agile project. Next, Chapter 7 explains the efficient use of test automation, which is particularly important in agile development, as it is the main instrument for project acceleration and is necessary to support state-of-the-art DevOps approaches and Continuous Integration. Chapter 8 then adds examples from test tool practice extending test automation to include test management functionality. Chapter 9 is dedicated to training and its importance, emphasizing the role of employee training in getting started with agile development. Finally, Chapter 10 summarizes the results of the agile journey in general with a special focus on testing. To make the aspects described even more tangible, the specific topics of this book are accompanied by the description of experiences from concrete software development projects of various organizations. The examples demonstrate that different approaches can lead to solutions that meet the specific challenges of agile projects.

How to Find and Fix the Killer Software Bugs that Evade Conventional Testing In Exploratory Software Testing, renowned software testing expert James Whittaker reveals the real causes of today ' s most serious, well-hidden software bugs--and introduces powerful new " exploratory " techniques for finding and correcting them. Drawing on nearly two decades of experience working at the cutting edge of testing with Google, Microsoft, and other top software organizations, Whittaker introduces innovative new processes for manual testing that are repeatable, prescriptive, teachable, and extremely effective. Whittaker defines both in-the-small techniques for individual testers and in-the-large techniques to supercharge test teams. He also introduces a hybrid strategy for injecting exploratory concepts into traditional scripted testing. You ' ll learn when to use each, and how to use them all successfully. Concise, entertaining, and actionable, this book introduces robust techniques that have been used extensively by real testers on shipping software, illuminating their actual experiences with these techniques, and the results they ' ve achieved. Writing for testers, QA specialists, developers, program managers, and architects alike, Whittaker answers crucial questions such as: • Why do some bugs remain invisible to automated testing--and how can I uncover them? • What techniques will help me consistently discover and eliminate " show stopper " bugs? • How do I make manual testing more effective--and less boring and unpleasant? • What ' s the most effective high-level test strategy for each project? • Which inputs should I test when I can ' t test them all? • Which test cases will provide the best feature coverage? • How can I get better results by combining exploratory testing with traditional script or scenario-based testing? • How do I reflect feedback from the development process, such as code changes?

These days, more and more software development projects are being carried out using agile methods like Scrum. Agile software development promises higher software quality, a shorter time to market, and improved focus on customer needs. However, the transition to working within an agile methodology is not easy. Familiar processes and procedures change drastically. Software testing and software quality assurance have a crucial role in ensuring that a software development team, department, or company successfully implements long-term agile development methods and benefits from this framework. This book discusses agile methodology from the perspective of software testing and software quality assurance management. Software development managers, project managers, and quality assurance managers will obtain tips and tricks on how to organize testing and assure quality so that agile projects maintain their impact. Professional certified testers and software quality assurance experts will learn how to work successfully within agile software teams and how best to integrate their expertise. Topics include: Agile methodology and classic process models How to plan an agile project Unit tests and test first approach Integration testing and continuous integration System testing and test nonstop Quality management and quality assurance Also included are five case studies from the manufacturing, online-trade, and software industry as well as test exercises for self-assessment. This book covers the new ISTQB Syllabus for Agile Software Testing and is a relevant resource for all students and trainees worldwide who plan to undertake this ISTQB certification.

The Future of Software Quality Assurance
Building Quality into Software
Selection of Traditional and Automated Functional Tests
Test-Driven Development
A Guide for Software Quality Assurance in the Agile World
The Agile Way to Quality
Improving Software Quality and Reducing Risk

2012 Jolt Award finalist! Pioneering the Future of Software Test Do you need to get it right, too? Then, learn from Google. Legendary testing expert James Whittaker, until recently a Google testing leader, and two top Google experts reveal exactly how Google tests software, offering brand-new best practices you can use even if you're not quite Google's size...yet! Breakthrough Techniques You Can Actually Use Discover 100% practical, amazingly scalable techniques for analyzing risk and planning tests...thinking like real users...implementing exploratory, black box, white box, and acceptance testing...getting usable feedback...tracking issues...choosing and creating tools...testing "Docs & Mocks," interfaces, classes, modules, libraries, binaries, services, and infrastructure...reviewing code and refactoring...using test hooks, presubmit scripts, queues, continuous builds, and more. With these techniques, you can transform testing from a bottleneck into an accelerator--and make your whole organization more productive!

The trend of software development is moving towards frequent releases backed up by automated functional testing. Continuous Testing (CT), a key process of DevOps, executes automated end-to-end (UI) as regression testing, frequently on new builds. If all tests pass, the software is ready for a production release. there are test failures, the team must act quickly on the feedback. This book presents a practical approach to implementing real Continuous Testing. Topics include: Why do traditional CI servers, e.g. Jenkins, always fail to manage UI test executions? Set up a BuildWise (free, open-source) CT server to run Selenium tests in minutes Sequential Build, run selected tests on the CT server machine Custom test executions with Rake ParallelBuild, distribute tests to build agents to run them in parallel CT best practices, such as Dynamic Ordering, Auto-Retry, Manual-Retry, . . . , etc. Advice on setting up a parallel testing lab

Are you in charge of your own testing? Do you have the advice you need to advance your test approach? "Dear Evil Tester" contains advice about testing that you won't hear anywhere else. "Dear Evil Tester" is a three pronged publication designed to: -provoke not placate, -make you react rather than relax, -help you laugh not languish. Starting gently with the laugh out loud Agony Uncle answers originally published in 'The Testing Planet'. "Dear Evil Tester" then provides new answers, to never before published questions, that will hit your beliefs where they change. Before presenting you with essays that will help you unleash your own inner Evil Tester. With advice on automating, communication, talking at conferences, psychotherapy for testers, exploratory testing, tools, technical testing, and more. Dear Evil Tester randomly samples the Software Testing stomping ground before walking all over it. "Dear Evil Tester" is a revolutionary testing book for the mind which shows you an alternative approach to testing built on responsibility, control and laughter. Read what our early reviewers had to say: "Wonderful stuff there. Real deep." Rob Sabourin, @RobertASabourin Author of "I Am a Bug" "The more you know about software testing, the more you will find to amuse you." Dot Graham, @dorothygraham Author of "Experiences of Test Automation" "Laugh-out-loud episodes" Paul Gerrard, @paul_gerrard Author of "The Tester's Pocketbook" "A great read for every Tester." Andy Glover, @cartoontester Author of "Cartoon Tester"

Agile TestingA Practical Guide for Testers and Agile TeamsPearson Education

Explore It!
Practical Security for Agile and DevOps
User Stories Applied
Exploratory Software Testing
The Agile Testing Collection

An Agile Toolkit: An Agile Toolkit
An Empirical Evaluation of Agile Practice

For those considering Extreme Programming, this book provides no-nonsense advice on agile planning, development, delivery, and management taken from the authors' many years of experience. While plenty of books address the what and why of agile development, very few offer the information users can apply directly. With Acceptance Test-Driven Development (ATDD), business customers, testers, and developers can collaborate to produce testable requirements that help them build higher quality software more rapidly. However, ATDD is still widely misunderstood by many practitioners. ATDD by Example is the first practical, entry-level, hands-on guide to implementing and successfully applying it. ATDD pioneer Markus Gärtner walks readers step by step through deriving the right systems from business users, and then implementing fully automated, functional tests that accurately reflect business requirements, are intelligible to stakeholders, and promote more effective development. Through two end-to-end case studies, Gärtner demonstrates how ATDD can be applied using diverse frameworks and languages. Each case study is accompanied by an extensive set of artifacts, including test automation classes, step definitions, and full sample implementations. These realistic examples illuminate ATDD's fundamental principles, show how ATDD fits into the broader development process, highlight tips from Gärtner's extensive experience, and identify crucial pitfalls to avoid. Readers will learn to Master the thought processes associated with successful ATDD implementation Use ATDD with Cucumber to describe software in ways businesspeople can understand Test web pages using ATDD tools Bring ATDD to Java with the FitNesse wiki-based acceptance test framework Use examples more effectively in Behavior-Driven Development (BDD) Specify software collaboratively through innovative workshops Implement more user-friendly and collaborative test automation Test more cleanly, listen to test results, and refactor tests for greater value If you're a tester, analyst, developer, or project manager, this book offers a concrete foundation for achieving real benefits with ATDD now--and it will help you reap even more value as you gain experience.

How do successful agile teams deliver bug-free, maintainable software—iteration after iteration? The answer is: By seamlessly combining development and testing. On such teams, the developers write testable code that enables them to verify it using various types of automated tests. This approach keeps regressions at bay and prevents "testing crunches"—which otherwise may occur near the end of an iteration—from ever happening. Writing testable code, however, is often difficult, because it requires knowledge and skills that cut across multiple disciplines. In Developer Testing, leading test expert and mentor Alexander Tarlinder presents concise, focused guidance for making new and legacy code far more testable. Tarlinder helps you answer questions like: When have I tested this enough? How many tests do I need to write? What should my tests verify? You'll learn how to design for testability and utilize techniques like refactoring, dependency breaking, unit testing, data-driven testing, and test-driven development to achieve the highest possible confidence in your software. Through practical examples in Java, C#, Groovy, and Ruby, you'll discover what works—and what doesn't. You can quickly begin using Tarlinder's technology-agnostic insights with most languages and toolsets while not getting buried in specialist details. The author helps you adapt your current programming style for testability, make a testing mindset "second nature," improve your code, and enrich your day-to-day experience as a software professional. With this guide, you will Understand the discipline and vocabulary of testing from the developer's standpoint Base developer tests on well-established testing techniques and best practices Recognize code constructs that impact testability Effectively name, organize, and execute unit tests Master the essentials of classic and "mockist-style" TDD Leverage test doubles with or without mocking frameworks Capture the benefits of programming by contract, even without runtime support for contracts Take control of dependencies between classes, components, layers, and tiers Handle combinatorial explosions of test cases, or scenarios requiring many similar tests Manage code duplication when it can't be eliminated Actively maintain and improve your test suites Perform more advanced tests at the integration, system, and end-to-end levels Develop an understanding for how the organizational context influences quality assurance Establish well-balanced and effective testing strategies suitable for agile teams

Uncover surprises, risks, and potentially serious bugs with exploratory testing. Rather than designing all tests in advance, explorers design and execute small, rapid experiments, using what they learned from the last little experiment to inform the next. Learn essential skills of a master explorer, including how to analyze software to discover key points of vulnerability, how to design experiments on the fly, how to hone your observation skills, and how to focus your efforts. Software is full of surprises. No matter how careful or skilled you are, when you create software it can behave differently than you intended. Exploratory testing mitigates those risks. Part 1 introduces the core, essential skills of a master explorer. You'll learn to craft charters to guide your exploration, to observe what's really happening (hint: it's harder than it sounds), to identify interesting variations, and to determine what expected behavior should be when exercising software in unexpected ways. Part 2 builds on that foundation. You'll learn how to explore by varying interactions, sequences, data, timing, and configurations. Along the way you'll see how to incorporate analysis techniques like state modeling, data modeling, and defining context diagrams into your explorer's arsenal. Part 3 brings the techniques back into the context of a software project. You'll apply the skills and techniques in a variety of contexts and integrate exploration into the development cycle from the very beginning. You can apply the techniques in this book to any kind of software. Whether you work on embedded systems, Web applications, desktop applications, APIs, or something else, you'll find this book contains a wealth of concrete and practical advice about exploring your software to discover its capabilities, limitations, and risks.

How to Succeed in an Extreme Testing Environment
Team Guide to Software Testability: Better Software Through Greater Testability
A Practical Guide
A Practical Guide to Acceptance Test-Driven Development
Learning to Thrive with Self-Managing Teams
"Dear Evil Tester"

Make Agile/DevOps Real

Agile is an iterative approach to software development that has rapidly gained popularity in the wider IT industry. For software testers, Agile testing brings many advantages to teams, from increasing overall product quality to providing greater scope for flexibility. Building on the ISTQB Foundation Level Agile Tester syllabus, this book covers Agile principles, methods, techniques and tools in the context of software testing. The book is perfect for software testers interested in the benefits of Agile testing, working in an Agile environment or undertaking the ISTQB Foundation Level Agile Tester exam.

This textbook was written from the perspective of someone who began his software security career in 2005, long before the industry began focusing on it. This is an excellent perspective for students who want to learn about securing application development. After having made all the rookie mistakes, the author realized that software security is a human factors issue rather than a technical or process issue alone. Throwing technology into an environment that expects people to deal with it but failing to prepare them technically and psychologically with the knowledge and skills needed is a certain recipe for bad results. Practical Security for Agile and DevOps is a collection of best practices and effective implementation recommendations that are proven to work. The text leaves the boring details of software security theory out of the discussion as much as possible to concentrate on practical applied software security that is useful to professionals. It is as much a book for students' own benefit as it is for the benefit of their academic careers and organizations. Professionals who are skilled in secure and resilient software development and related tasks are in tremendous demand. This demand will increase exponentially for the foreseeable future. As students integrate the text's best practices into their daily duties, their value increases to their companies, management, community, and industry. The textbook was written for the following readers: Students in higher education programs in business or engineering disciplines AppSec architects and program managers in information security organizations Enterprise architecture teams with a focus on application development Scrum Teams including: Scrum Masters Engineers/developers Analysts Architects Testers DevOps teams Product owners and their management Project managers Application security auditors Agile coaches and trainers Instructors and trainers in academia and private organizations Based on the needs of the educational community, and the software professional, this book takes a unique approach to teaching software testing. It introduces testing concepts that are managerial, technical, and process oriented, using the Testing Maturity Model (TMM) as a guiding framework. The TMM levels and goals support a structured presentation of fundamental and advanced test-related concepts to the reader. In this context, the interrelationships between theoretical, technical, and managerial concepts become more apparent. In addition, relationships between the testing process, maturity goals, and such key players as managers, testers and client groups are introduced. Topics and features: - Process/engineering-oriented text - Promotes the growth and value of software testing as a profession - Introduces both technical and managerial aspects of testing in a clear and precise style - Uses the TMM framework to introduce testing concepts in a systematic, evolutionary way to facilitate understanding - Describes the role of testing tools and measurements, and how to integrate them into the testing process Graduate students and industry professionals will benefit from the book, which is designed for a graduate course in software testing, software quality assurance, or software validation and verification Moreover, the number of universities with graduate courses that cover this material will grow, given the evolution in software development as an engineering discipline and the creation of degree programs in software engineering.

Lean Software Development: An Agile Toolkit Adapting agile practices to your development organization Uncovering and eradicating waste throughout the software development lifecycle Practical techniques for every development manager, project manager, and technical leader Lean software development: applying agile principles to your organization In Lean Software Development, Mary and Tom Poppendieck identify seven fundamental "lean" principles, adapt them for the world of software development, and show how they can serve as the foundation for agile development approaches that work. Along the way, they introduce 22 "thinking tools" that can help you customize the right agile practices for any environment. Better, cheaper, faster software development. You can have all three—if you adopt the same lean principles that have already revolutionized manufacturing, logistics and product development. Iterating towards excellence: software development as an exercise in discovery Managing uncertainty: "decide as late as possible" by building change into the system. Compressing the value stream: rapid development, feedback, and improvement Empowering teams and individuals without compromising coordination Software with integrity: promoting coherence, usability, fitness, maintainability, and adaptability How to "see the whole"—even when your developers are scattered across multiple locations and contractors Simply put, Lean Software Development helps you refocus development on value, flow, and people—so you can achieve breakthrough quality, savings, speed, and business alignment.

Enabling Security in a Continuous Delivery Pipeline

An ISTQB Foundation Level Agile Tester Guide

Agile Practice Guide (Hindi)

More Agile Testing

Agile Testing Foundations

Tips, Tricks, Tours, and Techniques to Guide Test Design

ATDD by Example

A Comprehensive Collection of Agile Testing Best Practices: Two Definitive Guides from Leading Pioneers Janet Gregory and Lisa Crispin haven't just pioneered agile testing, they have also written two of the field's most valuable guidebooks. Now, you can get both guides in one indispensable eBook collection: today's must-have resource for all agile testers, teams, managers, and customers. Combining comprehensive best practices and wisdom contained in these two titles, The Agile Testing Collection will help you adapt agile testing to your environment, systematically improve your skills and processes, and strengthen engagement across your entire development team. The first title, Agile Testing: A Practical Guide for Testers and Agile Teams, defines the agile testing discipline and roles, and helps you choose, organize, and use the tools that will help you the most. Writing from the tester's viewpoint, Gregory and Crispin chronicle an entire agile software development iteration, and identify and explain seven key success factors of agile testing. The second title, More Agile Testing: Learning Journeys for the Whole Team, addresses crucial emerging issues, shares evolved practices, and covers key issues that delivery teams want to learn more about. It offers powerful new insights into continuous improvement, scaling agile testing across teams and the enterprise, overcoming pitfalls of automation, testing in regulated environments, integrating DevOps practices, and testing mobile/embedded and business intelligence systems. The Agile Testing Collection will help you do all this and much more. Customize agile testing processes to your needs, and successfully transition to them Organize agile teams, clarify roles, hire new testers, and quickly bring them up to speed Engage testers in agile development, and help agile team members improve their testing skills Use tests and collaborate with business experts to plan features and guide development Design automated tests for superior reliability and easier maintenance Plan "just enough," balancing small increments with larger feature sets and the entire system Test to identify and mitigate risks, and prevent future defects Perform exploratory testing using personas, tours, and test charters with session- and thread-based techniques Help testers, developers, and operations experts collaborate on shortening feedback cycles with continuous integration and delivery Both guides in this collection are thoroughly grounded in the authors' extensive experience, and supported by examples from actual projects. Now, with both books integrated into a single, easily searchable, and cross-linked eBook, you can learn from their experience even more easily.

Today, even the largest development organizations are turning to agile methodologies, seeking major productivity and quality improvements. However, large-scale agile development is difficult, and publicly available case studies have been scarce. Now, three

agile pioneers at Hewlett-Packard present a candid, start-to-finish insider’s look at how they’ve succeeded with agile in one of the company’s most mission-critical software environments: firmware for HP LaserJet printers. This book tells the story of an extraordinary experiment and journey. Could agile principles be applied to re-architect an enormous legacy code base? Could agile enable both timely delivery and ongoing innovation? Could it really be applied to 400+ developers distributed across four states, three continents, and four business units? Could it go beyond delivering incremental gains, to meet the stretch goal of 10x developer productivity improvements? It could, and it did—but getting there was not easy. Writing for both managers and technologists, the authors candidly discuss both their successes and failures, presenting actionable lessons for other development organizations, as well as approaches that have proven themselves repeatedly in HP’s challenging environment. They not only illuminate the potential benefits of agile in large-scale development, they also systematically show how these benefits can actually be achieved. Coverage includes:

- Tightly linking agile methods and enterprise architecture with business objectives
- Focusing agile practices on your worst development pain points to get the most bang for your buck
- Abandoning classic agile methods that don’t work at the largest scale
- Employing agile methods to establish a new architecture
- Using metrics as a “conversation starter” around agile process improvements
- Leveraging continuous integration and quality systems to reduce costs, accelerate schedules, and automate the delivery pipeline
- Taming the planning beast with “light-touch” agile planning and lightweight long-range forecasting
- Implementing effective project management and ensuring accountability in large agile projects
- Managing tradeoffs associated with key decisions about organizational structure
- Overcoming U.S./India cultural differences that can complicate offshore development
- Selecting tools to support quantum leaps in productivity in your organization
- Using change management disciplines to support greater enterprise agility

An updated edition of the best tips and tools to plan, build, and execute a structured test operation In this update of his bestselling book, Rex Black walks you through how to develop essential tools and apply them to your test project. He helps you master the basic tools, apply the techniques to manage your resources, and give each area just the right amount of attention so that you can successfully survive managing a test project! Offering a thorough review of the tools and resources you will need to manage both large and small projects for hardware and software, this book prepares you to adapt the concepts across a broad range of settings. Simple and effective, the tools comply with industry standards and bring you up to date with the best test management practices and tools of leading hardware and software vendors. Rex Black draws from his own numerous testing experiences-- including the bad ones, so you can learn from his mistakes-- to provide you with insightful tips in test project management. He explores such topics as: Dates, budgets, and quality-expectations versus reality Fitting the testing process into the overall development or maintenance process How to choose and when to use test engineers and technicians, contractors and consultants, and external test labs and vendors Setting up and using an effective and simple bug-tracking database Following the status of each test case The companion Web site contains fifty tools, templates, and case studies that will help you put these ideas into action--fast! This is a comprehensive guide to Scrum for all (team members, managers, and executives). If you want to use Scrum to develop innovative products and services that delight your customers, this is the complete, single-source reference you've been searching for. This book provides a common understanding of Scrum, a shared vocabulary that can be used in applying it, and practical knowledge for deriving maximum value from it.

Agile Testing Essentials
18th International Conference, XP 2017, Cologne, Germany, May 22-26, 2017, Proceedings
Agile Processes in Software Engineering and Extreme Programming

Agile Leadership Toolkit
Managing the Testing Process
Effective Use of Test Execution Tools
Lean Software Development

This book presents the key test design techniques, in line with ISTQB, and explains the why and when of using them, with practical examples and code snippets. How and why the techniques can be combined is covered, as are automated test design methods. Tips and exercises are included throughout the book.

Describes how to structure and build an automated testing regime that will give lasting benefits in the use of test execution tools to automate testing on a medium to large scale. Offers practical advice for selecting the right tool and for implementing automated testing practices within an organization, and presents an extensive collection of case studies and guest chapters reflecting both good and bad experiences in test automation. Useful for recent purchasers of test automation tools, technical managers, vendors, and consultants. The authors are consultant partners in a company that provides consultancy and training in software testing and test automation. Annotation copyrighted by Book News, Inc., Portland, OR
4+ Hours of Video Instruction Agile Testing Essentials LiveLessons is based on fundamental concepts from Lisa Crispin's and Janet Gregory's two best-selling books, Agile Testing: A Practical Guide for Testers and Agile Teams and More Agile Testing: Learning Journeys for the Whole Team . By the end of the course, participants will understand how testing fits into short and frequent delivery cycles and how each team member can contribute to the success of a quality product. Every team member, including testers, programmers, team facilitators, business analysts, designers, product owners and product managers, will find value in this course. Goal: To introduce basic understanding of how agile teams build quality into their product, with the whole team engaged in testing activities throughout the delivery cycle. Testing is critical to the successful delivery of a quality product--not a phase to be executed right before delivery. Approach: Each topic starts with a presentation of the material, assisted with slides and/or a live discussion between Janet and Lisa. Examples are used throughout to help explain the topic, and there is an opportunity for participants to practice different techniques through exercises. After each exercise, Janet and Lisa discuss how they approach the exercise and guide participants in connecting what they've learned with their own teams and projects. Related Content: Lisa Crispin and Janet Gregory are co-authors of More Agile Testing: Learning Journeys for the Whole Team (Addison-Wesley, 2014) and Agile Testing: A Practical Guide for Testers and Agile Teams (Addison-Wesley, 2009), as well as authors and contributors to other software development books. Their book website is www.agiletester.ca . About the Instructors Lisa Crispin has worked as a tester and agile testing coach on awesome agile teams since 2000.

Her peers voted her the Most Influential Agile Testing Professional Person in 2012. Together with Janet, she developed a three-day agile testing training course. Please visit www.lisacrispin.com for her blog, along with links to publications, podcasts and webinars. Follow Lisa on Twitter, [lisacrispin](https://twitter.com/lisacrispin). Janet Gregory is an agile testing coach and process consultant with DragonFire Inc. Janet works with teams to transition to agile development, and teaches agile testing courses and tutorials worldwide. Her peers voted her the Most Influential Agile Testing Professional Person in 2015. For more about Janet's work and her ...

This open access book, published to mark the 15th anniversary of the International Software Quality Institute (ISQI), is intended to raise the profile of software testers and their profession. It gathers contributions by respected software testing experts in order to highlight the state of the art as well as future challenges and trends. In addition, it covers current and emerging technologies like test automation, DevOps, and artificial intelligence methodologies used for software testing, before taking a look into the future. The contributing authors answer questions like: "How is the profession of tester currently changing? What should testers be prepared for in the years to come, and what skills will the next generation need? What opportunities are available for further training today? What will testing look like in an agile world that is user-centered and fast-paced? What tasks will remain for testers once the most important processes are automated?" ISQI has been focused on the education and certification of software testers for fifteen years now, and in the process has contributed to improving the quality of software in many areas. The papers gathered here clearly reflect the numerous ways in which software quality assurance can play a critical role in various areas. Accordingly, the book will be of interest to both professional software testers and managers working in software testing or software quality assurance.

50 Years of Lisp

How to Break Software

Software Test Automation

Agile Testing

Leading Professionals Reveal How They Improve Software

A Process-Oriented Approach

Agile Application Security

This book is open access under a CC BY license. The volume constitutes the proceedings of the 18th International Conference on Agile Software Development, XP 2017, held in Cologne, Germany, in May 2017. The 14 full and 6 short papers presented in this volume were carefully reviewed and selected from 46 submissions. They were organized in topical sections named: improving agile processes; agile in organization; and safety critical software. In addition, the volume contains 3 doctoral symposium papers (from 4 papers submitted). Decades of software testing experience condensed into the most important lessons learned. The world's leading software testing experts lend you their wisdom and years of experience to help you avoid the most common mistakes in testing software. Each lesson is an assertion related to software testing, followed by an explanation or example that shows you the how, when, and why of the testing lesson. More than just tips, tricks, and pitfalls to avoid, Lessons Learned in Software Testing speeds you through the critical testing phase of the software development project without the extensive trial and error it normally takes to do so. The ultimate resource for software testers and developers at every level of expertise, this guidebook features: * Over 200 lessons gleaned from over 30 years of combined testing experience * Tips, tricks, and common pitfalls to avoid by simply reading the book rather than finding out the hard way * Lessons for all key topic areas, including test design, test management, testing strategies, and bug reporting * Explanations and examples of each testing trouble spot help illustrate each lesson's assertion

Agile continues to be the most adopted software development methodology among organizations worldwide, but it generally hasn’t integrated well with traditional security management techniques. And most security professionals aren’t up to speed in their understanding and experience of agile development. To help bridge the divide between these two worlds, this practical guide introduces several security tools and techniques adapted specifically to integrate with agile development. Written by security experts and agile veterans, this book begins by introducing security principles to agile practitioners, and agile principles to security practitioners. The authors also reveal problems they encountered in their own experiences with agile security, and how they worked to solve them. You'll learn how to: Add security practices to each stage of your existing development lifecycle Integrate security with planning, requirements, design, and at the code level Include security testing as part of your team’s effort to deliver working software in each release Implement regulatory compliance in an agile or DevOps environment Build an effective security program through a culture of empathy, openness, transparency, and collaboration

CD-ROM contains: Canned HEAT v.2.0 -- Holodeck Lite v. 1.0.

Learning Journeys for the Whole Team

A Practical Guide to the Most Popular Agile Process

Practical Software Testing

Lessons Learned in Software Testing

Let Over Lambda

How Google Tests Software

Successful software depends as much on scrupulous testing as it does on solid architecture or elegant code. But testing is not a routine process, it's a constant exploration of methods and an evolution of good ideas. Beautiful Testing offers 23 essays from 27 leading testers and developers that illustrate the qualities and techniques that make testing an art. Through personal anecdotes, you'll learn how each of these professionals developed beautiful ways of testing a wide range of products -- valuable knowledge that you can apply to your own projects. Here's a sample of what you'll find inside: Microsoft's Alan Page knows a lot about large-scale test automation, and shares some of his secrets on how to make it beautiful Scott Barber explains why performance testing needs to be a collaborative process, rather than simply an exercise in measuring speed Karen Johnson describes how her professional experience intersected her personal life while testing medical software Rex Black reveals how satisfying stakeholders for 25 years is a beautiful thing Mathematician John D. Cook applies a classic definition of beauty, based on complexity and unity, to testing random number generators All author royalties will be donated to the Nothing But Nets campaign to save lives by preventing malaria, a disease that kills millions of children in Africa each year. This book includes contributions from: Adam Goucher Linda Wilkinson Rex Black Martin Schröder Clint Talbert Scott Barber Kamran Khan Emily Chen Brian Nitz Remko Tronçon Alan Page Neal Norwitz Michelle Levesque Jeffrey Yasskin John D. Cook Murali Nandigama Karen N. Johnson Chris McMahon Jennitta Andrea Lisa Crispin Matt Heusser Andreas Zeller David Schuler Tomasz Kojm Adam Christian Tim Riley Isaac Clerencia

The Agile Software Testing course covers the methodologies and testing approaches but also the techniques and tools used in software testing in agile projects.The first section of this course is on Methodologies and Testing Approaches.Agile software development lifecycles are comprised of short iterations with working software released at the end of each iteration. In this section, you will have overview of agile development and cover some of the different approaches, including Extreme Programming, Scrum, and Kanban. You will learn the key aspects of testing in an agile environment, as well as the skillset that an agile tester should have.More specifically we are going to cover the following: -Agile Software Development Fundamentals which includes Agile Software Development and the Agile Manifesto, The Twelve Principles of the Agile Manifesto, The Whole Team Approach, Early and Frequent Feedback;-Aspects of Agile Approach which includes Extreme Programming (XP), Scrum, Kanban, Collaborative User Stories, Creation of User Stories, Retrospectives, Continuous Integration, Release and Iteration Planning;-Testing in Agile Approaches which includes Agile Testing and Development Activities, Agile Project Work Products, Agile Test Levels, Agile Testing and Configuration Management, Agile and Independent Testing;-Test Status in Agile Projects which includes Communicating Test Status and Product Quality, Managing Risk Regression;-Role and Skills of an Agile Tester which includes Skills of an Agile Tester, Role of an Agile Tester.The second section of this course is on Techniques and Tools.Agile approaches include the complementary techniques of test-driven development, acceptance test- driven development, and behavior-driven developmentIn this section, we will explore the key features of agile testing and how techniques such as black box testing can be applied in agile projects. We will also take a look at various tools that are available to agile testers, everything from task management and tracking tools, to communication and configuration tools.More specifically we are going to cover the following: -Agile Testing and Risk Assessment which includes Test-driven and Behavior-driven Development, Test Levels, A Scrum Tester, Quality Risks in Agile Projects;-Techniques in Agile Projects which includes Estimation of Testing Effort, Test Basis in Agile Projects, Definition of Done, Acceptance Test-driven Development, Functional and Nonfunctional Black Box Test Design, Exploratory Testing;-Tools for Testing in Agile Projects which includes Task Management and Tracking Tools, Communication and Information-sharing Tools, Test Development and Configuration Tools.

For any software developer who has spent days in “integration hell,” cobbling together myriad software components, Continuous Integration: Improving Software Quality and Reducing Risk illustrates how to transform integration from a necessary evil into an everyday part of the development process. The key, as the authors show, is to integrate regularly and often using continuous integration (CI) practices and techniques. The authors first examine the concept of CI and its practices from the ground up and then move on to explore other effective processes performed by CI systems, such as database integration, testing, inspection, deployment, and feedback. Through more than forty CI-related practices using application examples in different languages, readers learn that CI leads to more rapid software development, produces deployable software at every step in the development lifecycle, and reduces the time between defect introduction and detection, saving time and lowering costs. With successful implementation of CI, developers reduce risks and repetitive manual processes, and teams receive better project visibility. The book covers How to make integration a “non-event” on your software development projects How to reduce the amount of repetitive processes you perform when building your software Practices and techniques for using CI effectively with your teams Reducing the risks of late defect discovery, low-quality software, lack of visibility, and lack of deployable software Assessments of different CI servers and related tools on the market The book’s companion Web site, www.integratebutton.com, provides updates and code examples.

In an IT world in which there are differently sized projects, with different applications, differently skilled practitioners, and on-site, off-site, and off-shored development teams, it is impossible for there to be a one-size-fits-all agile development and testing approach. This book provides practical guidance for professionals, practitioners, and researchers faced with creating and rolling out their own agile testing processes. In addition to descriptions of the prominent agile methods, the book provides twenty real-world case studies of practitioners using agile methods and draws upon their experiences to propose your own agile method; whether yours is a small, medium, large, off-site, or even off-shore project, this book provides personalized guidance on the agile best practices from which to choose to create your own effective and efficient agile method.

A Practical Guide for Testers and Agile Teams

A Practical Approach to Large-Scale Agile Development

Agile Testing: A Practical Guide for Testers and Agile Teams

Beautiful Testing

Testing Extreme Programming

Practical Test Design

How HP Transformed LaserJet FutureSmart Firmware

Practical, Proven Tools for Leading and Empowering High-Performing Agile Teams A leader is like a farmer, who doesn’t grow crops by pulling them but instead creates the perfect environment for the crops to grow and thrive. If you lead in organizations that have adopted agile methods, you know it’s crucial to create the right environment for your agile teams. Traditional tools such as Gantt charts, detailed plans, and internal KPIs aren’t adequate for complex and fast-changing markets, but merely trusting employees and teams to self-manage is insufficient as well. In Agile Leadership Toolkit, longtime agile leader Peter Koning provides a practical and invaluable steering wheel for agile leaders and their teams. Drawing on his extensive experience helping leaders drive more value from agile, Koning offers a comprehensive toolkit for continuously improving your environment, including structures, metrics, meeting techniques, and governance for creating thriving teams that build disruptive products and services. Koning thoughtfully explains how to lead agile teams at large scale and how team members fit into both the team and the wider organization. Architect environments that help teams learn, grow, and flourish for the long term Get timely feedback everyone can use to improve Co-create goals focused on the customer, not the internal organization Help teams brainstorm and visualize the value of their work to the customer Facilitate team ownership and accelerate team learning Support culture change, and design healthier team habits Make bigger changes faster This actionable guide is for leaders at all levels—whether you’re supervising your first agile team, responsible for multiple teams, or lead the entire company. Register your book for convenient access to downloads, updates, and/or corrections as they become available. See inside book for details.

Testability is a vital property of modern software. It enables software teams to make changes rapidly and safely with clear feedback loops to understand the impact of changes. When your product is testable, it is more likely to meet all of your customer’s needs. If you want to drive improvements in both speed and agility, testability is the fuel you need to deliver modern software.

Agile Practice Guide – First Edition has been developed as a resource to understand, evaluate, and use agile and hybrid agile approaches. This practice guide provides guidance on when, where, and how to apply agile approaches and provides practical tools for practitioners and organizations wanting to increase agility. This practice guide is aligned with other PMI standards, including A Guide to the Project Management Body of Knowledge (PMBOK® Guide) – Sixth Edition, and was developed as the result of collaboration between the Project Management Institute and the Agile Alliance.

Let Over Lambda is one of the most hardcore computer programming books out there. Starting with the fundamentals, it describes the most advanced features of the most advanced language: Common Lisp. Only the top percentile of programmers use lisp and if you can understand this book you are in the top percentile of lisp programmers. If you are looking for a dry coding manual that re-hashes common-sense techniques in whatever langue du jour, this book is not for you. This book is about pushing the boundaries of what we know about programming. While this book teaches useful skills that can help solve your programming problems today and now, it has also been designed to be entertaining and inspiring. If you have ever wondered what lisp or even programming itself is really about, this is the book you have been looking for.

Testing in Scrum

Agile Software Testing

A Context-Driven Approach

A Practical Guide to Testing

The Agile Testi Coll ePub_1

Reduce Risk and Increase Confidence with Exploratory Testing

The Art of Agile Development

Janet Gregory and Lisa Crispin pioneered the agile testing discipline with their previous work, Agile Testing. Now, in More Agile Testing, they reflect on all they’ve learned since. They address crucial emerging issues, share evolved agile practices, and cover key issues agile testers have asked to learn more about. Packed with new examples from real teams, this insightful guide offers detailed information about adapting agile testing for your environment; learning from experience and continually improving your test processes; scaling agile testing across teams; and overcoming the pitfalls of automated testing. You’ll find brand-new coverage of agile testing for the enterprise, distributed teams, mobile/embedded systems, regulated environments, data warehouse/BI systems, and DevOps practices. You’ll come away understanding

- How to clarify testing activities within the team
- Ways to collaborate with business experts to identify valuable features and deliver the right capabilities
- How to design automated tests for superior reliability and easier maintenance
- How agile team members can improve and expand their testing skills
- How to plan “just enough,” balancing small increments with larger feature sets and the entire system
- How to use testing to identify and mitigate risks associated with your current agile processes and to prevent defects
- How to address challenges within your product or organizational context
- How to perform exploratory testing using “personas” and “tours”

Exploratory testing approaches that engage the whole team, using test charters with session- and thread-based techniques

- How to bring new agile testers up to speed quickly—without overwhelming them

Janet Gregory is founder of DragonFire Inc., an agile quality process consultancy and training firm.

Her passion is helping teams build quality systems. For almost fifteen years, she has worked as a coach and tester, introducing agile practices into companies of all sizes and helping users and testers understand their agile roles. She is a frequent speaker at agile and testing software conferences, and is a major contributor to the agile testing community. Lisa Crispin, an experienced agile testing practitioner and coach, regularly leads conference workshops on agile testing and contributes frequently to agile software publications. She enjoys collaborating as part of an awesome agile team to produce quality software. Since 1982, she has worked in a variety of roles on software teams, in a wide range of industries. She joined her first agile team in 2000 and continually learns from other teams and practitioners.

Thoroughly reviewed and eagerly anticipated by the agile community, User Stories Applied offers a requirements process that saves time, eliminates rework, and leads directly to better software. The best way to build software that meets users' needs is to begin with "user stories": simple, clear, brief descriptions of functionality that will be valuable to real users. In User Stories Applied, Mike Cohn provides you with a front-to-back blueprint for writing these user stories and weaving them into your development lifecycle. You'll learn what makes a great user story, and what makes a bad one. You'll discover practical ways to gather user stories, even when you can't speak with your users. Then, once you've compiled your user stories, Cohn shows how to organize them, prioritize them, and use them for planning, management, and testing. User role modeling: understanding what users have in common, and where they differ Gathering stories: user interviewing, questionnaires, observation, and workshops Working with managers, trainers, salespeople and other "proxies" Writing user stories for acceptance testing Using stories to prioritize, set schedules, and estimate release costs Includes end-of-chapter practice questions and exercises User Stories Applied will be invaluable to every software developer, tester, analyst, and manager working with any agile method: XP, Scrum... or even your own home-grown approach.

Testing is a cornerstone of XP, as tests are written for every piece of code before it is programmed. This workbook helps testers learn XP, and XP devotees learn testing. This new book defines how an XP tester can optimally contribute to a project, including what testers should do, when they should do it, and how they should do it.

Get past the myths of testing in agile environments - and implement agile testing the RIGHT way. * * For everyone concerned with agile testing: developers, testers, managers, customers, and other stakeholders. * Covers every key issue: Values, practices, organizational and cultural challenges, collaboration, metrics, infrastructure, documentation, tools, and more. * By two of the world's most experienced agile testing practitioners and consultants. Software testing has always been crucial, but it may be even more crucial in agile environments that rely heavily on repeated iterations of software capable of passing tests. There are, however, many myths associated with testing in agile environments. This book helps agile team members overcome those myths -- and implement testing that truly maximizes software quality and value. Long-time agile testers Lisa Crispin and Janet Gregory offer powerful insights for three large, diverse groups of readers: experienced testers who are new to agile; members of newly-created agile teams who aren't sure how to perform testing or work with testers; and test/QA managers whose development teams are implementing agile. Readers will learn specific agile testing practices and techniques that can mean the difference between success and failure; discover how to transition 'traditional' test teams to agile; and learn how to integrate testers smoothly into agile teams. Drawing on extensive experience, the authors illuminate topics ranging from culture to test planning to automated tools. They cover every form of testing: business-facing tests, technology-facing tests, exploratory tests, context-driven and scenario tests, load, stability, and endurance tests, and more. Using this book's techniques, readers can improve the effectiveness and reduce the risks of any agile project or initiative.

Developer Testing

Essential Scrum

Practical Tools and Techniques for Managing Hardware and Software Testing

Continuous Integration

Practical Continuous Testing

For Agile Software Development