Bringing QA Into the Agile Process

SCQAA Meeting – 2/17/09

Your Speaker: Paul Hodgetts

- Team coach, trainer, consultant, developer
- Founder and CEO of Agile Logic (Fullerton)
- 26 years overall, 10 years agile experience
- Certified Scrum Trainer
- Worked with a lot of “enterprise” teams
- Author (Extreme Programming Perspectives)
- Speaker at conferences (Agile 200x, SD East/West, JavaOne)
- Active in Scrum Alliance, Agile Alliance (Program Director)
- Member of CSUF agile advisory board
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Agile Software Development Approach

Agile Security Infrastructure

Agile Requirements Traceability Tool

The Agile Enterprise

Agile SOA Architecture

Agile Requirements Traceability Tool

Key Agile Strategies

Collaborative Whole Teams

Adaptive, Localized Project Management

Iterative/Incremental with Frequent Deliveries

Value-Focused Clear Objectives

Continuous Learning & Improvement

Agile, adj. 1. quick and well-coordinated in movement; nimble. 2. active; lively. 3. marked by an ability to think quickly.
Agile Cycles and QA Activities

Big Batches
- Functionality / "Requirements"
- Development
- Test Cases / Tests
- "Code Complete"
- "Test & Fix" / "Hardening"
- Chaotic / Unpredictable
- Release

Separation
- Test Cases
- Rework Test Cases

Long Cycles
- Early "Stories"
- Prepped Stories
- "Spec" Test Cases
- "Committed" Stories
- Executable Test Cases
- "Velocity"
- "Potentially Shippable"
- "Potentially Shippable"
- Release

Small Batches
- Development
- Testing
- "Test & Fix" / "Hardening"

Integrated
- "Code Complete"
- Chaotic / Unpredictable

Short Cycles
- Early "Stories"
- Initial Test Cases
- "Spec" Test Cases
- Testing for "Done"
Agile Teams and QA People

Product (Project) Team

QA

Dev

Dev
Type and Levels of Testing

Testable System = Well-Designed, Modular Architectures

User Interface Tier

Business Logic Tier

Subsystem

Component / Mechanism

Code

Code

Code

SOA Tier

Type and Levels of Testing

"Surface Area Tests" / Functional Tests / "Acceptance Tests"

Engineering Tests / "Unit Tests"

"Integration Tests"

User Interface Tier

Business Logic Tier

Subsystem

Component / Mechanism

Code

Code

Code

SOA Tier

"-ility Tests"

• Performance
• Scalability
• Security
• Reliability
Key Agile Testing Principles

- Build quality in
- Done means tested
- Testing drives development
- Quality is a team responsibility
- Continuous testing

How to Fail with Agile QA

- “Not enough time” to continuously test
- “Testing debt death spiral”
- Overrunning testing capability
- Slow tests
- Only testers test
- Whole team without enough test skills
- Testing viewed only as the final step
Thoughts? Questions?

Thank You For Attending!

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Agile Process Framework

- **Planning**
  - Feedback
  - Guidance
- **Delivering**

Agile Practice Areas

**Product Management**
- Product Backlog
- Stories
- Stakeholders

**Project Management**
- Release Planning
- Iteration Planning
- Daily Scrums
- Velocity
- Visibility

**Team**
- Collaboration
- Cross-Functional
- Self-Management

**Delivery**
- Engineering
- Testing / TDD
- Continuous Integration

**Organizational**
- Governance / Support
- Enterprise Agile
- Continuous Improvement