AN OVERVIEW OF AGILE TESTING
A Quick Introduction

• Co-Author of “Becoming Agile”
• Executive Vice President at Santeon
• Over 10 years of dev and delivery experience
• Co-founder of International Consortium for Agile
• Masters in Requirements Engineering
• Ph.D in Agile Adoption from Virginia Tech
• Agile Educator, Coach and Consultant
• Frequent Presenter at Conferences
• Program Chair of Agile 2009
Testing

Business Facing

Are we building the right product?

Technology Facing

Are we building the product right?
Testing

- Acceptance Testing
  - Low-fi prototypes

- Unit Testing

- Exploratory Testing
  - UI and Usability Testing

- Performance Testing

Business Facing

Technology Facing

Drives Development

Critique product
public class Calculator
{
  public int Add(int o1, int o2)
  {
    return o1 + o2;
  }
  public int Subtract(int o1, int o2)
  {
    return o1 - o2;
  }
}
Automated Unit Tests

[TestFixture]
public class CalculatorTest
{
    readonly Calculator calculator = new Calculator();
    [Test]
    public void AddsAnyTwoIntegers()
    {
        Assert.AreEqual(3, calculator.Add(1, 2));
    }
    [Test]
    public void SubtractsAnyTwoIntegers()
    {
        Assert.AreEqual(1, calculator.Subtract(2, 1));
    }
}
Mike Cohn’s Testing Pyramid

- **Unit Tests**: Per Code Class / Method
- **Acceptance Tests**: At least one per story (multiple classes together)
- **GUI Tests**: Linking multiple stories together