

Add your Questions to Slido, #test2018

BETTER
FASTER
STRONGER

**DELIVERING HIGH
QUALITY PRODUCTS**

ThoughtWorks®











LEVEL ONE

TESTING DOES NOT IMPROVE QUALITY

**TESTING DOES
NOT IMPROVE QUALITY**





PROCESS

ENGINEERING

BUSINESS

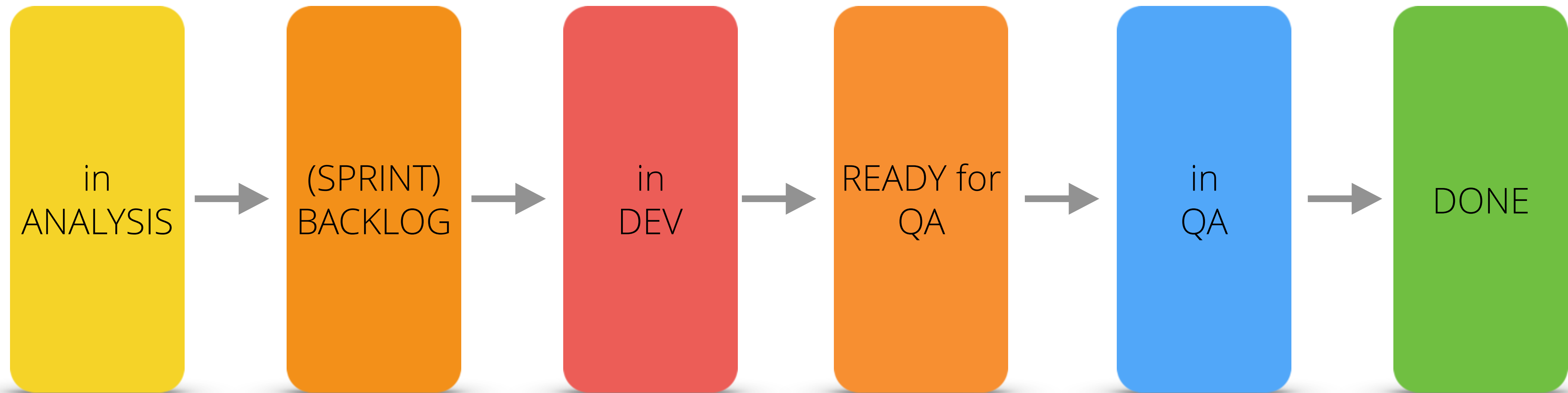
TEAM



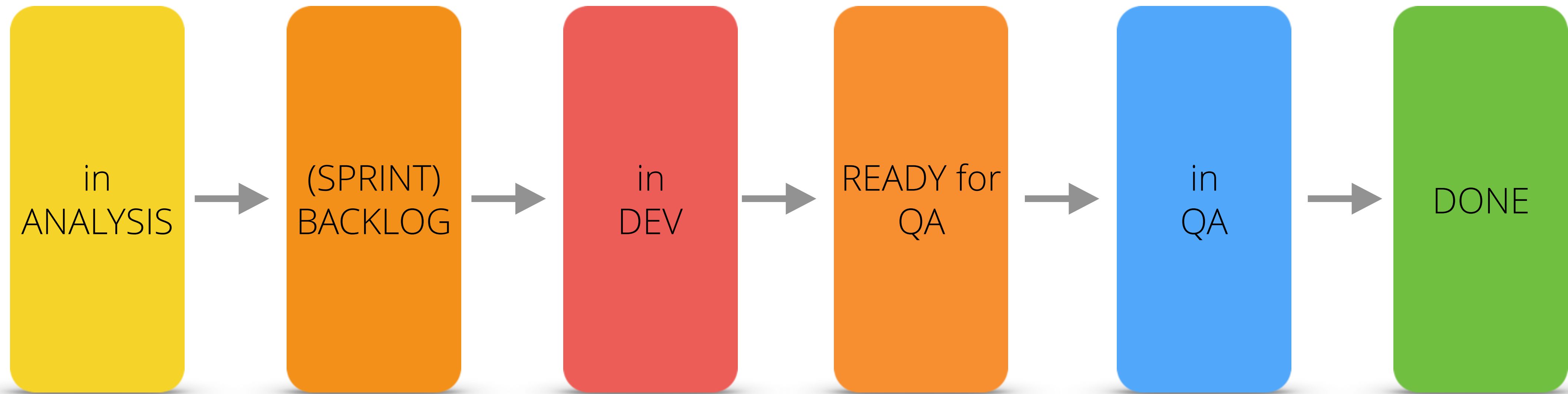
LEVEL TWO

OPTIMISING THE PROCESS

PROCESS

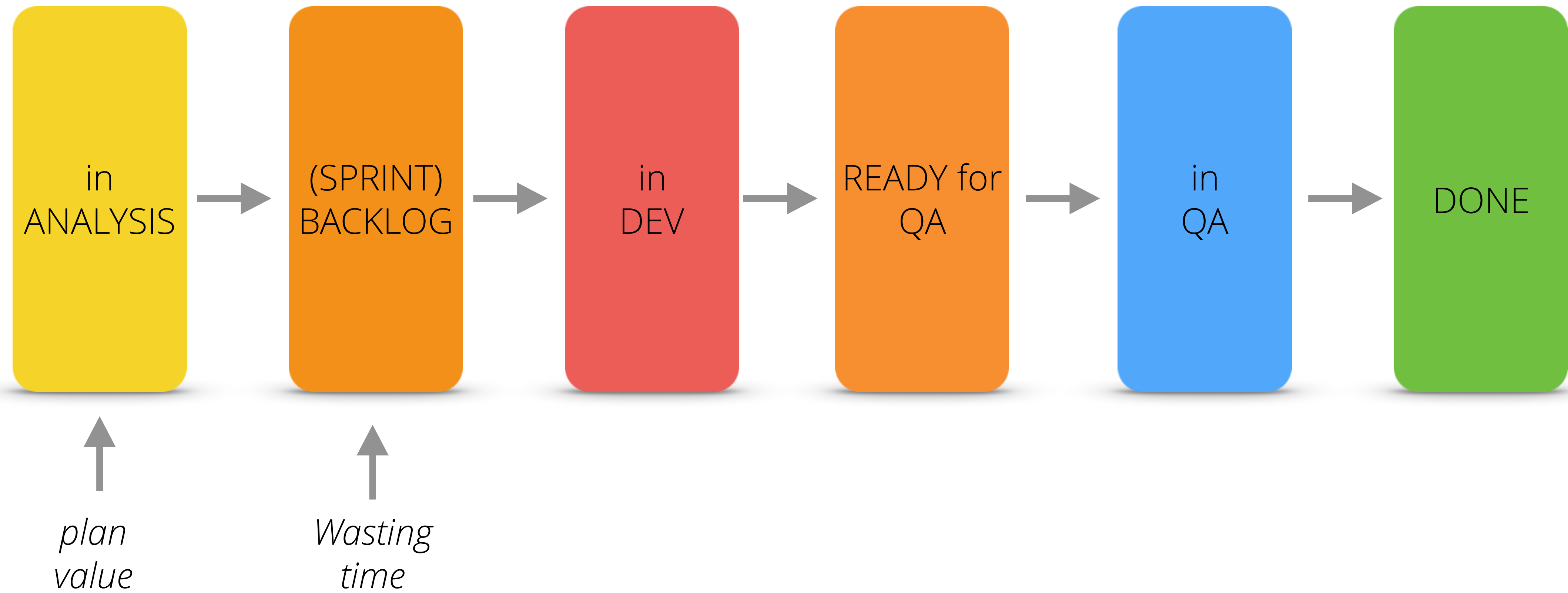


PROCESS

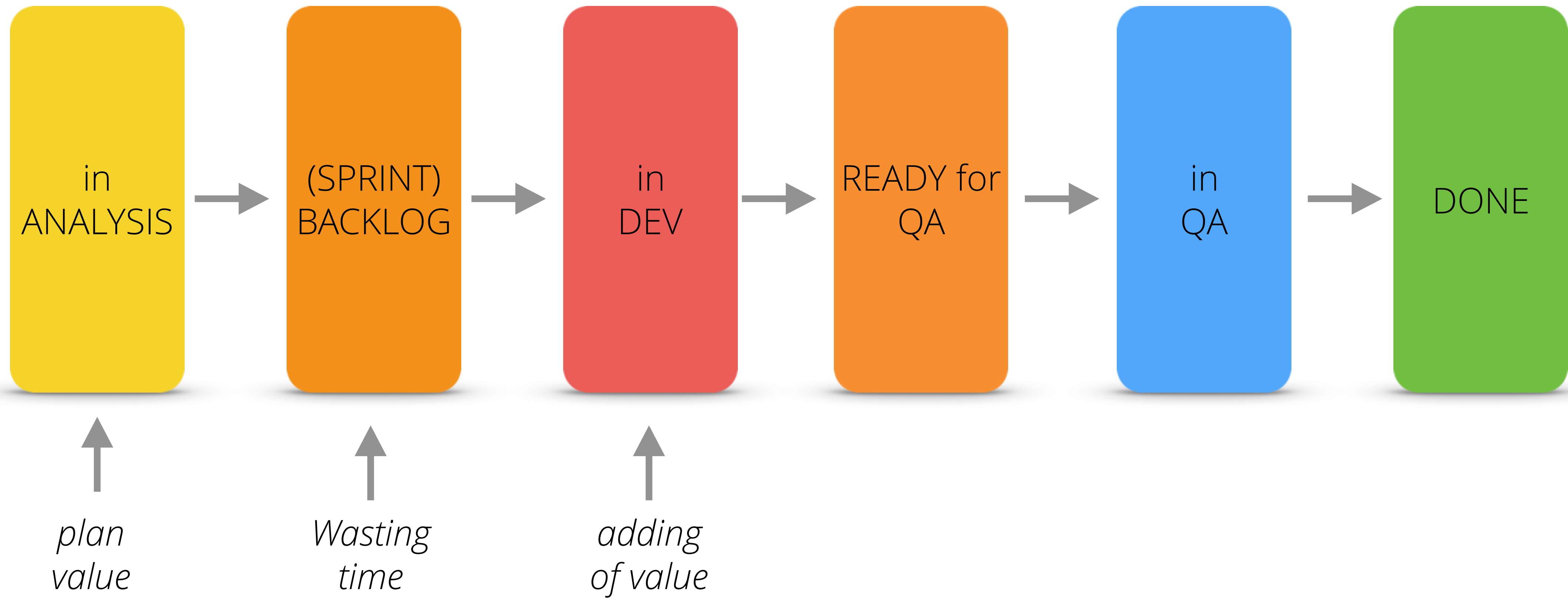


↑
plan value

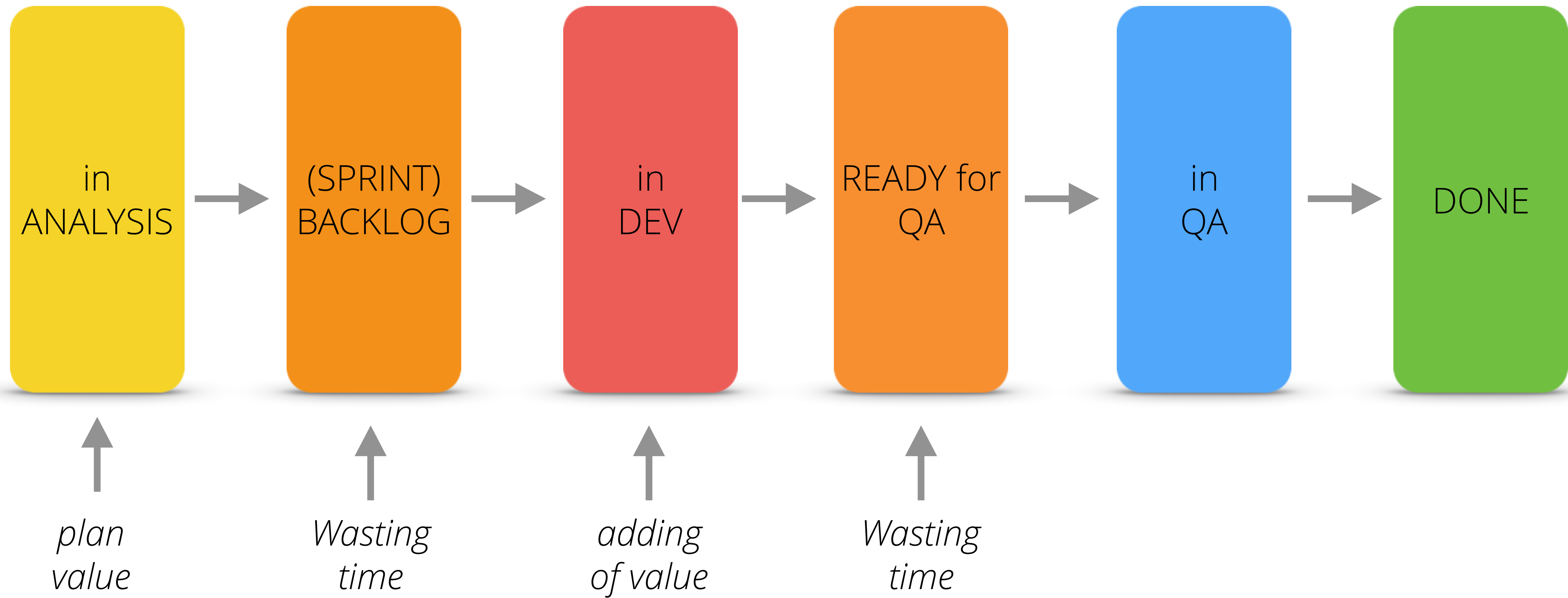
PROCESS



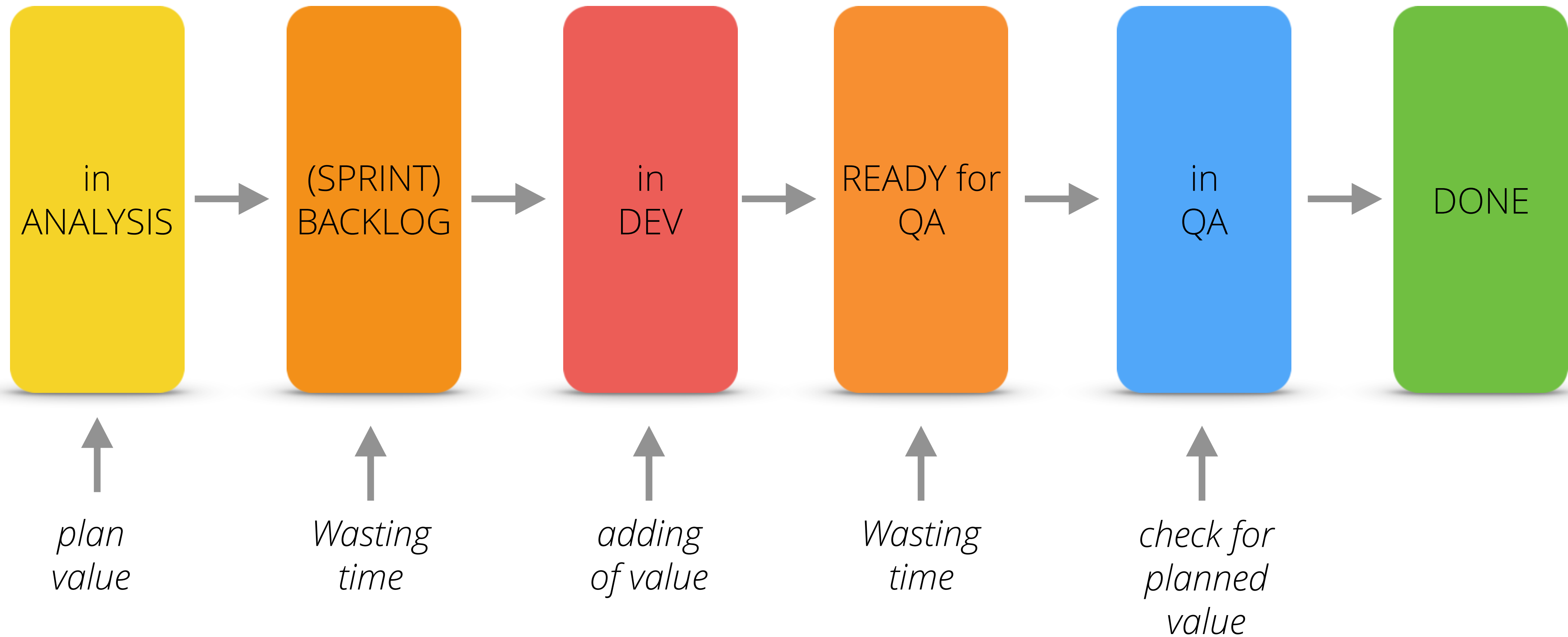
PROCESS



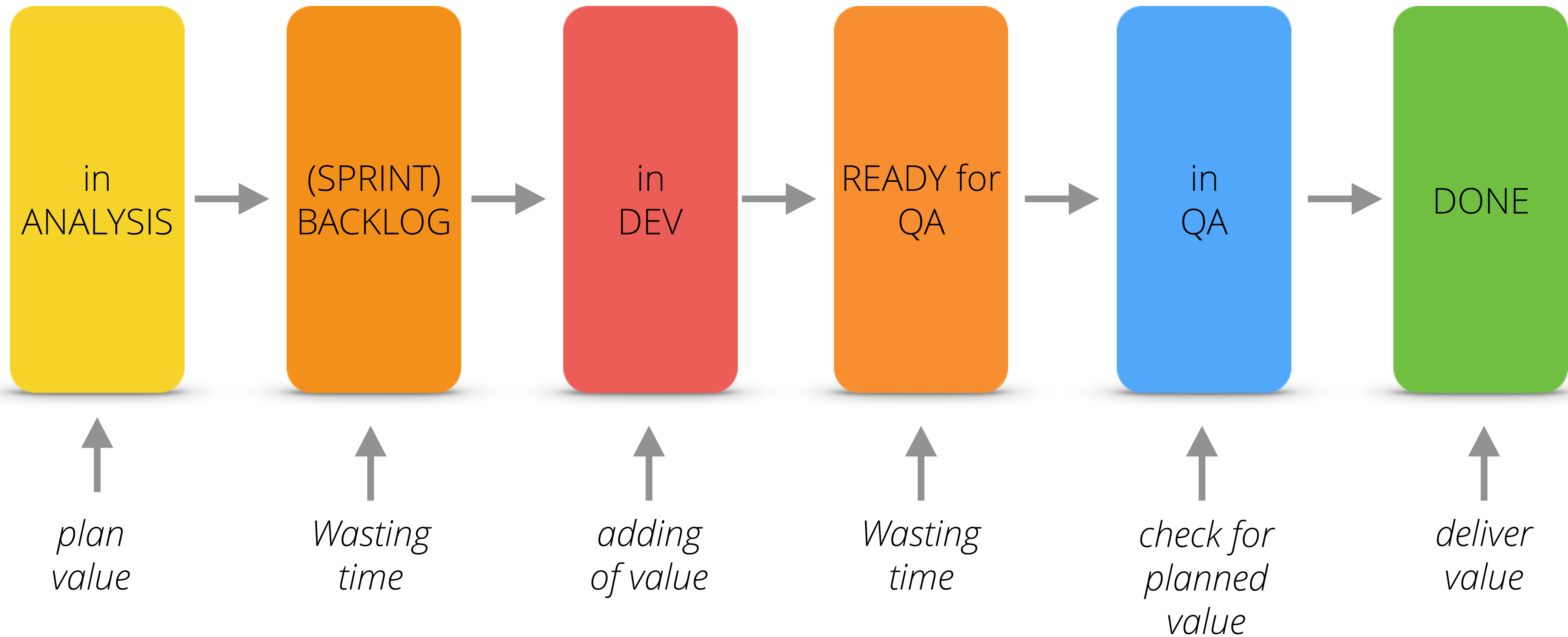
PROCESS



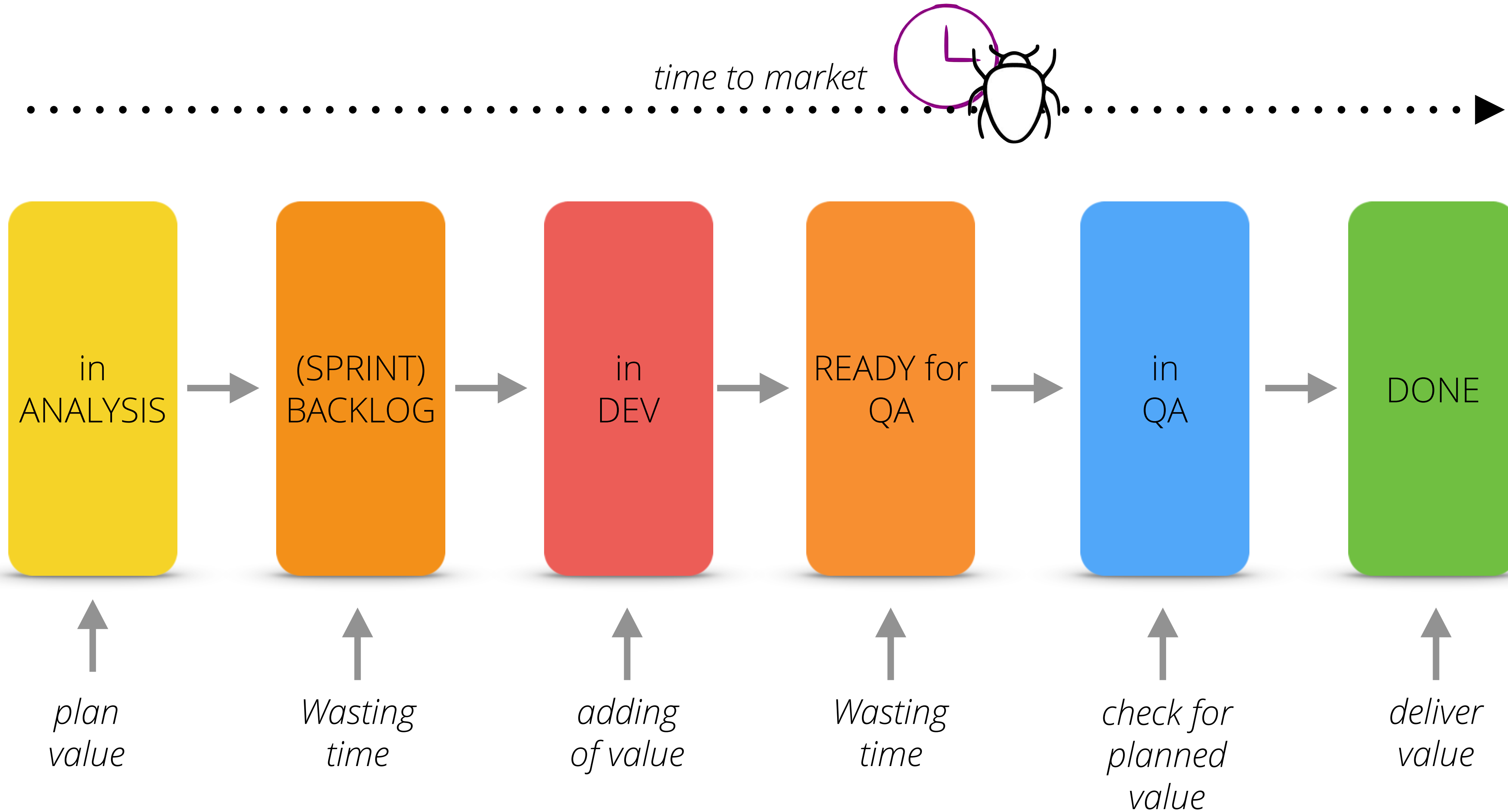
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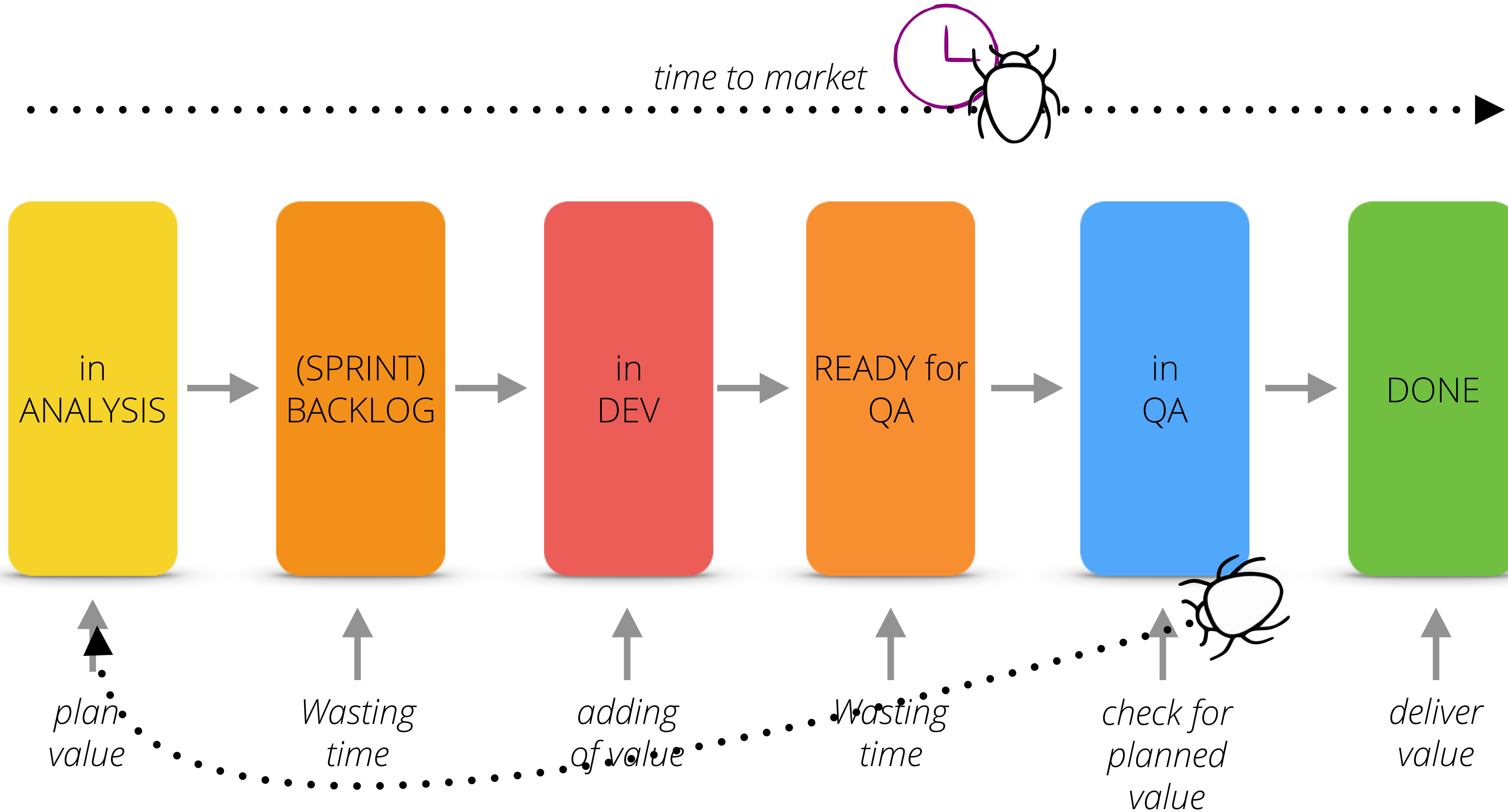
PROCESS



PROCESS

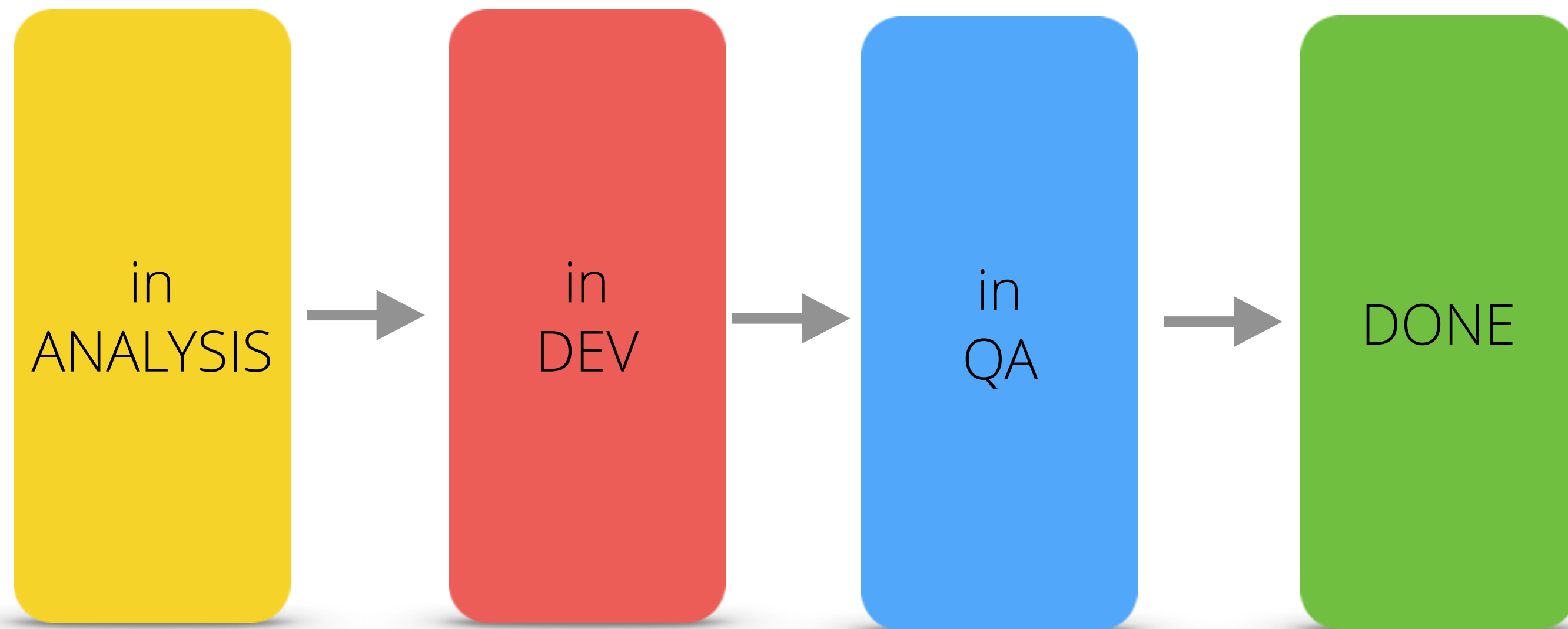


PROCESS



PROCESS

time to market



↑
*plan
value*

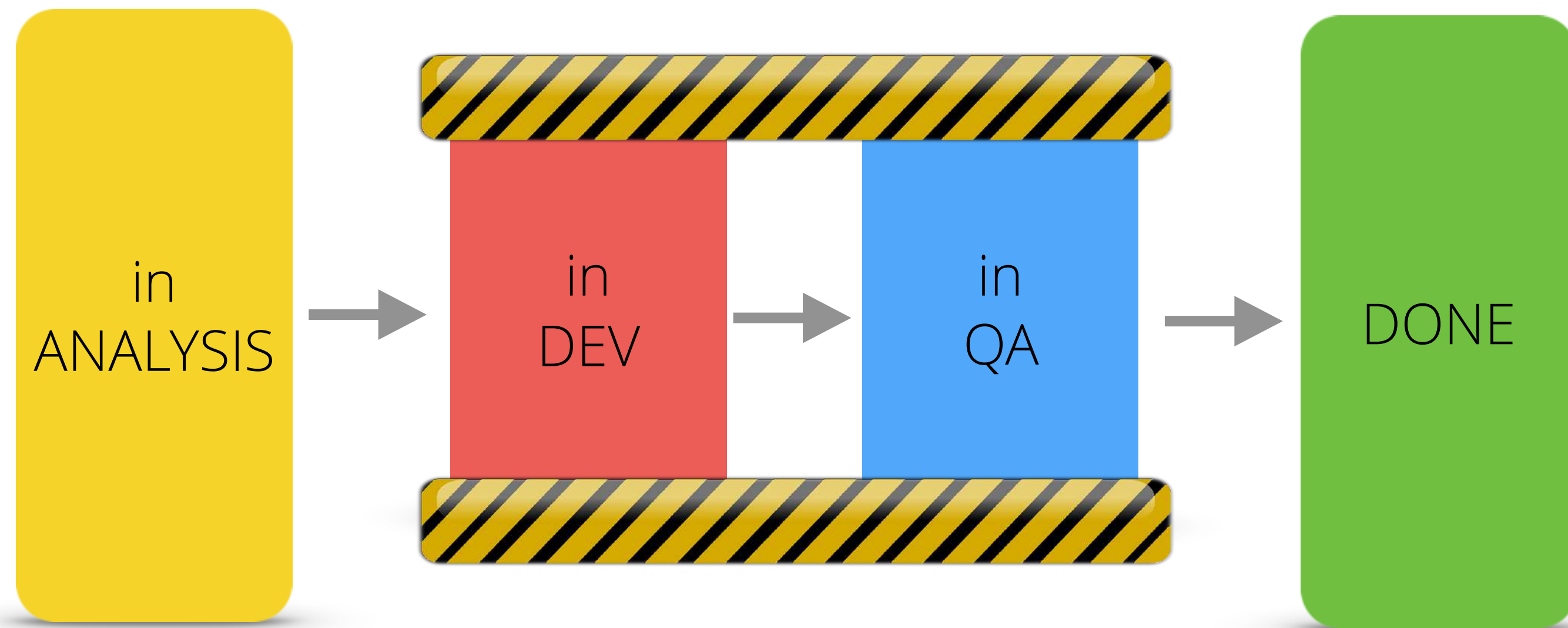
↑
*adding
of value*

↑
*check for
planned
value*

↑
*deliver
value*

PROCESS

time to market



↑
plan value

↑
adding of value

↑
check for planned value

↑
deliver value

TOO MANY THINGS "IN PROGRESS"



LIMITING THINGS "IN PROGRESS"

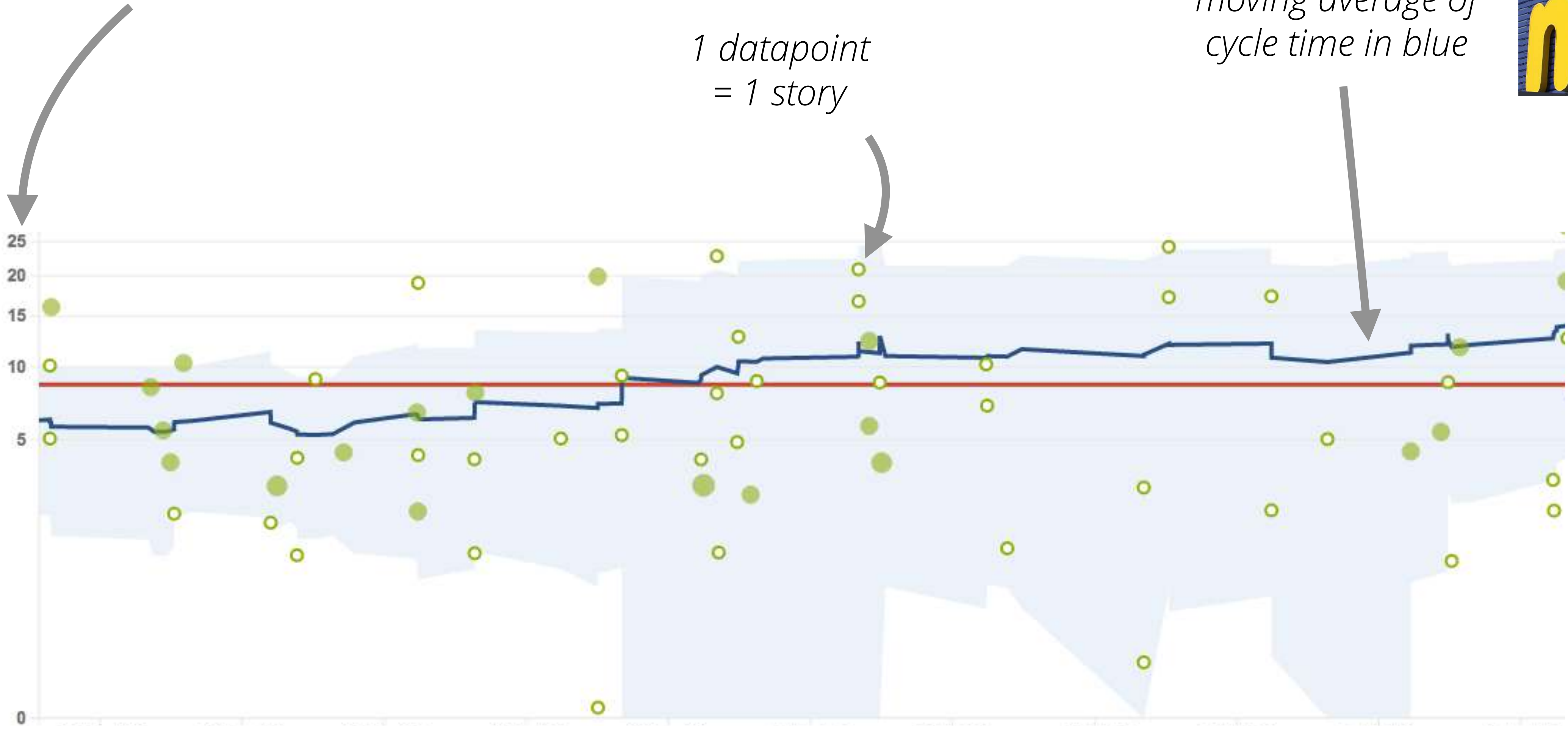




days needed until a story is done

1 datapoint = 1 story

moving average of cycle time in blue



1st month

2nd month

3rd month

4th month

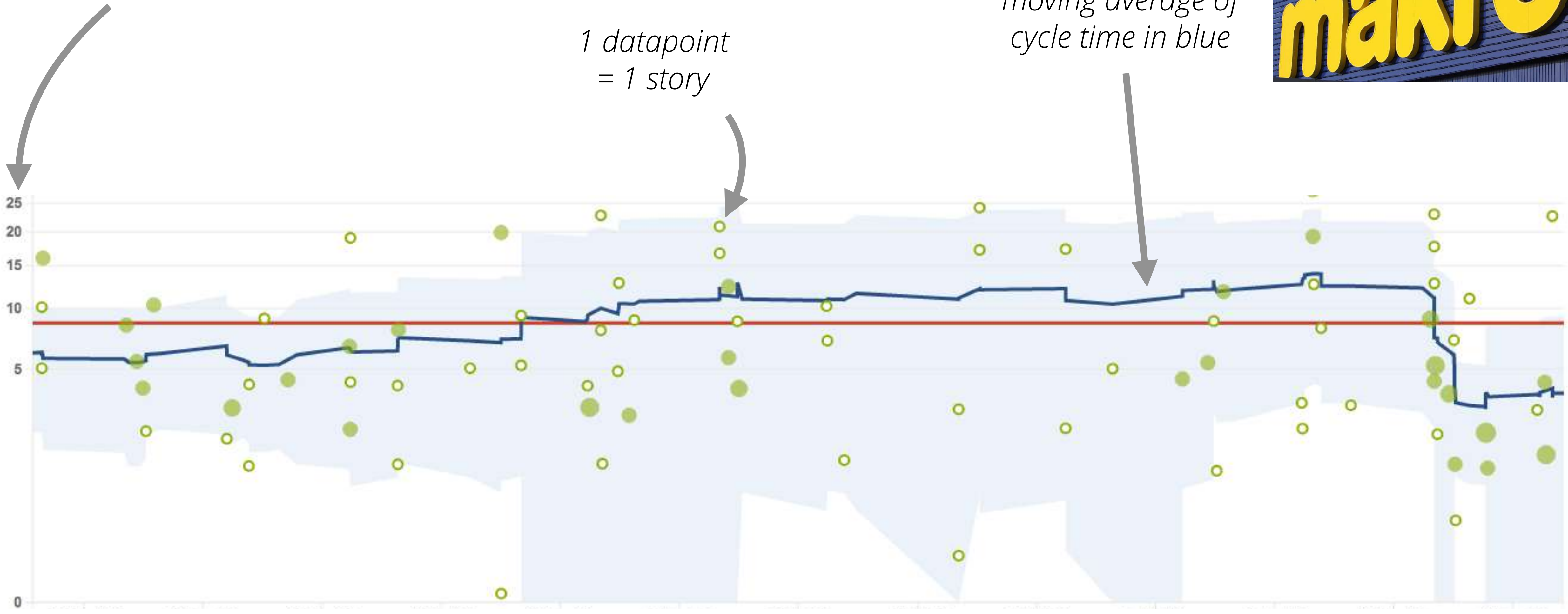
PROCESS



days needed until a story is done

1 datapoint = 1 story

moving average of cycle time in blue

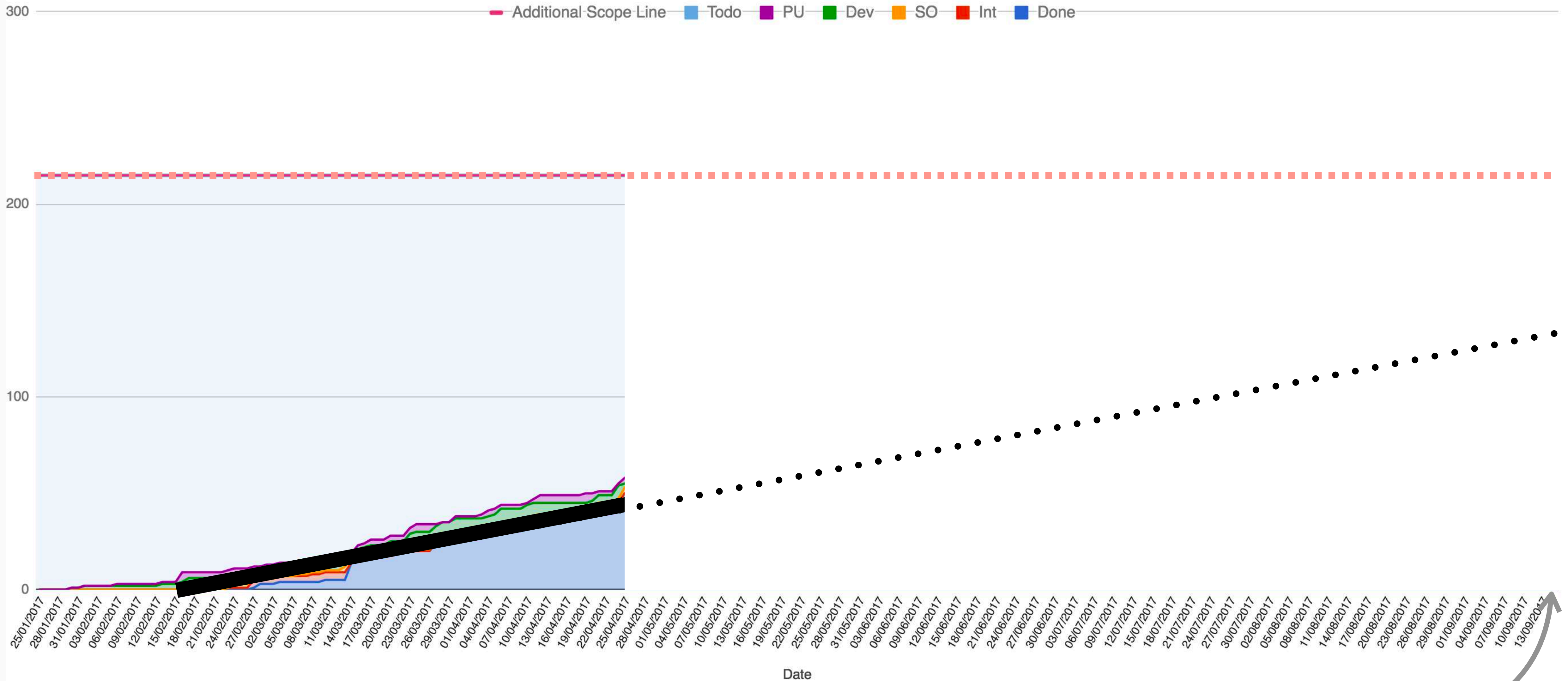


1st month

2nd month

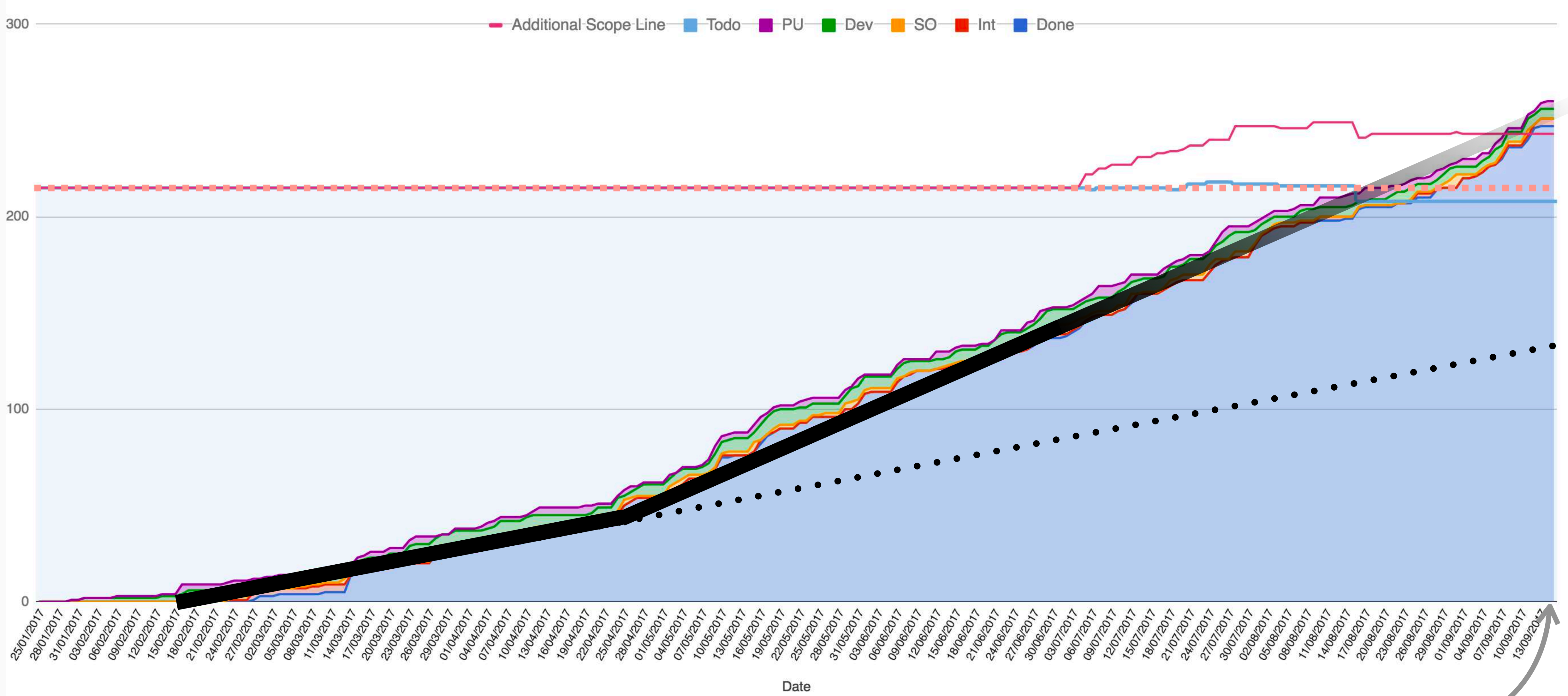
3rd month

4th month



Start in Winter 2017

September: hard deadline



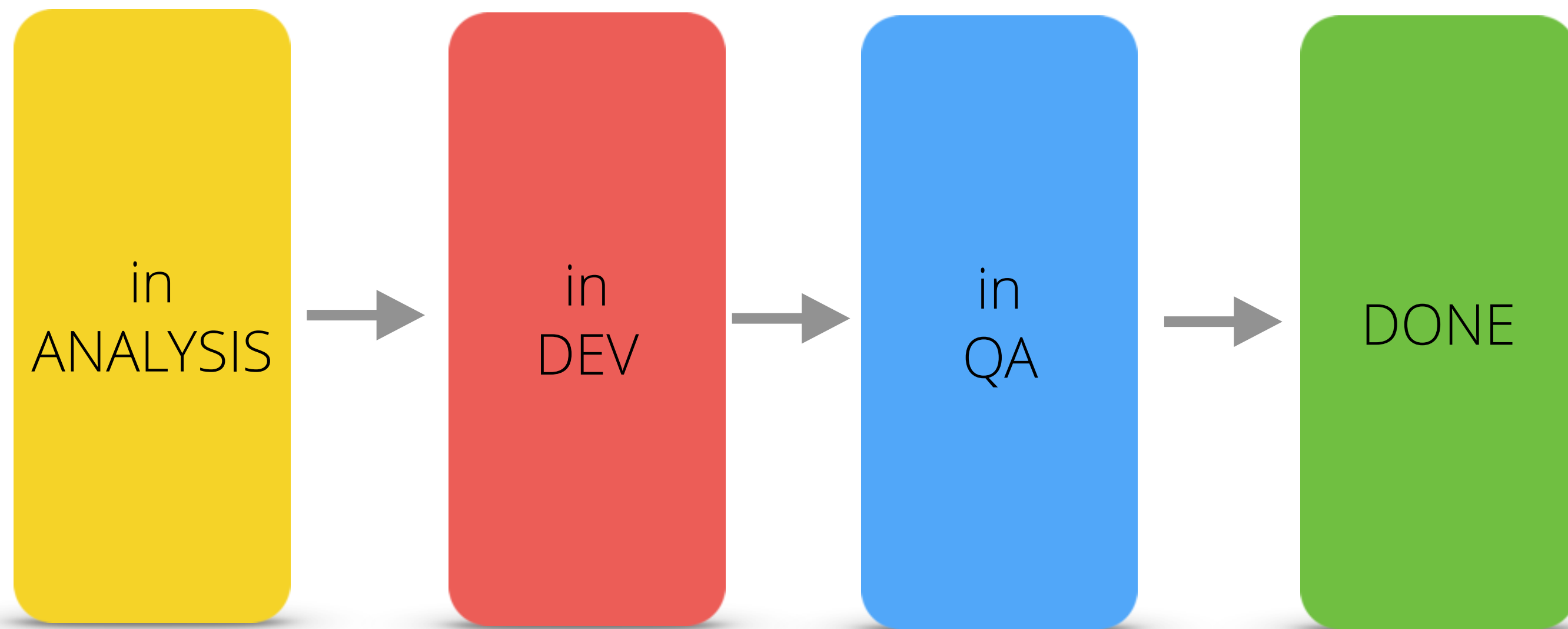
Start in Winter 2017

September: hard deadline

LEVEL THREE

GETTING INVOLVED WITH ENGINEERING

time to market



↑
*plan
value*

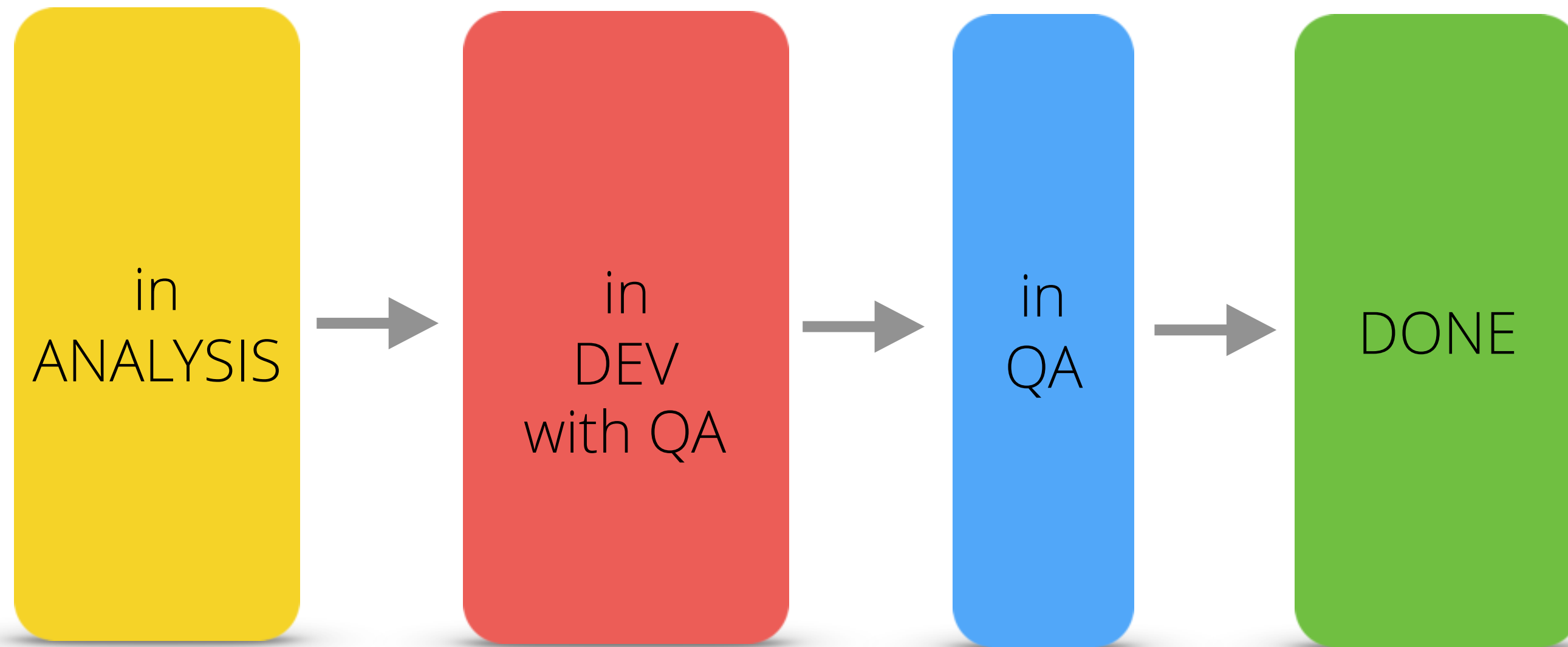
↑
*adding
of value*

↑
*check for
planned
value*

↑
*deliver
value*

ENGINEERING

time to market



↑
plan value

↑
ensured adding of value

↑
check for planned value

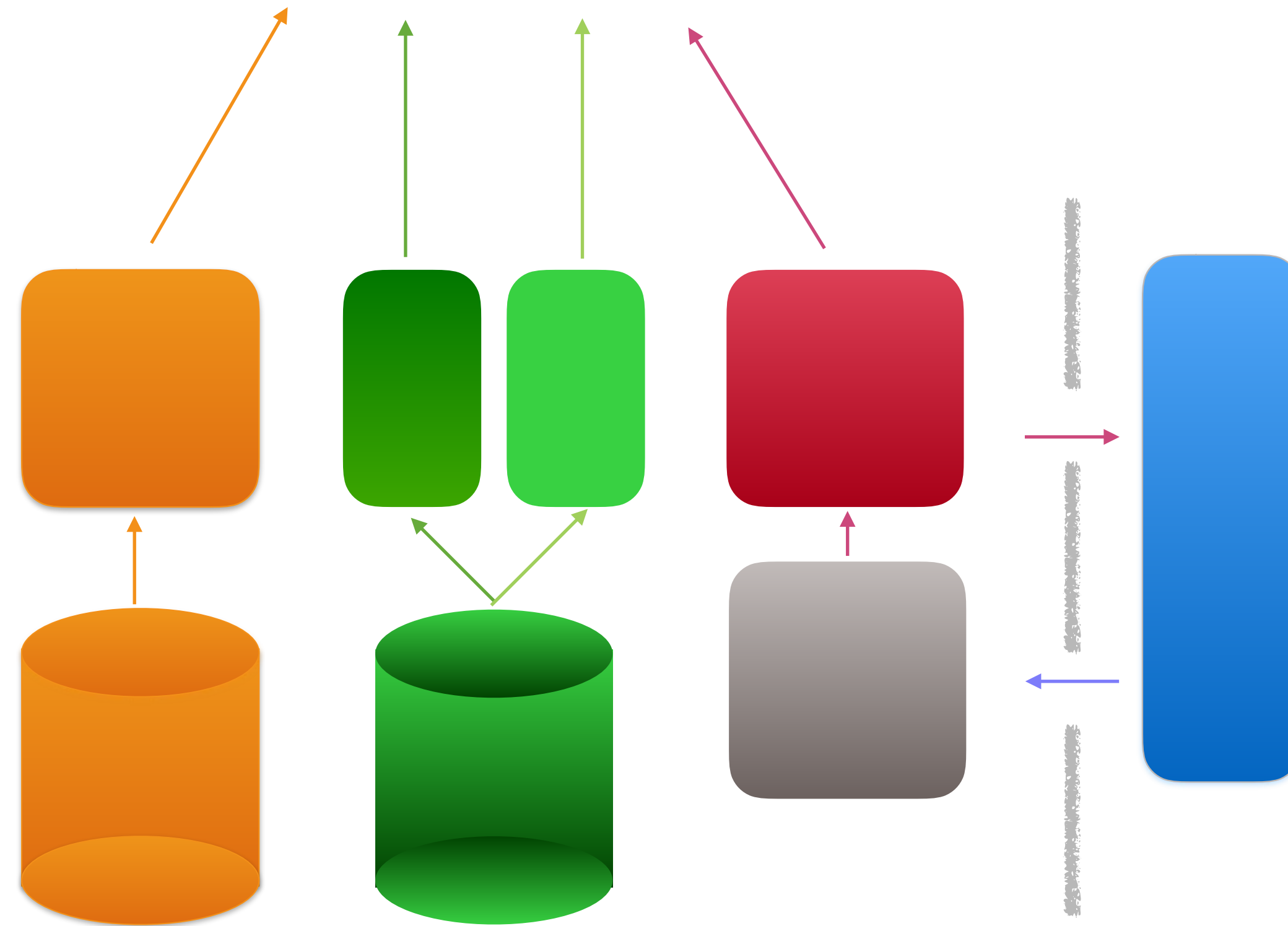
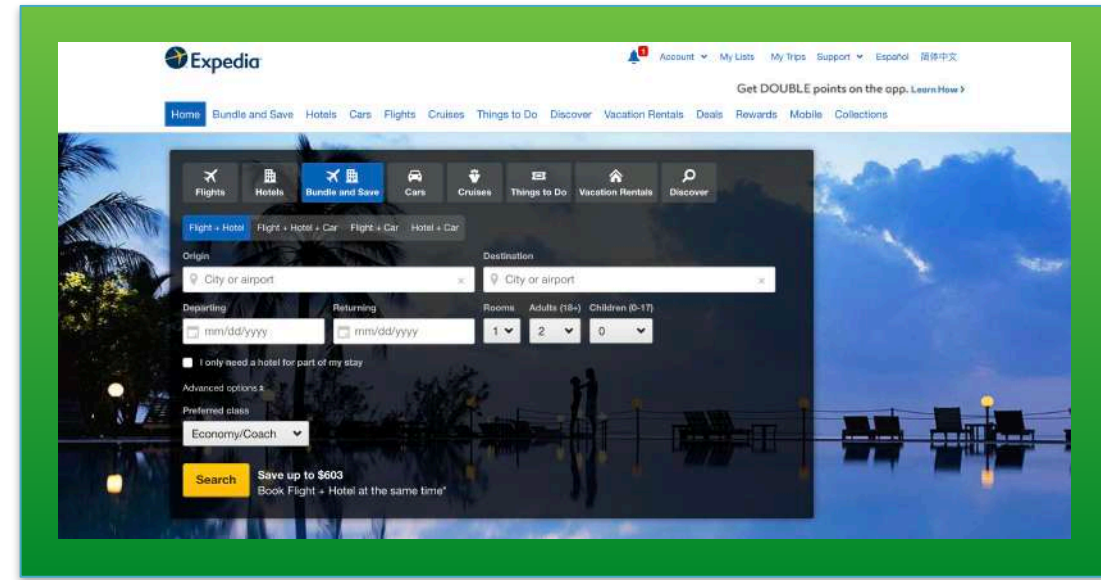
↑
deliver value

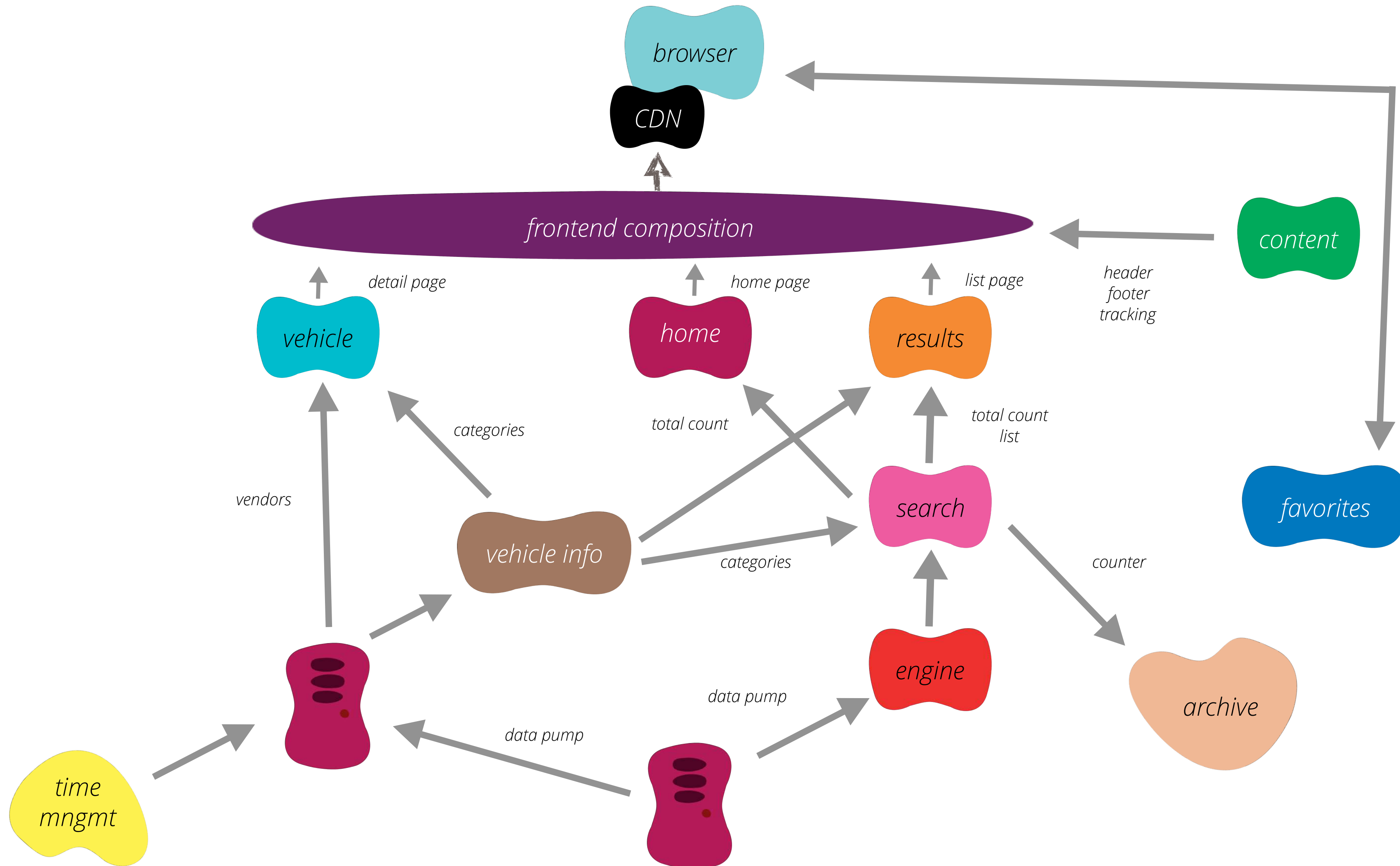
RULE #1: SHIP EVERY COMMIT TO PRODUCTION

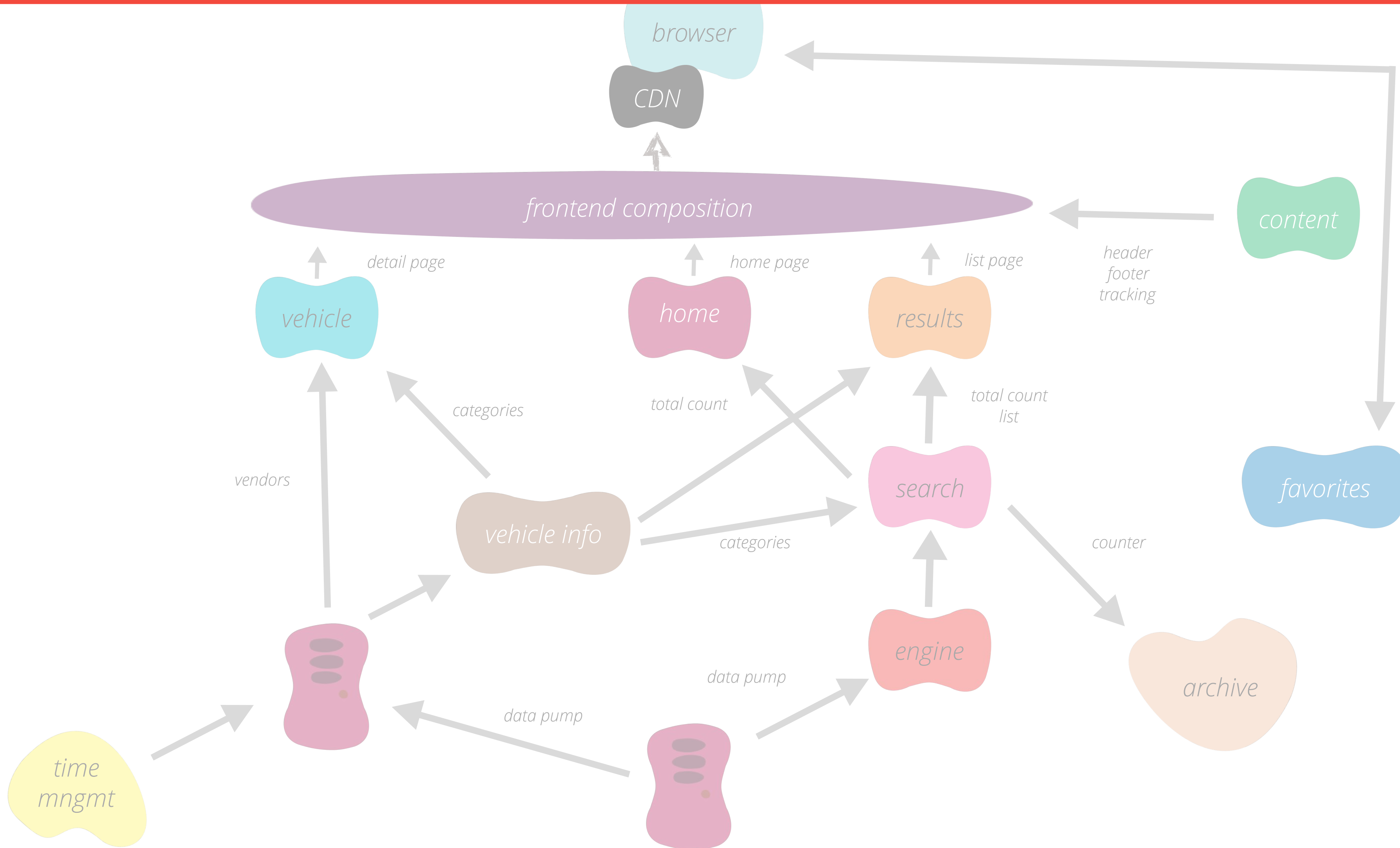


RULE #2: FORWARD ONLY

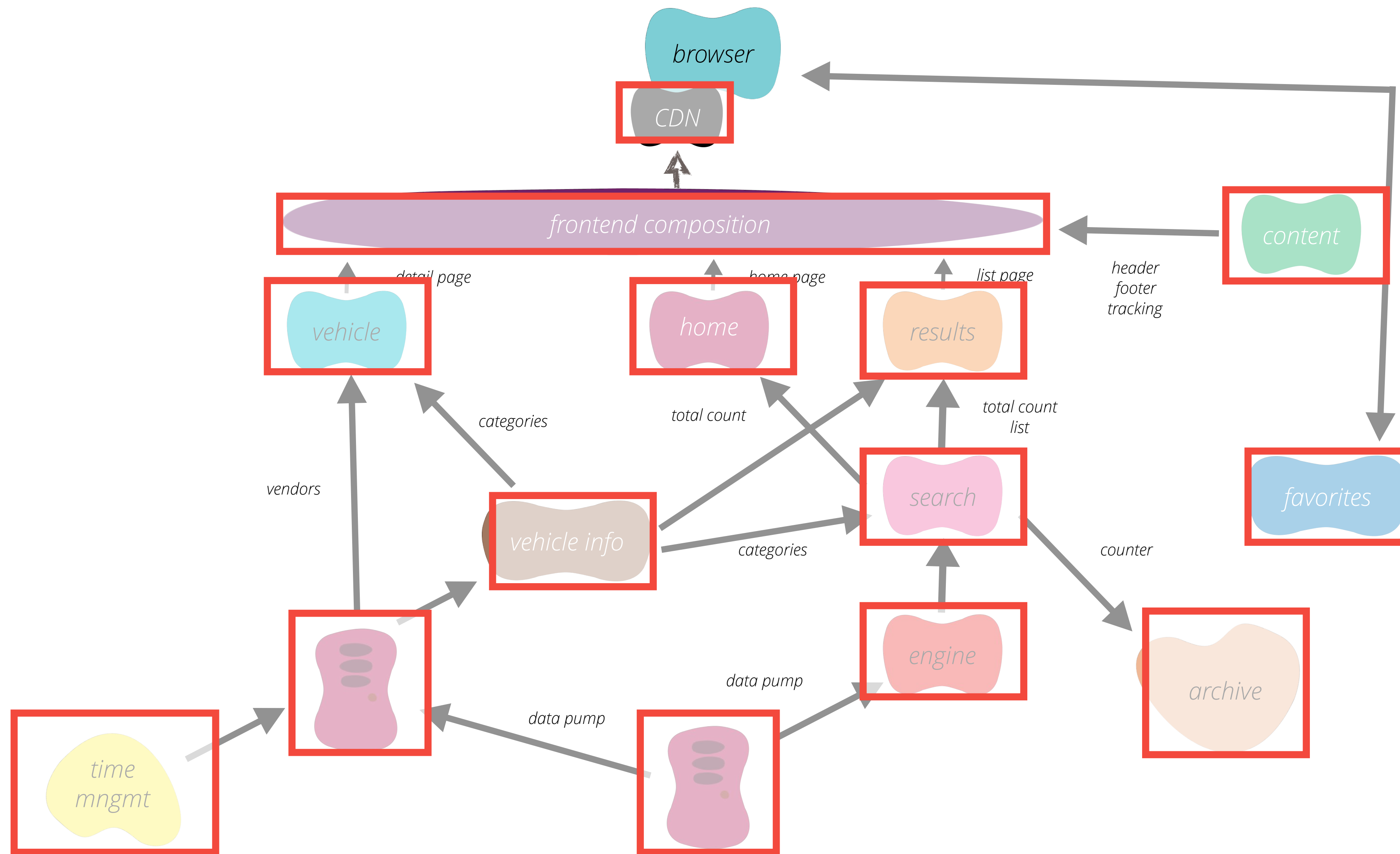


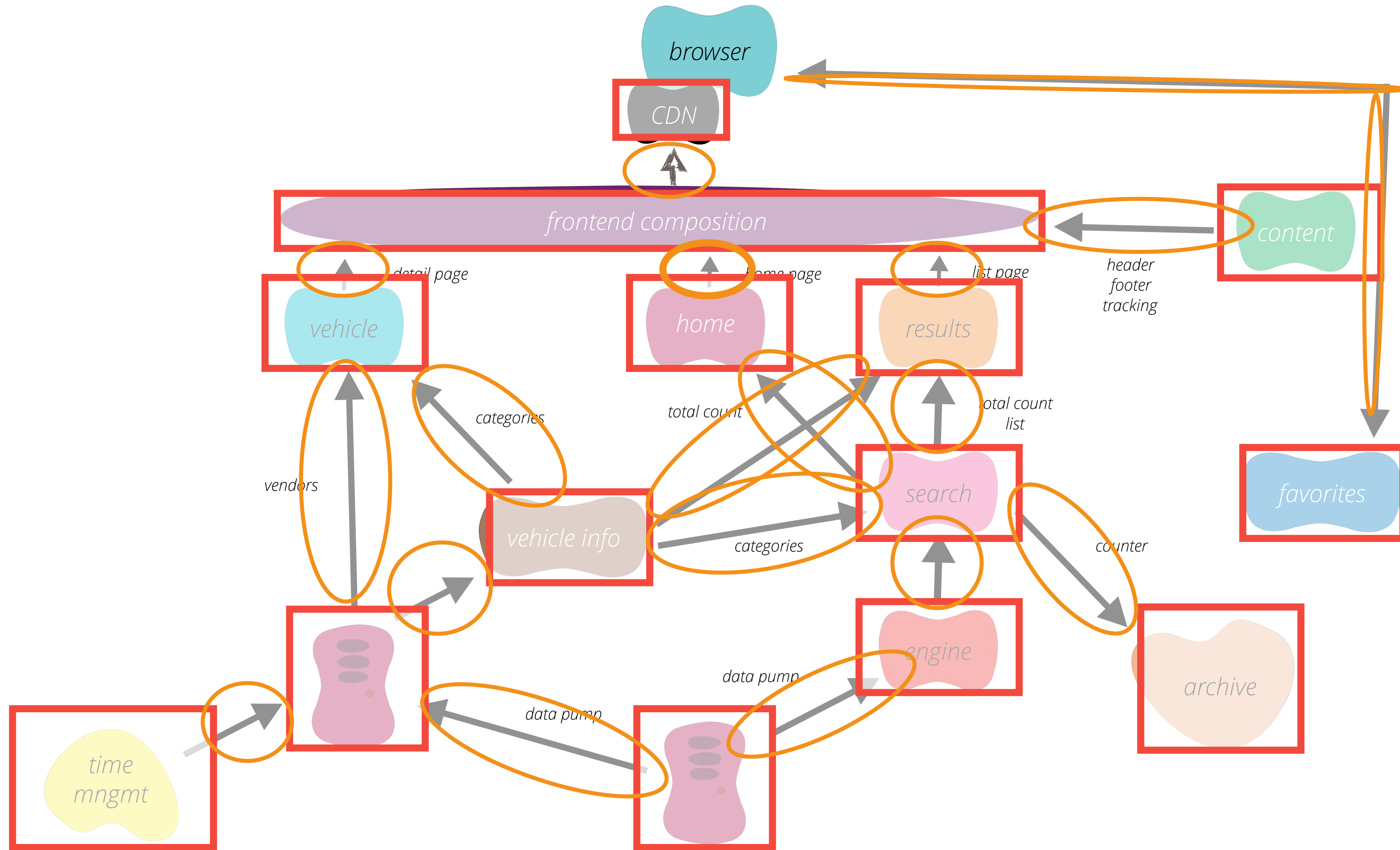


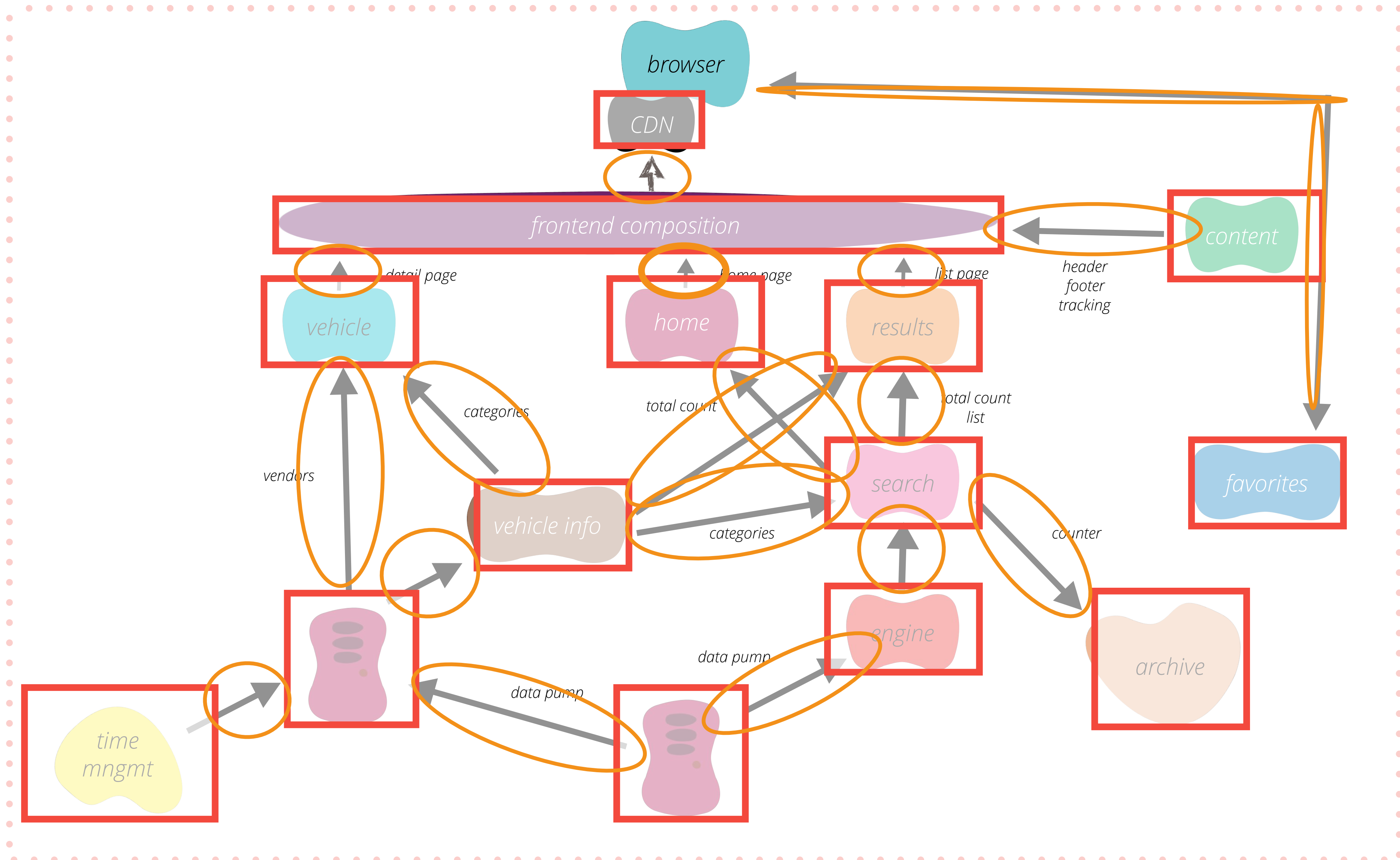


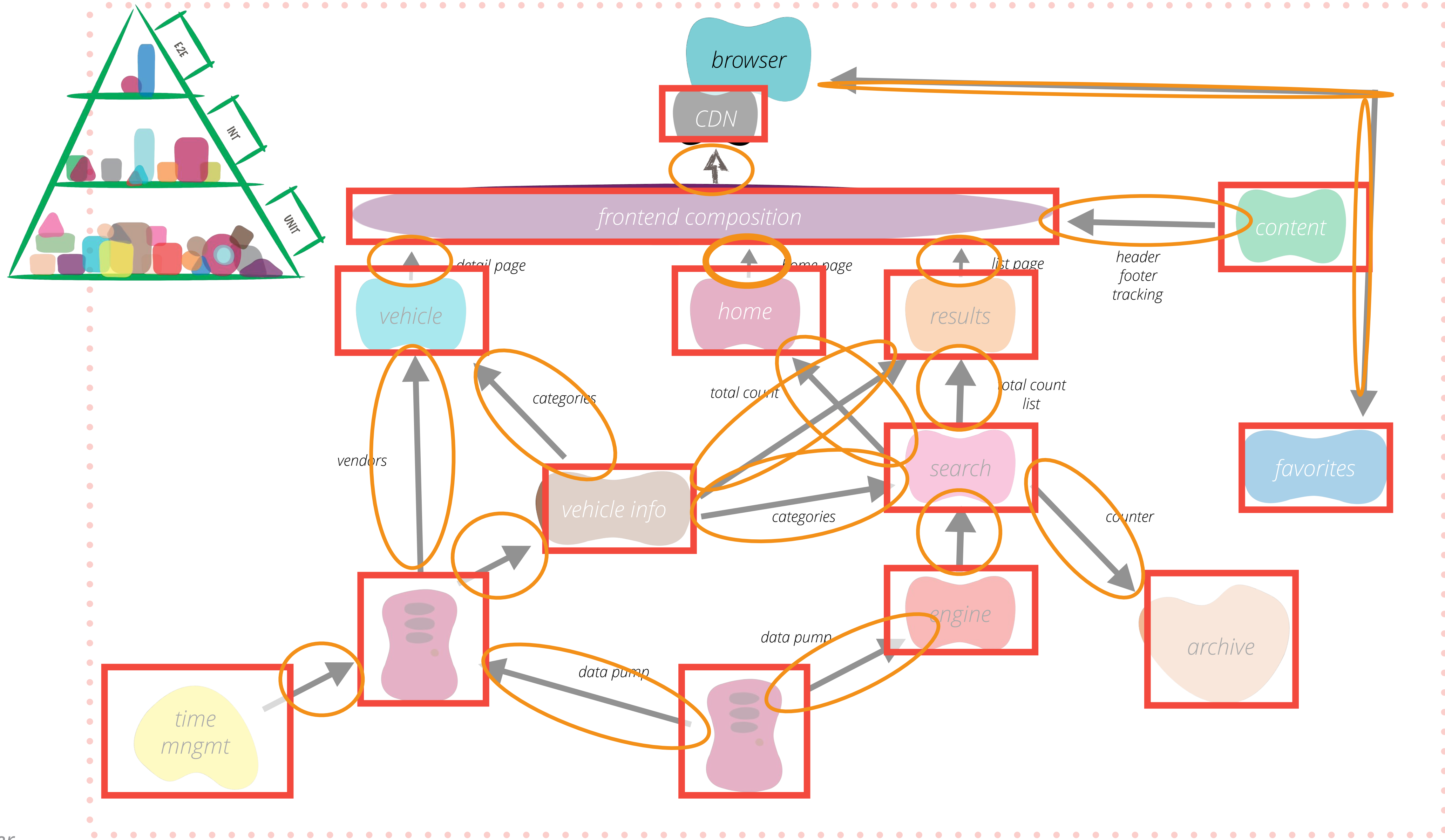












13:00 - 14:00	Lunch Break		
14:00 - 14:45	Risk Based Testing in Agile Teams Csaba Szokocs	Integrating Selenium with Automation Performance Tools Saar Rachamim	APEX: Find Your Ideal Line Niek van Malsen
14:50 - 15:35	Doublers in Tests. Wiremock vs Mockito Bartosz Szulc	Mobile Release Evolution @XING Sergej Mudruk	Spot the Difference; Automating Visual Regression Testing Viv Richards
15:35 - 15:55	Afternoon Break		
15:55 - 16:40	A Test Team's Unexpected Journey from Waterfall to Agile Sakis Ladopoulos	Automate Responsive Website Testing Pranathi Birudugadda	Panel Discussion
16:45 - 17:30	CLOSING KEYNOTE: Optimizing the Contribution of Testing to Project Success Niels Malotaux		



EXPLORATION



ALL FEATURES ARE TOGGLED





2:34 SOL - 205

0.60 %	27.75 %	8.10 %
0.99 %	31.50 %	6.00 %
1.32 %	28.45 %	3.20 %
2.35 %	29.30 %	5.89 %
2.85 %	30.66 %	5.13 %
2.90 %	31.20 %	6.00 %
3.00 %	32.40 %	7.50 %
0.60 %	27.75 %	5.20 %
0.99 %	31.50 %	6.00 %
1.32 %	28.45 %	3.20 %
-2.35 %	29.30 %	5.89 %
2.85 %	30.66 %	5.13 %
2.90 %	31.20 %	6.00 %
3.00 %	32.40 %	7.50 %
-2.85 %	-30.66 %	-5.13 %

HIRISE DATA FEED_01

37

KM-45 ON SOL 530 KM-45 ON SOL 530

GRAPH. CHANGE GRAPH. CHANGE

LENGTH

1/4 2/6 4/8 1/8

WIDTH

ON OFF

BACK < DELETE ARCHIVE > FWD

SUB. PT 85 SUB. FP 56

SUB. GV 02 SUB. MR 90

A.62.3

CONTROL A

UT-09 ON SOL 530 PL-36 ON SOL 530 CE-45 ON SOL 530

GRAPH. CHANGE GRAPH. CHANGE GRAPH. CHANGE

LENGTH WIDTH DEPTH

1/4 1/8 1/8

2/6 2/6 2/6

4/8 4/8 4/8

1/8 1/8 1/8

ON OFF

BACK < DELETE ARCHIVE > FWD

LENGTH CONTROLS WIDTH CONTROLS DEPTH CONTROLS

OP PRESS NO PRESS OP PRESS NO PRESS OP PRESS NO PRESS

SEZ TEMP OP VALVE SEZ TEMP OP VALVE SEZ TEMP OP VALVE

SEZ TEMP AP VALVE SEZ TEMP AP VALVE SEZ TEMP AP VALVE

A.62.3

MISSION MANAGER

FLIGHT DIRECTOR

DOWNLINK LEAD

ACTIVITY LEAD

TELECOM

UHF RELAY

SYSTEM ANALYST

MASTCAM POL

MECHANISMS

APXS POL

REMS POL

CHEMIN POL

A.62.3

3PL ISS CONTROL

CHECKOUT ISS MONITOR

ISS STATE VECTOR

POSITION (FT)

VELOCITY (FPS)

POSITION (M)

VELOCITY (MPS)

ISS READOUTS

HA

MEMA

NETOP

ISS STATE VECTOR

POSITION (FT)

VELOCITY (FPS)

POSITION (M)

VELOCITY (MPS)

ISS READOUTS

HA

MEMA

NETOP

ISS STATE VECTOR

POSITION (FT)

VELOCITY (FPS)

POSITION (M)

VELOCITY (MPS)

ISS READOUTS

HA

MEMA

NETOP

A.62.3

HIRISE LIVE FEED

ENHANCE

L-CM 01

L-CM 02

CONMS 01

CONMS 02

LOCK DEPT

ENG CAM 1

ENG CAM 2

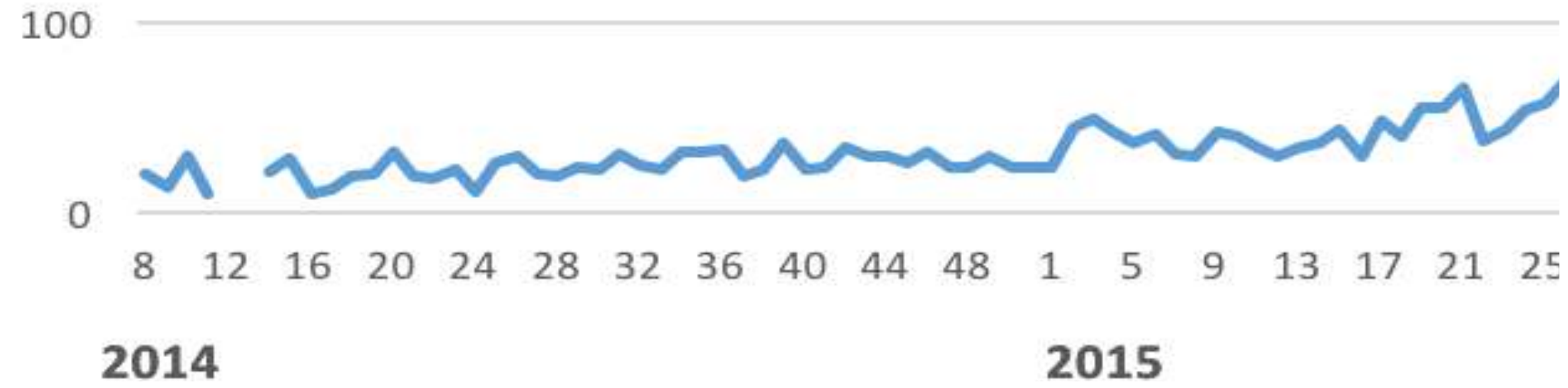
RELAY

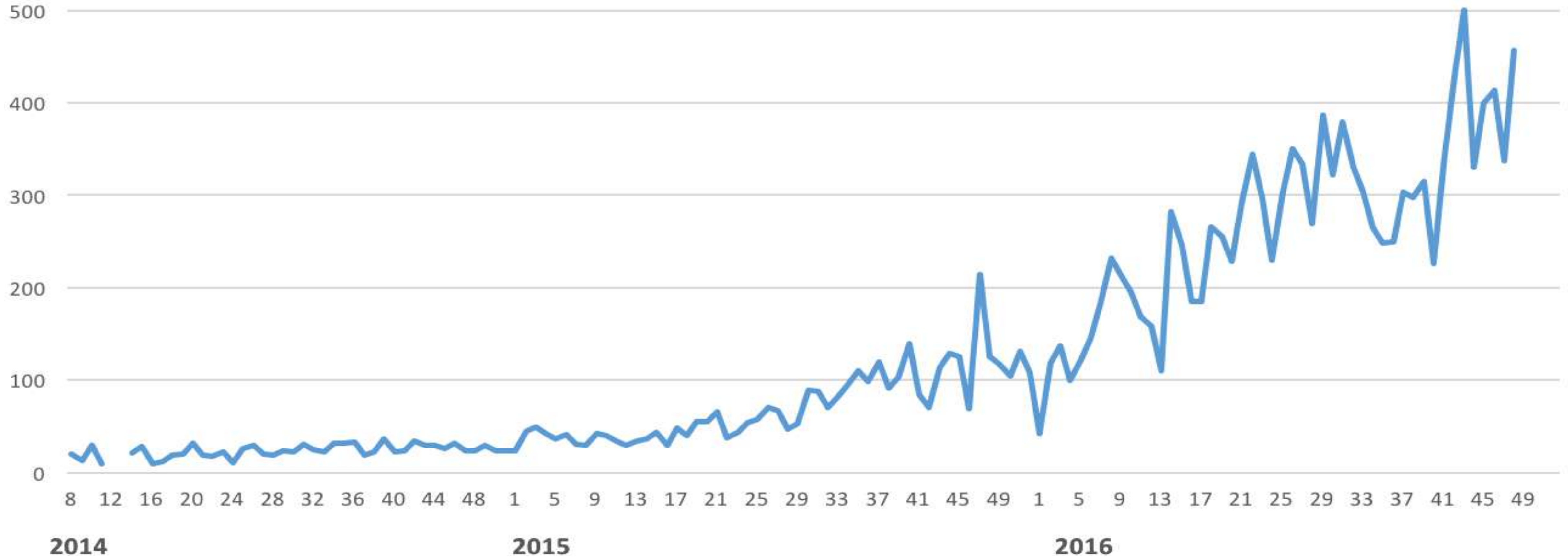
CHANGE

A.62.3

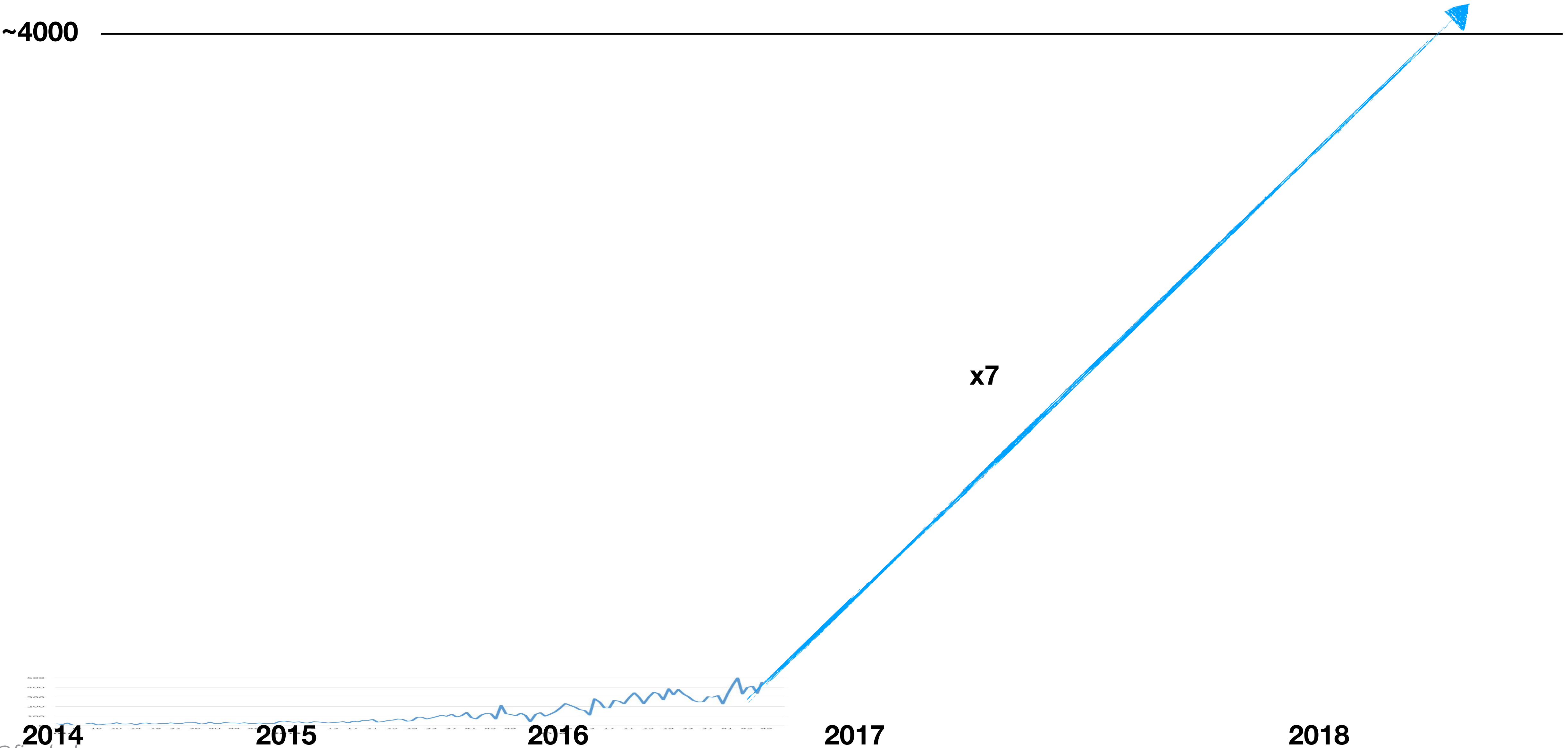
LAUNCH CONTROL

CAPCOM





~4000



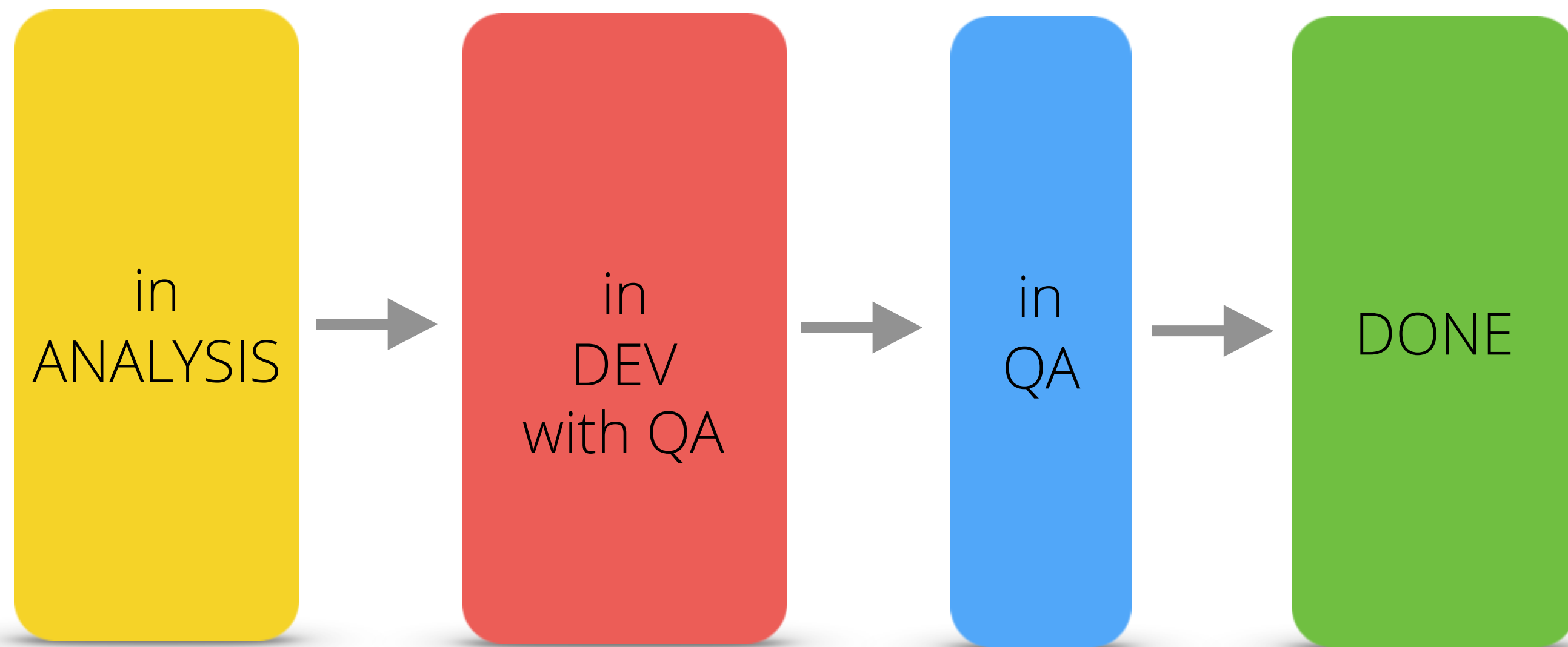
x7

LEVEL FOUR

JOIN FORCES WITH BUSINESS

BUSINESS

time to market



↑
plan value

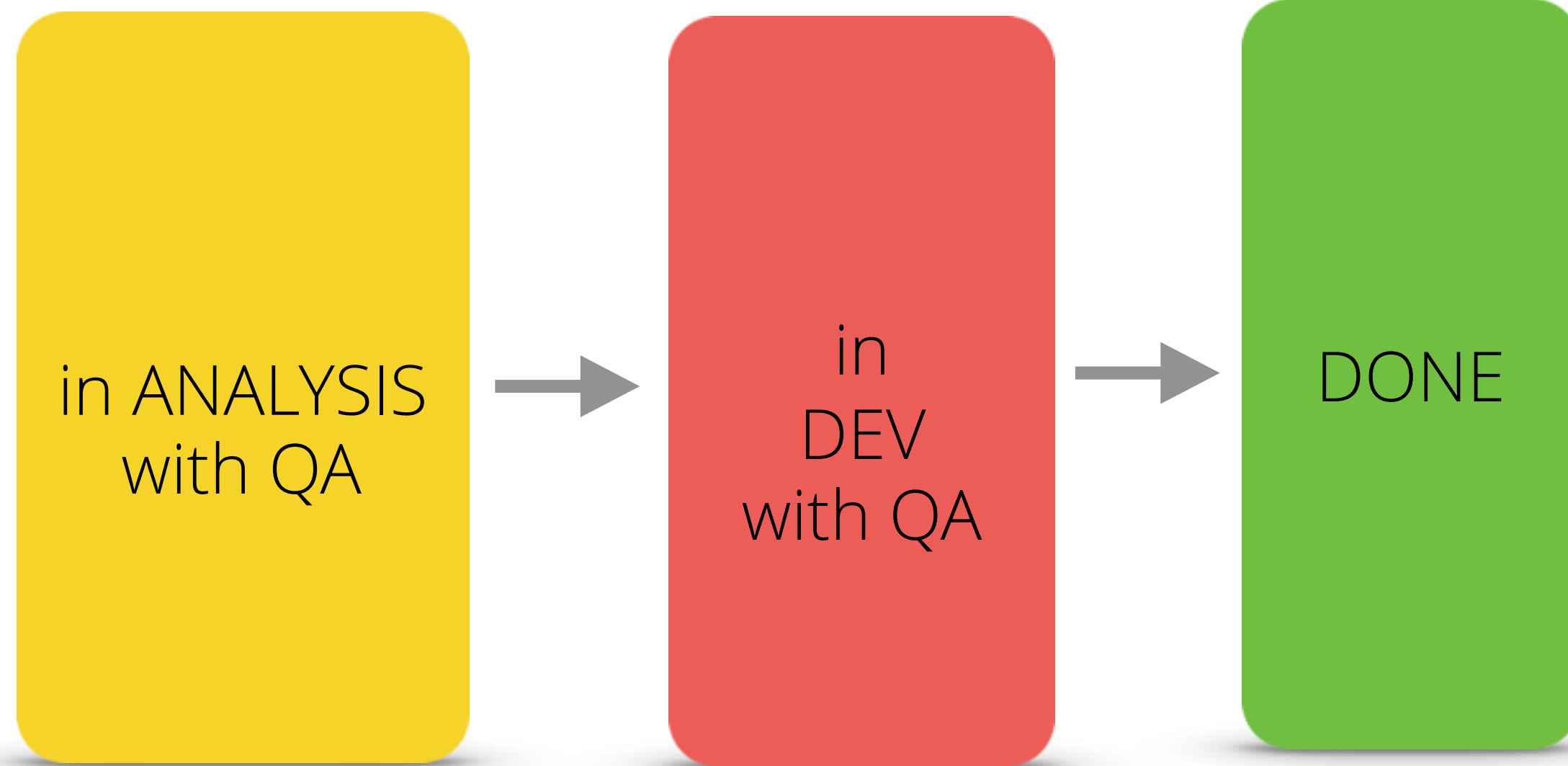
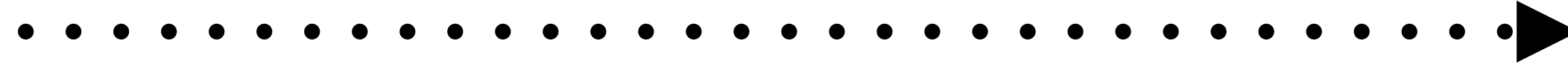
↑
ensured adding of value

↑
check for planned value

↑
deliver value

BUSINESS

time to market



↑
*plan
value*

↑
*ensured
adding
of value*

↑
*deliver
value*

Gerald Weinberg: Quality is value to some person.
Quality is value to some important person.



Do we bring value to our user?
What is "value" for our user?



BUSINESS

*clear scope
clear acceptance criteria
already considered edge cases*



in ANALYSIS
with QA



*good focus, known scope
preferred test cases are known
edge cases accounted for*



in
DEV
with QA



*happy dev
happy BA
happy QA*



DONE

HIGH QUALITY ENABLES FAST(ER) DEVELOPMENT



BUSINESS ADVANTAGE OF HIGH QUALITY



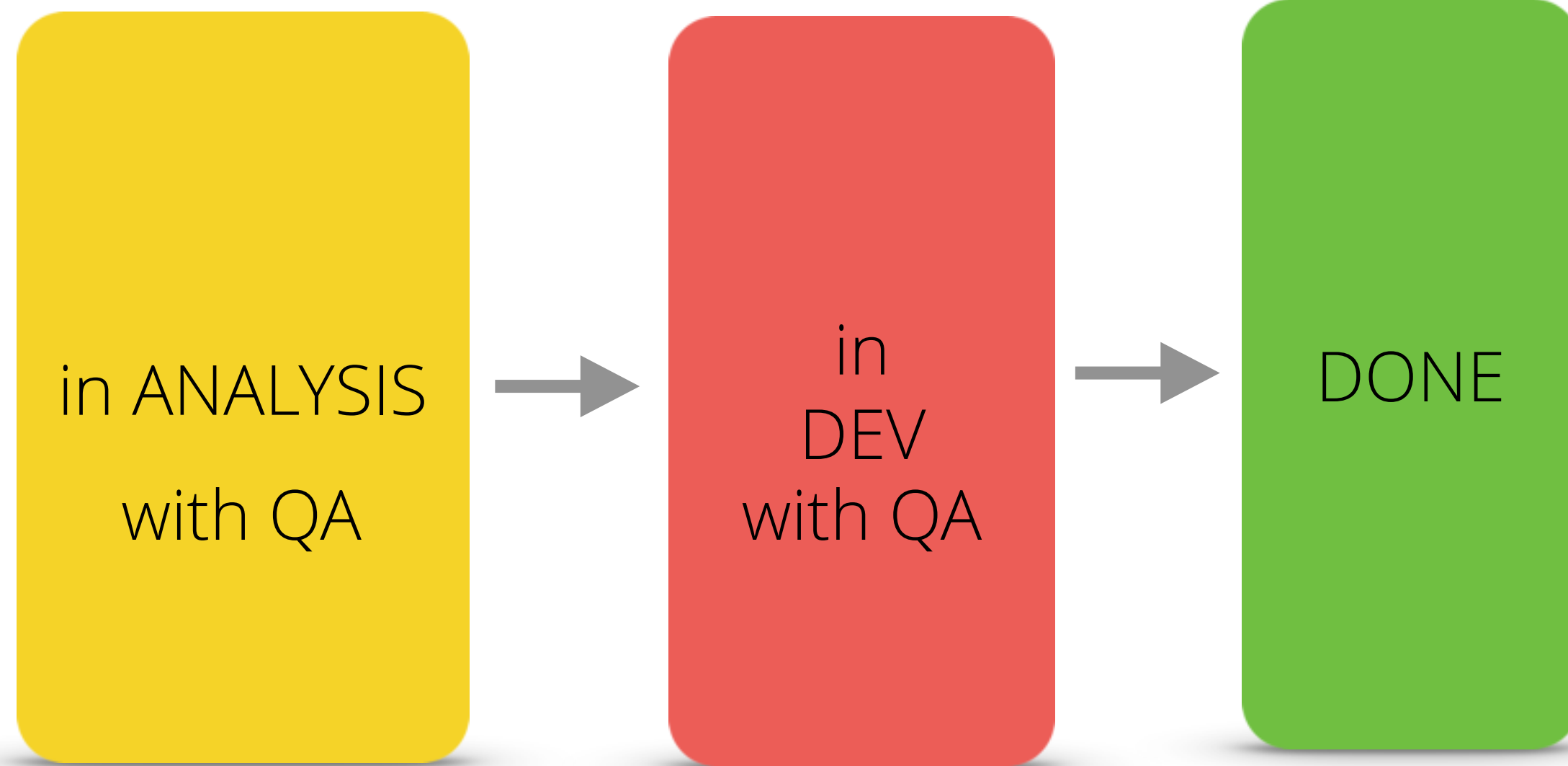
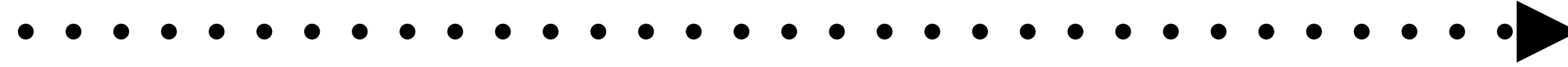
13:00 - 14:00	Lunch Break		
14:00 - 14:45	Devising a Project Test Approach Steve Portch	Test Automation by Example Stefaan Luckermans	MYTHBUSTING: Every Project Needs to be Automated Alexandra Nagy
14:50 - 15:35	Testing Level Hard: Distributed Apps Slawomir Zborowski	Next Generation Testing in the Age of Machines Berk Dulger	Understanding User Feedback Using Sentiment Analyser and Analytics Automation Rohit Singhal
15:35 - 15:55	Afternoon Break		
15:55 - 16:40	The Business Value of Quality Finn Lorbeer and Nina Hillekum	Blockchain and the Possible Impact on Testing. New Technology Needs New Testing? Jeroen Rosink	Why You Should Not Start an Agile Transformation Anton Zotin
16:45 - 17:30	CLOSING KEYNOTE: Elastic Leadership for Testers Roy Osherove		



LEVEL FIVE

ENABLE YOUR TEAM

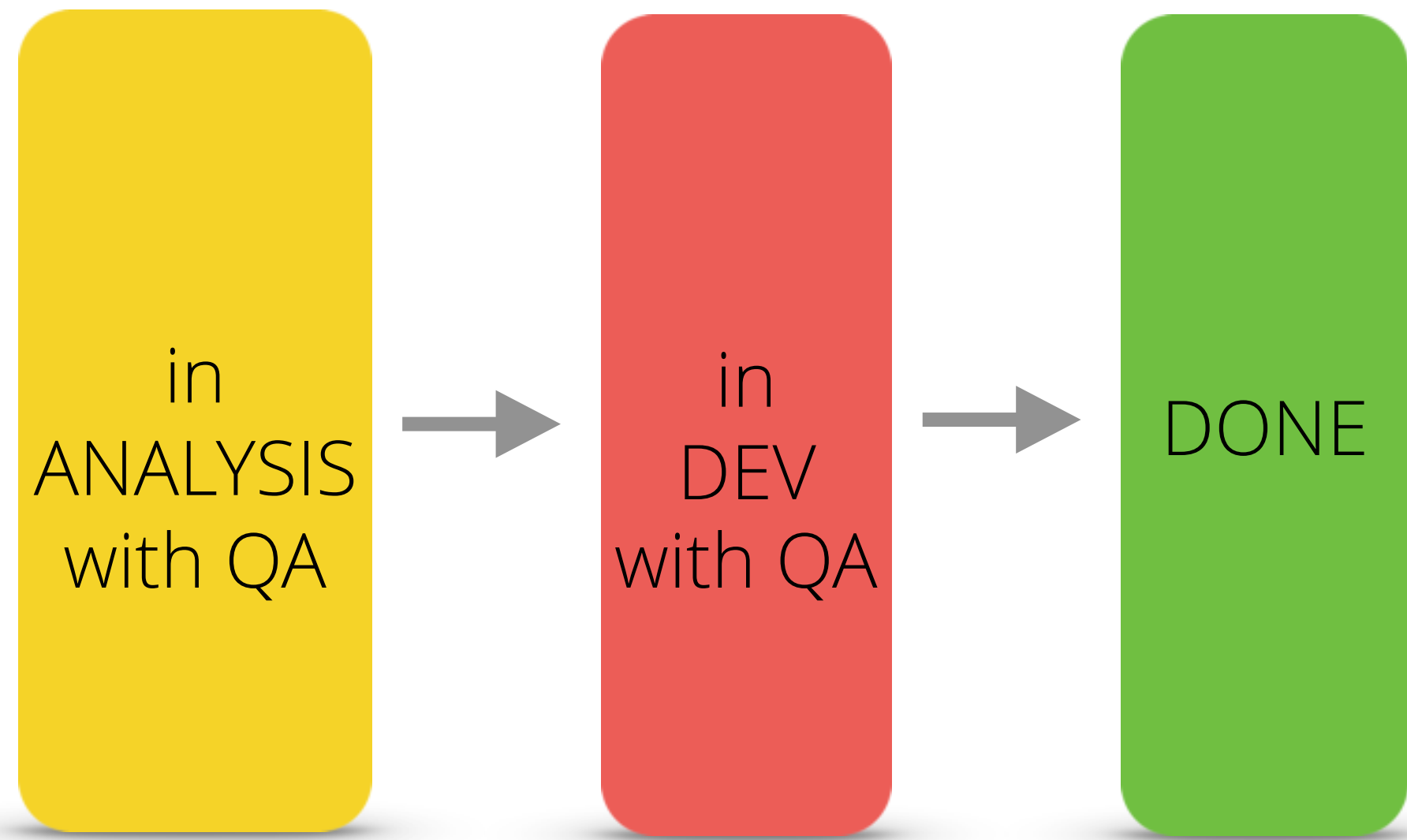
time to market



↑
*plan
value*

↑
*ensured
adding
of value*

↑
*deliver
value*



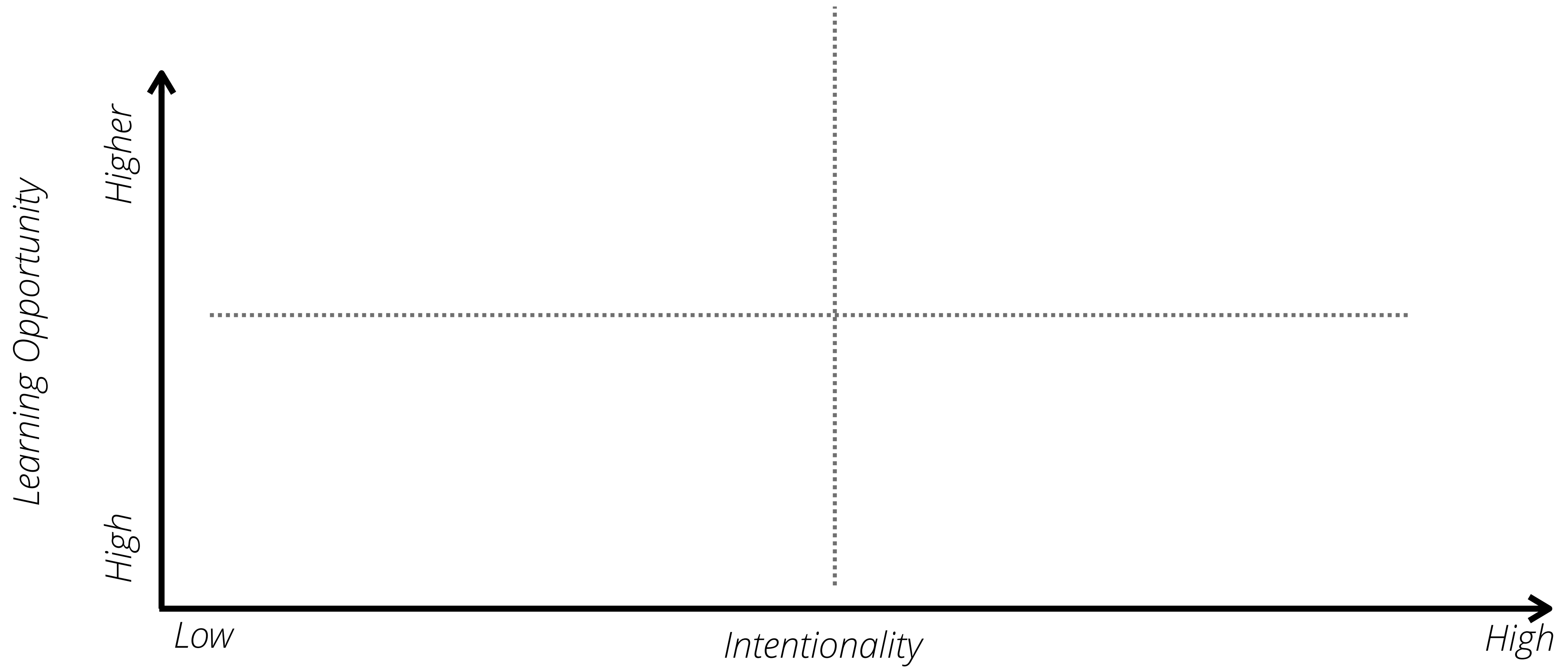
↑
*plan
value*

↑
*ensured
adding
of value*

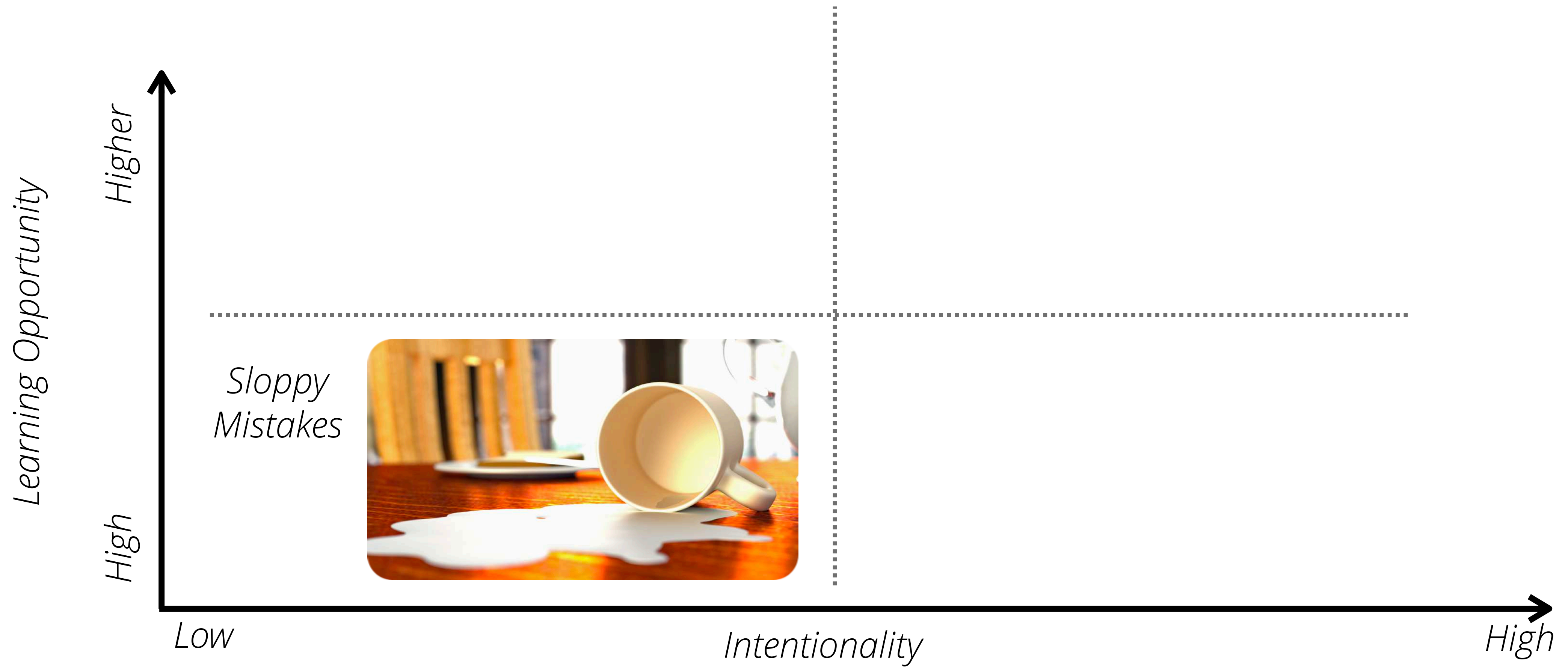
↑
*deliver
value*

Don't waste a good mistake. Learn from it.

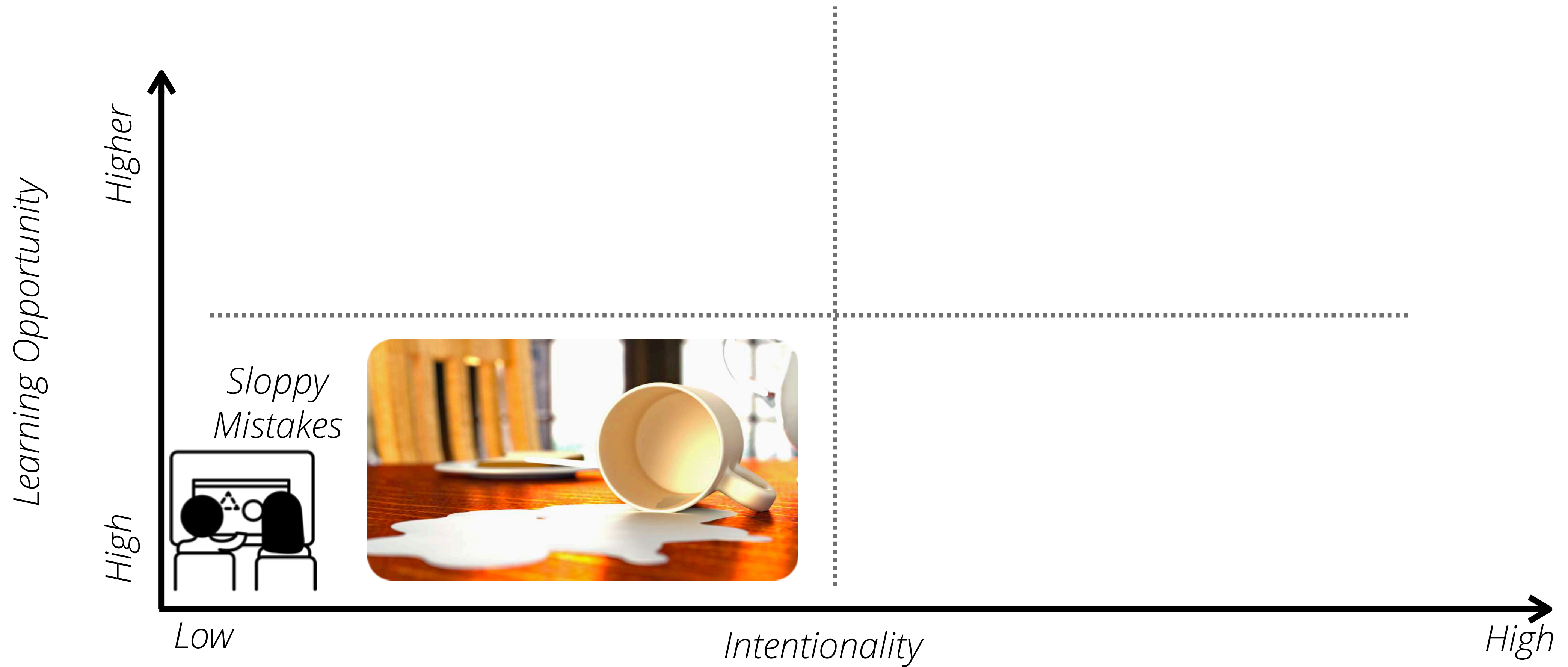
Types of Mistakes your team does:



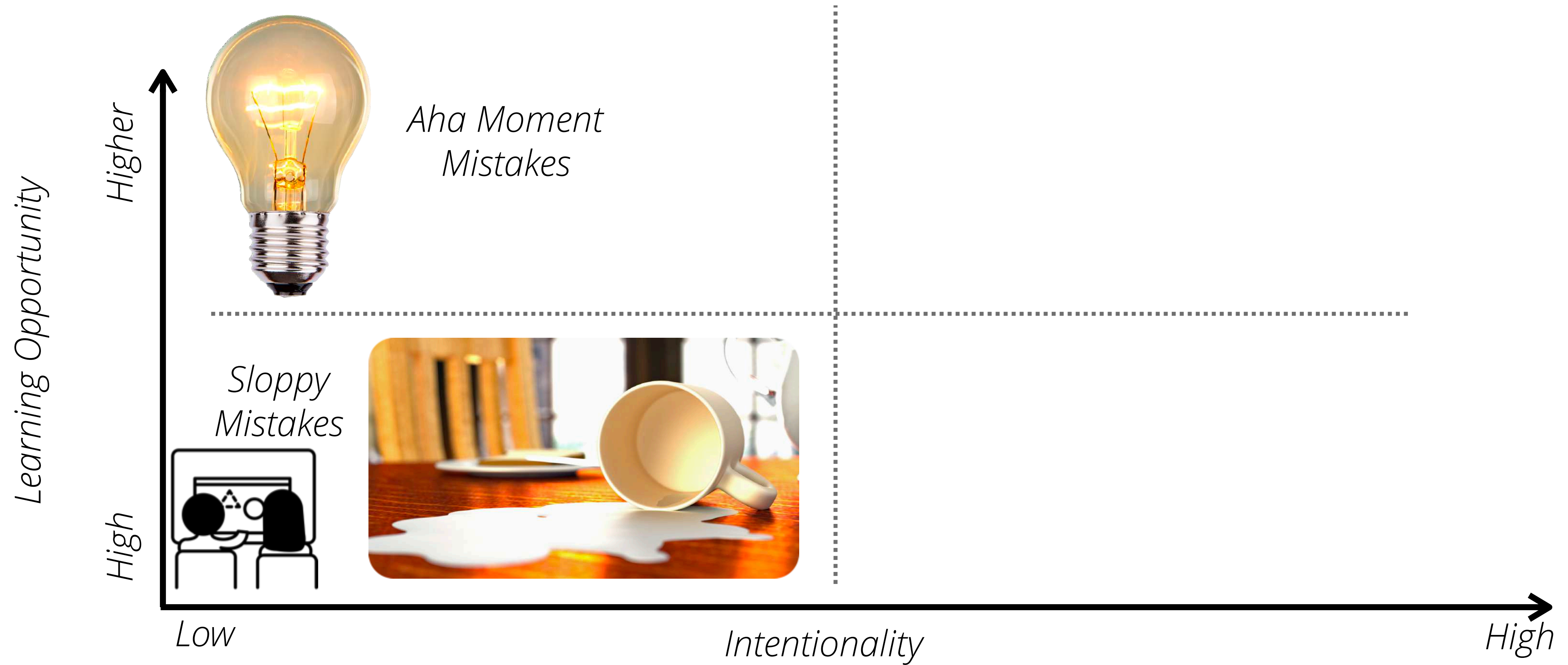
Types of Mistakes your team does:



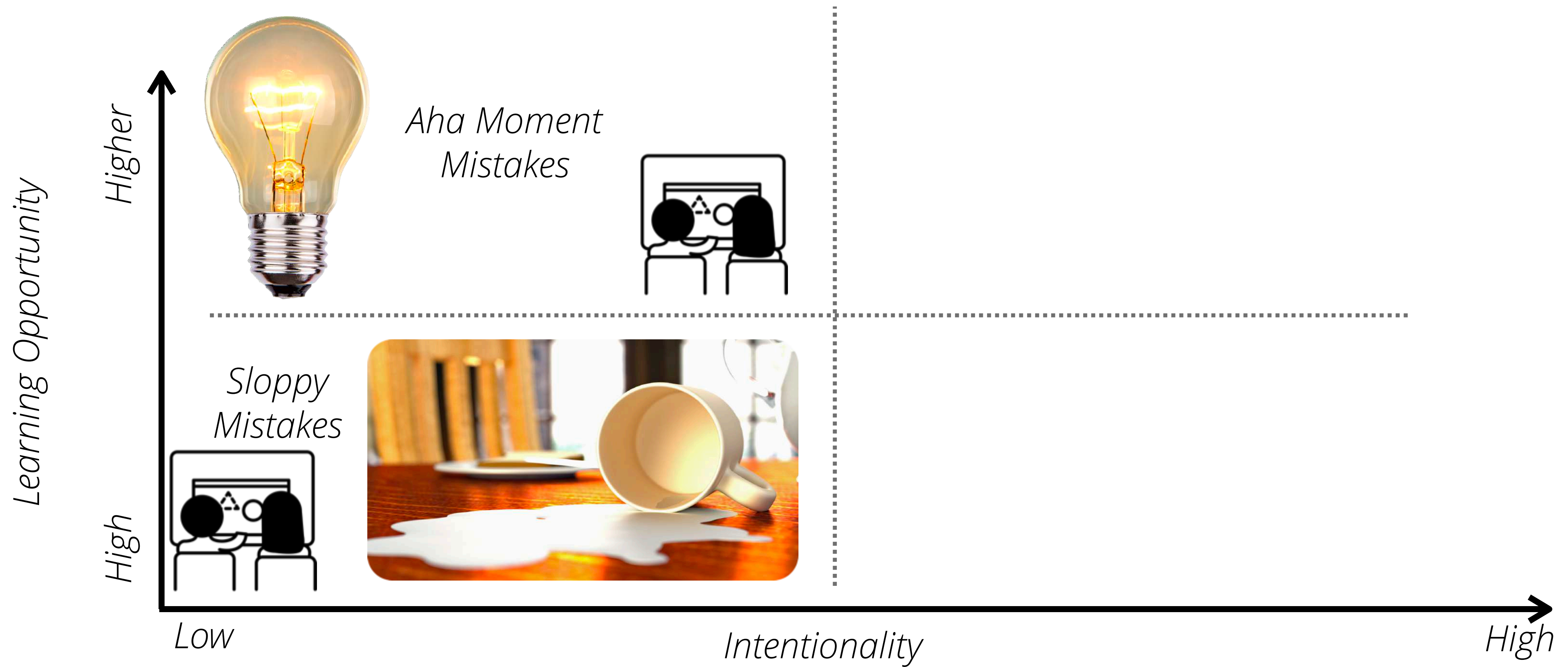
Types of Mistakes your team does:



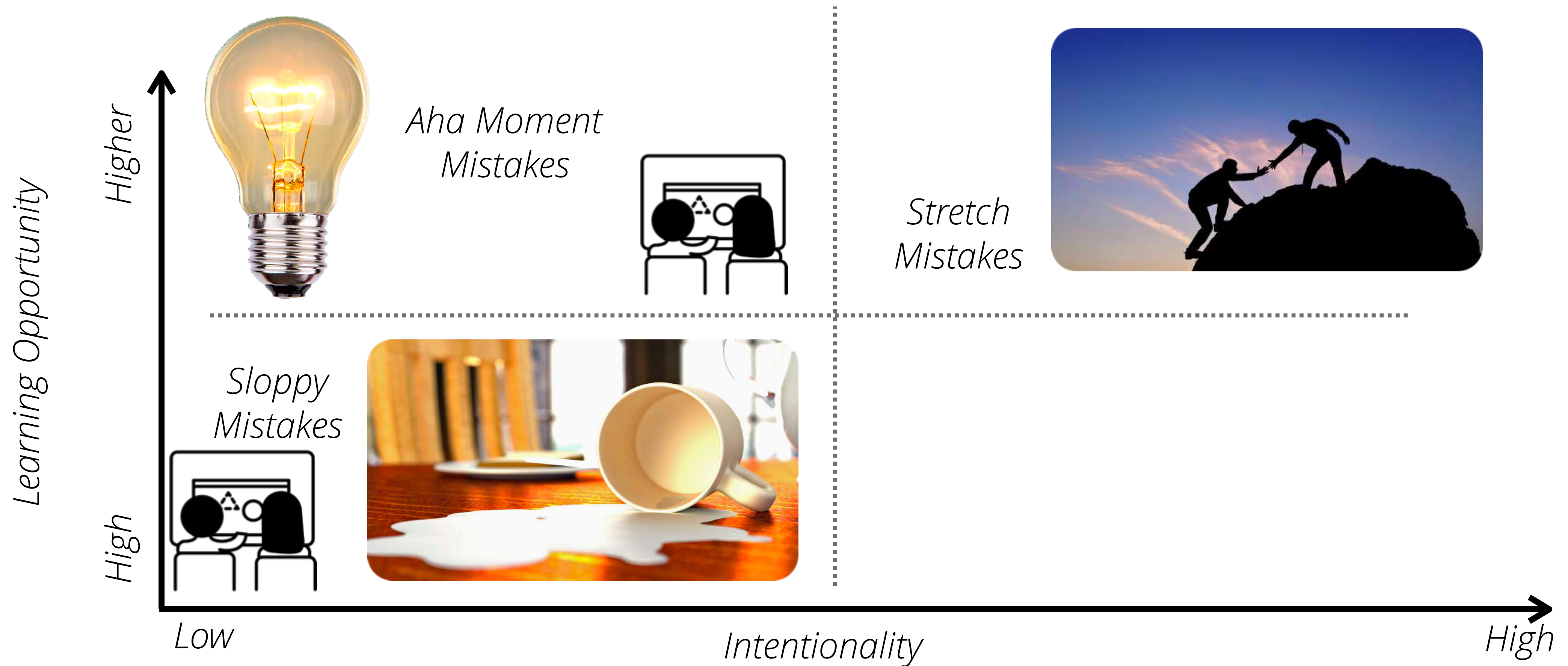
Types of Mistakes your team does:



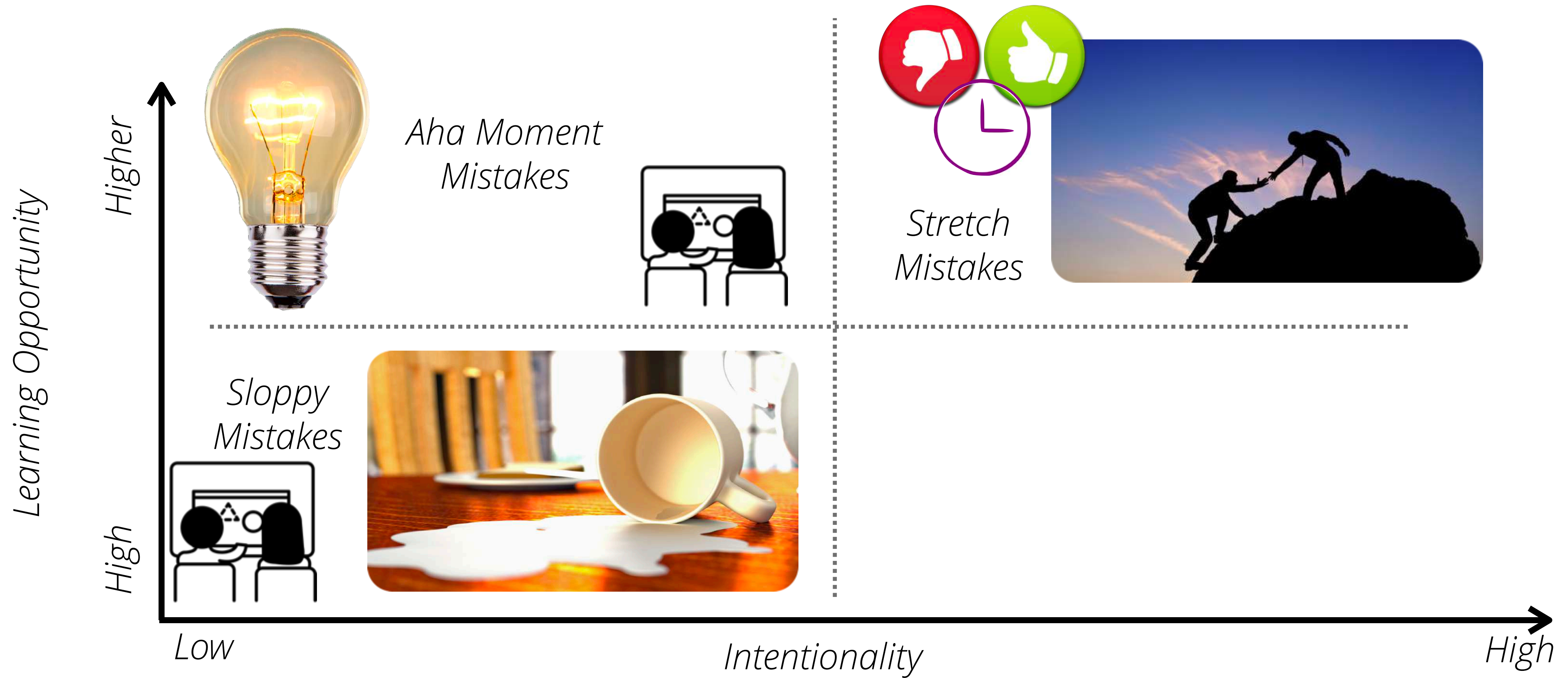
Types of Mistakes your team does:



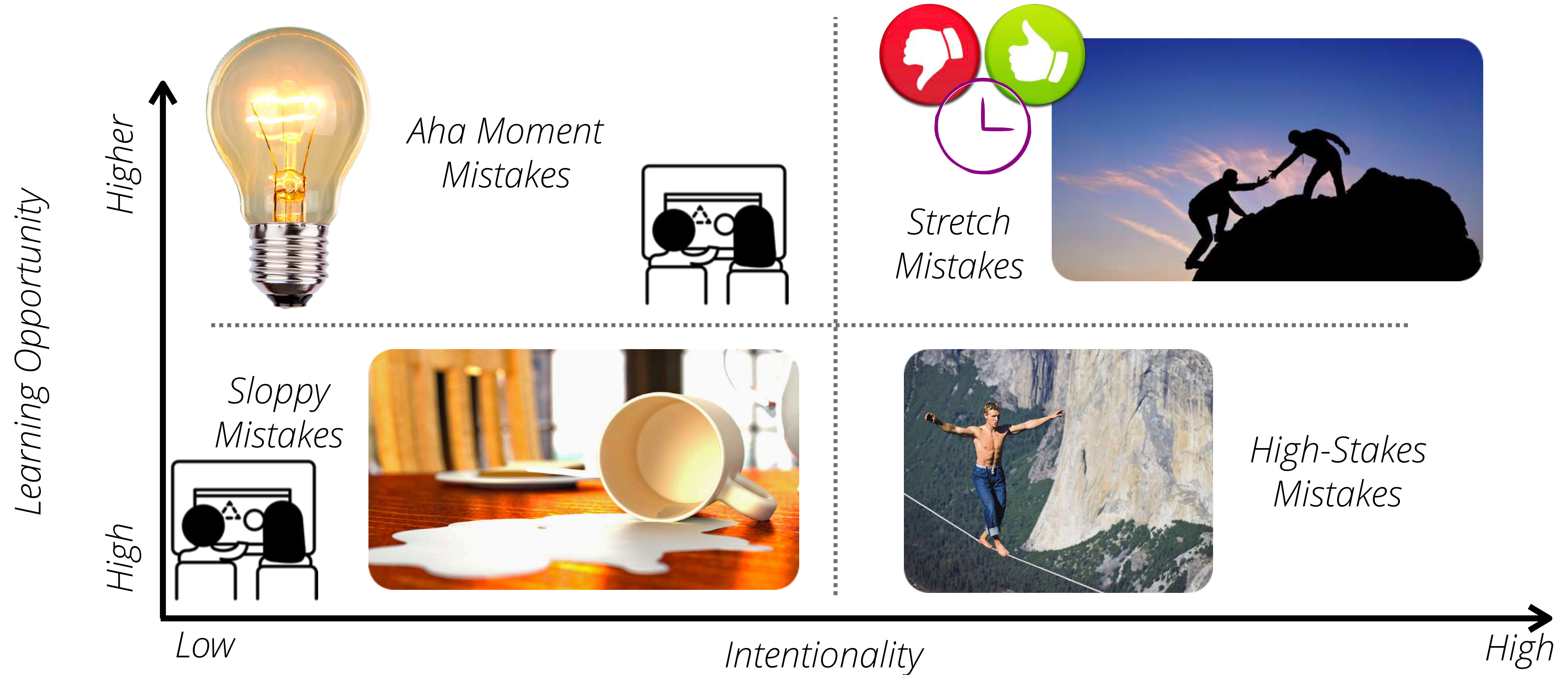
Types of Mistakes your team does:



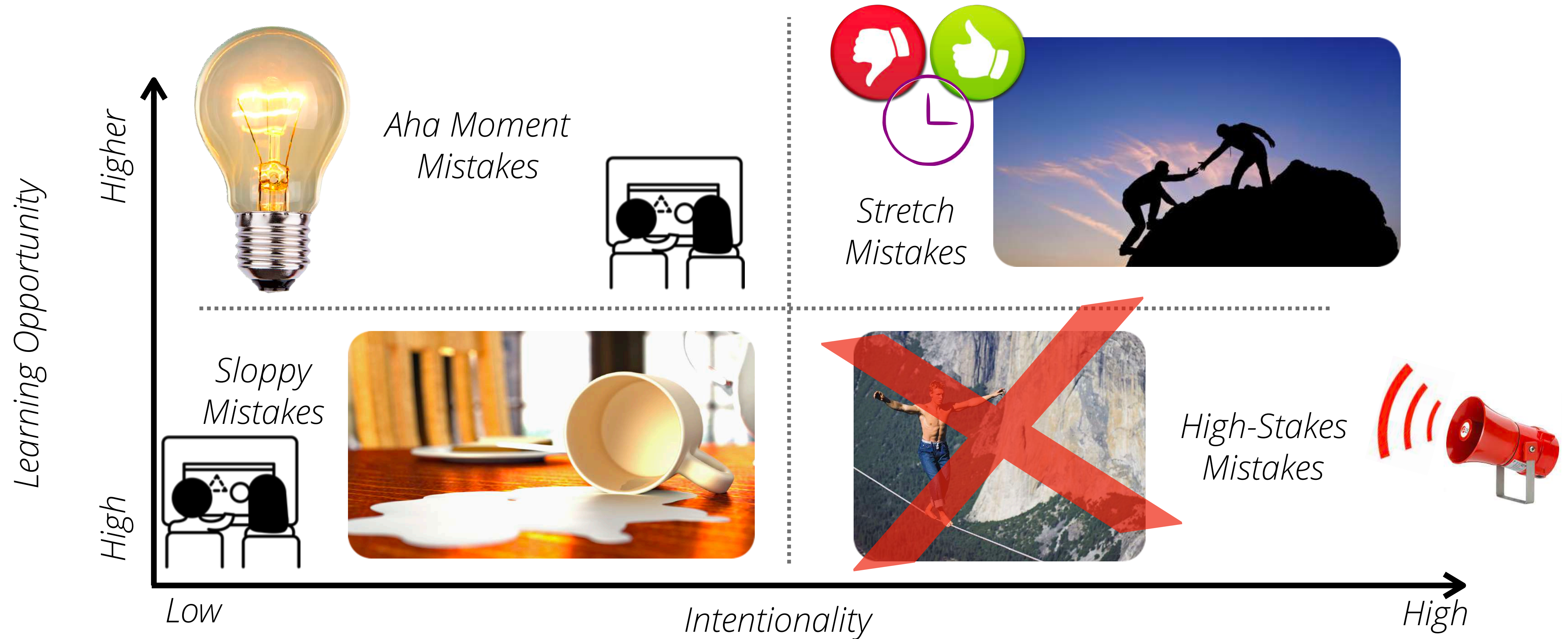
Types of Mistakes your team does:



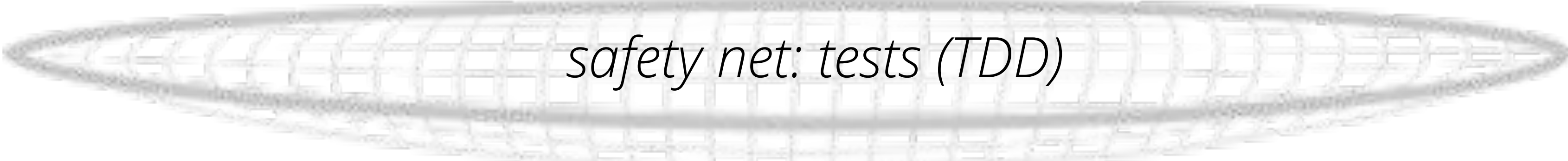
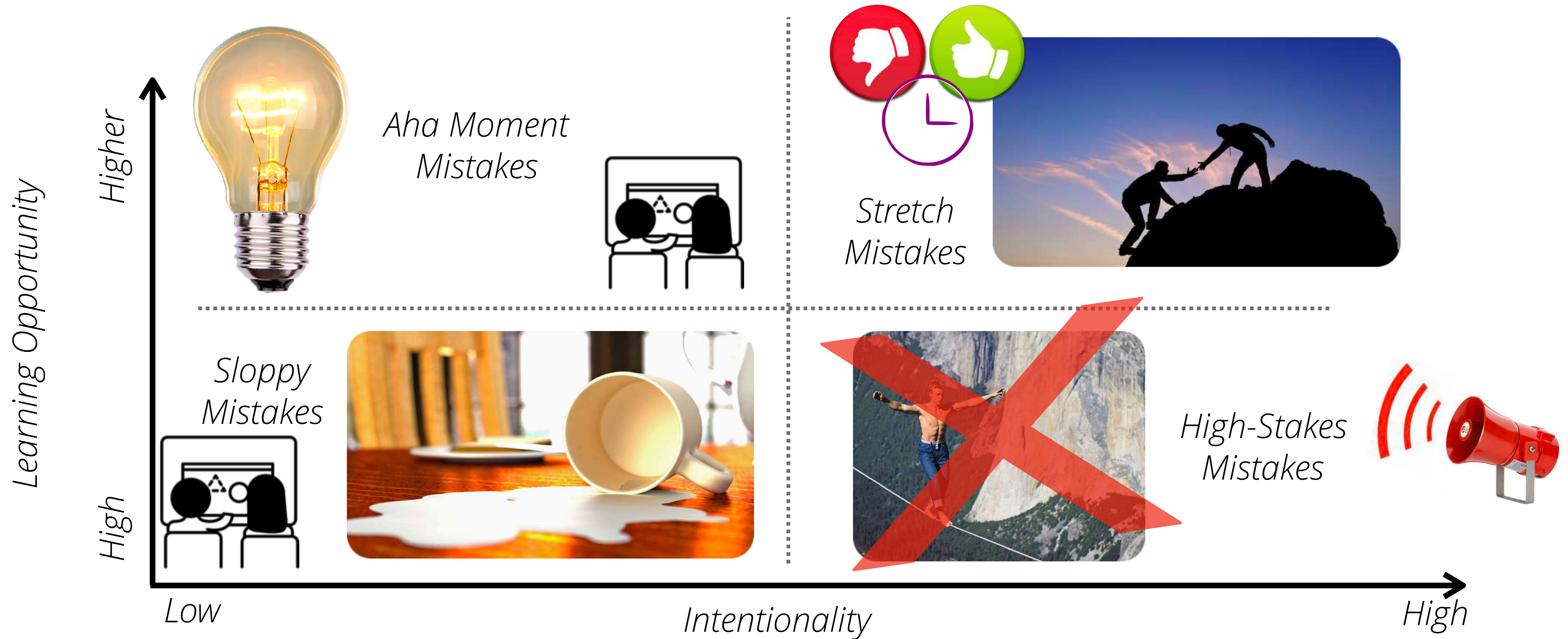
Types of Mistakes your team does:



Types of Mistakes your team does:



Types of Mistakes your team does:



REMEMBER
THERE ARE
NO MISTAKES
ONLY LESSONS

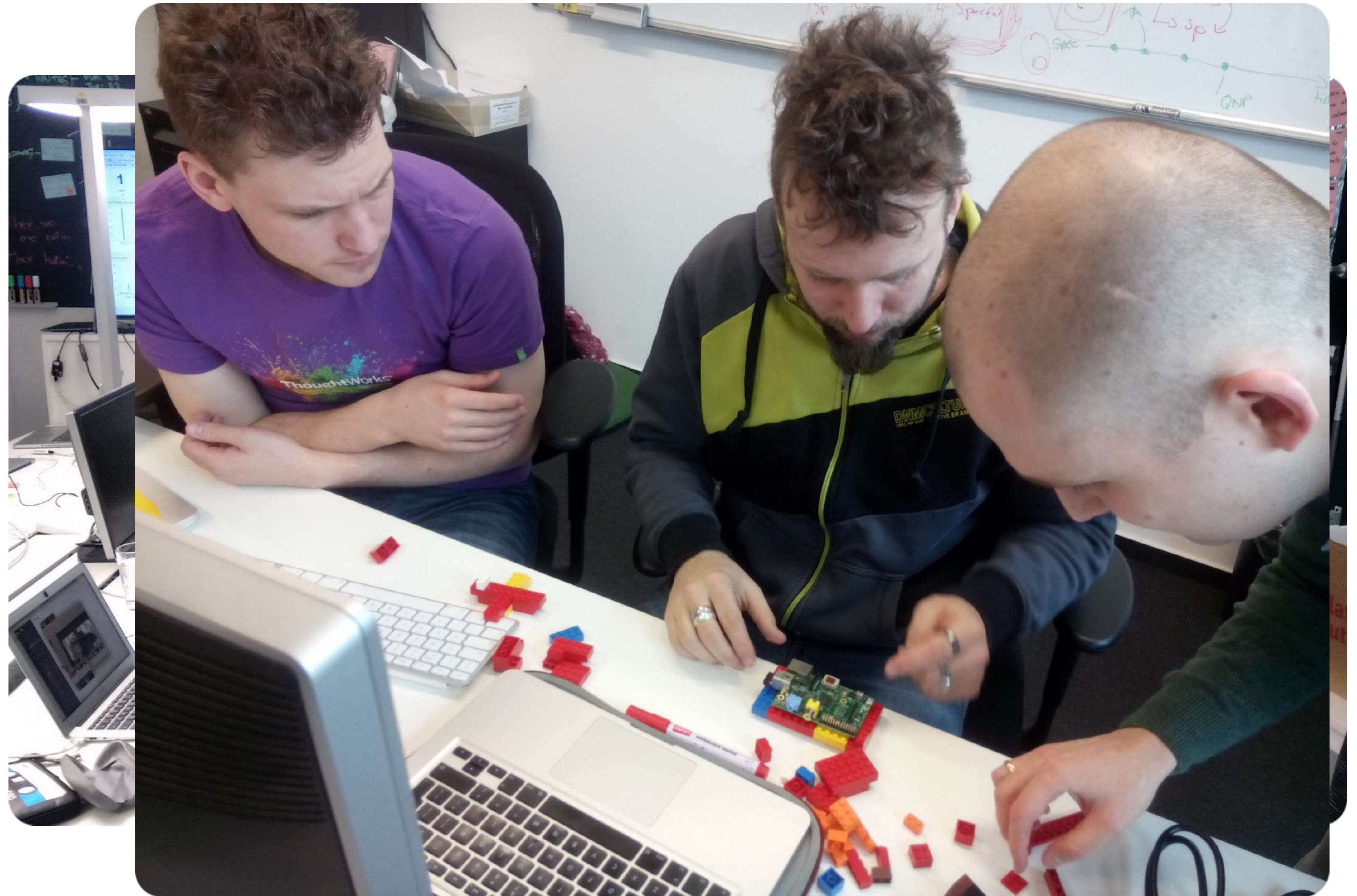
- *Diversity & Inclusiveness*



TEAM

- *Diversity & Inclusiveness*

- *The Right Skills*

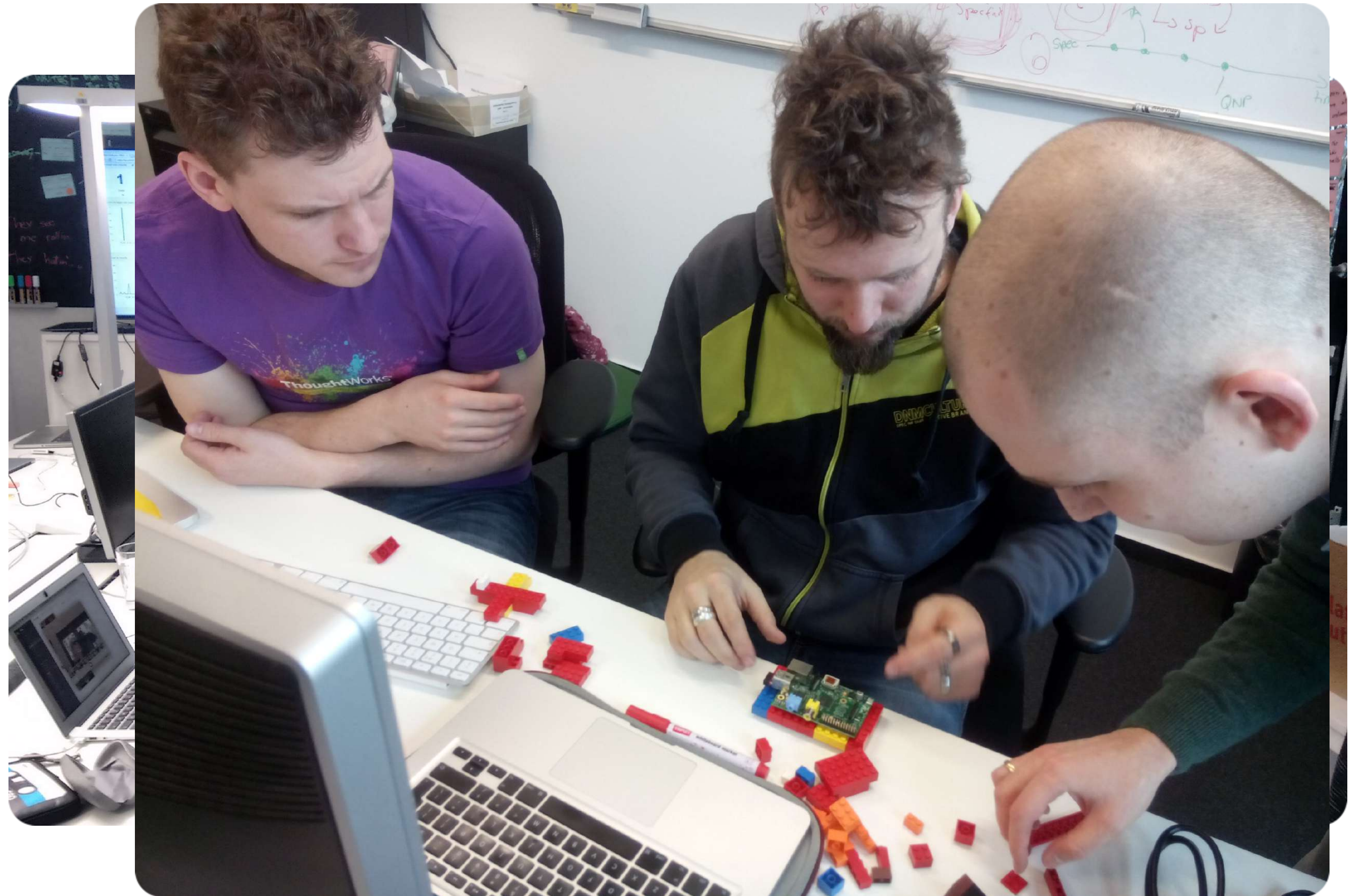


TEAM

- *Diversity & Inclusiveness*

- *The Right Skills*

- *Fun*



TEAM



LEVEL SIX

SUMMARY

PROCESS



Optimise the
Time To Market

- ✓ Reduce Waste
- ✓ QA is not “last step”
- ✓ WIP Limits



Every Commit
to Production!

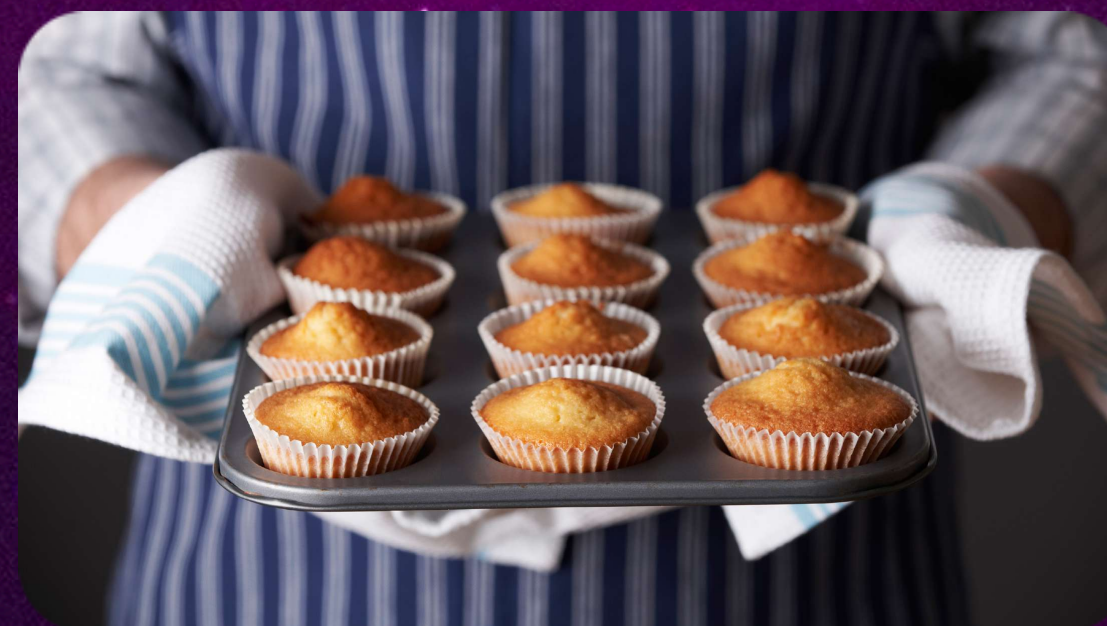
- ✓ Testing Pyramid
- ✓ Feature Toggles
- ✓ QA in Production





What is the Value of Quality for your User?

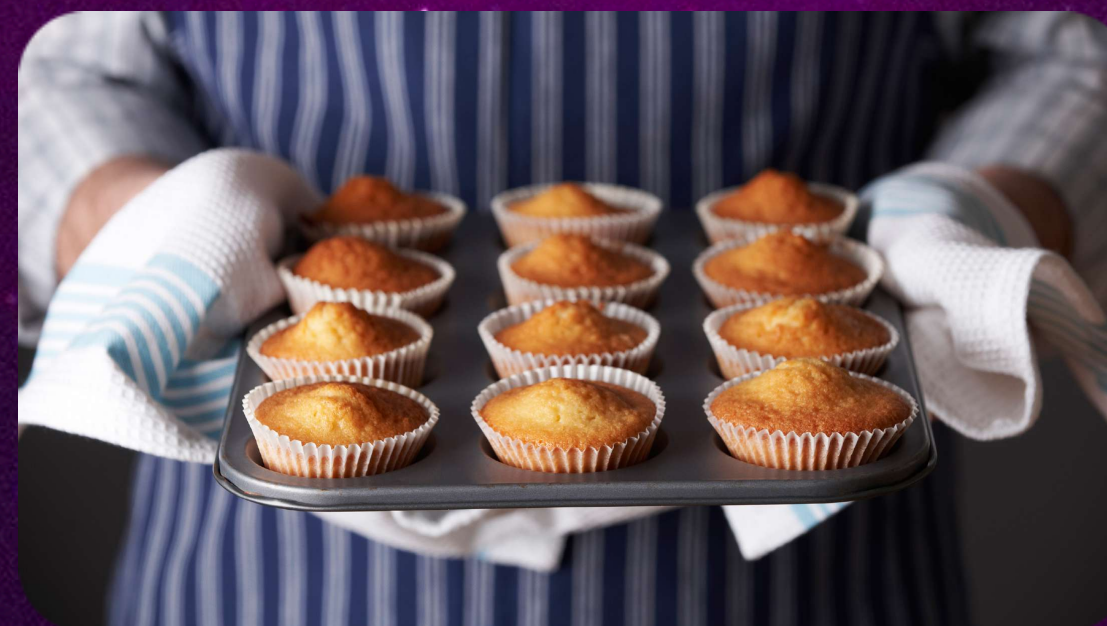
- ✓ get involved early
- ✓ clear requirements
- ✓ faster development





Be inclusive. Call out for diversity.

- ✓ learn from mistakes
- ✓ mitigate their risks
- ✓ have fun!



BETTER FASTER STRONGER



DELIVERING HIGH QUALITY PRODUCTS

Add your Questions to Slido, #test2018

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QUALITY PRODUCTS

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