Exploratory on Purpose

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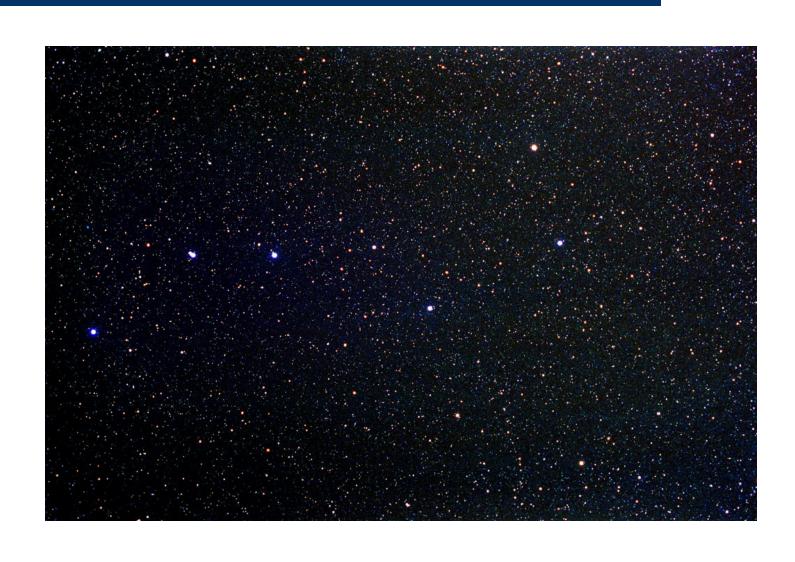
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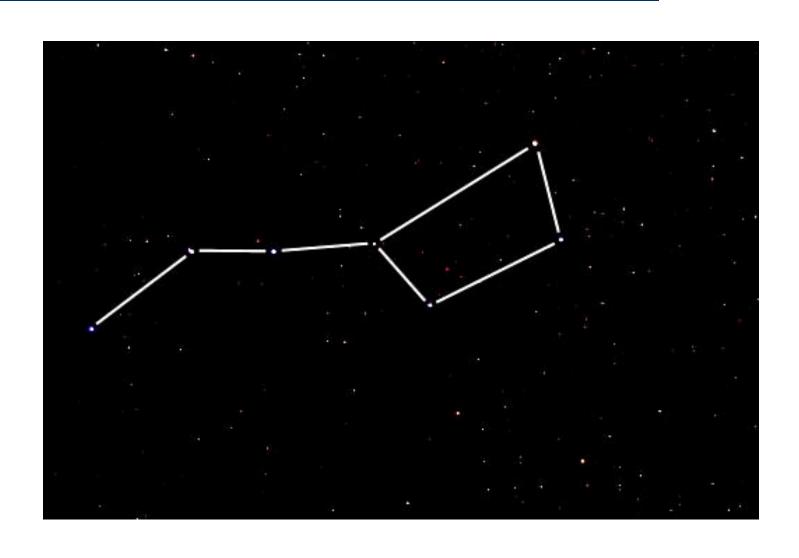
Santa Clara Valley SQA



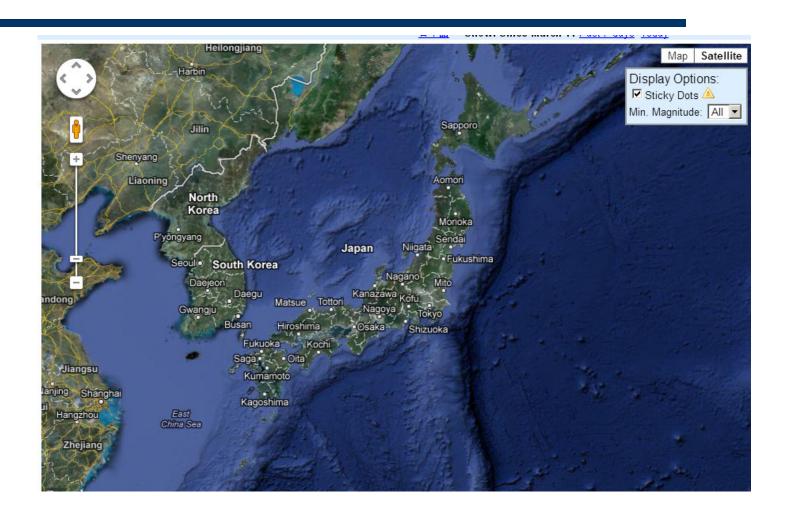
Do you see structure here?



How about now?



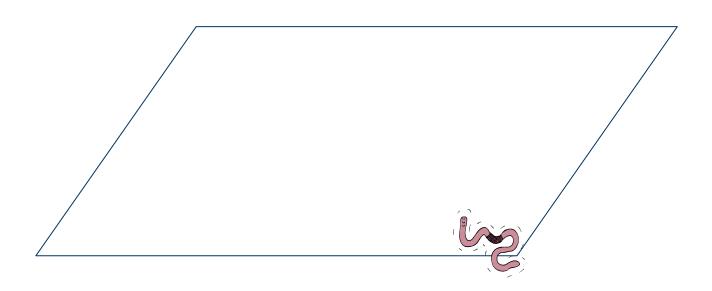
... or here?



... or here?







Preamble

Ever use the term "playing around" to describe your testing?

Ever cringe after saying it, wishing there was a better way of describing what you did than to give the impression it was all accidental and random?

If so, this talk may help you understand and explain exploratory testing as a thoughtful, purposeful approach whose results stand up under scrutiny.

Agenda

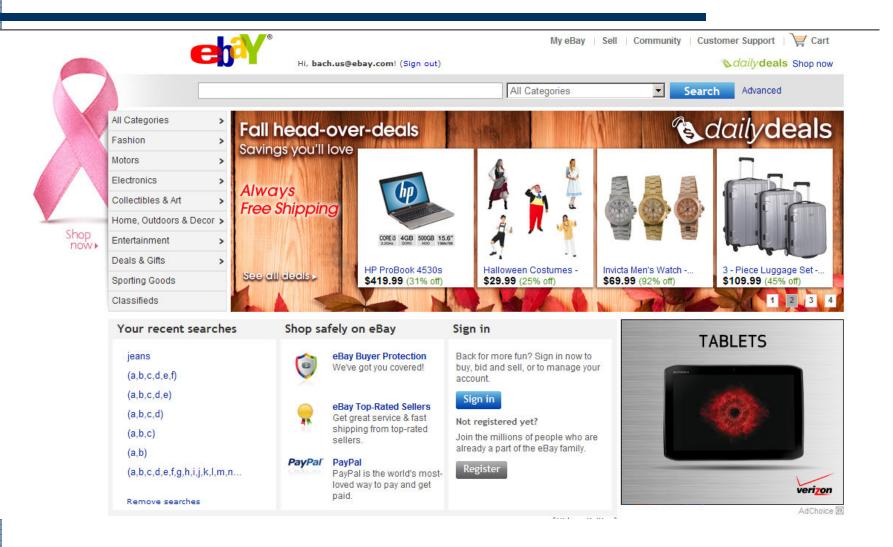
- Participate in exercises that focus on bug isolation and investigation, risks and vulnerabilities.
- Learn some frameworks and heuristics of exploration to use in tight situations
- Discover ways to report your exploration so it stands up to scrutiny.

There is structure and purpose if you know how to identify it and tell a story about it.

Why this talk?

- 1) Exploratory testers want respect: When testers explore during testing, they find great bugs. However, since they often don't know how to describe their thinking, it's considered to be dismissed as "playing around".
- 2) <u>The documentation dilemma:</u> Project managers may insist that all testing be documented, so how to balance time spent documenting with time spent testing?
- 3) Your work might be scrutinized: You may have to give a report someday about something you did that was exploratory like attending this conference.

"I want you to test this..."



Key Idea

Testing is... an infinite process of comparing the invisible to the ambiguous in order to avoid the unthinkable happening to the anonymous.

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Testing is...

an infinite process

of comparing the invisible

to the ambiguous

in order to avoid the unthinkable

happening to the anonymous.

What is testing?

"Try it and see if it works."



Learn anything reasonable **that matters** about whether it **can** work and how it might **not** work.

What is testing?

"Try it and see if it works."

Procedures

Get it set up

Run it

Run it again, maybe

Coverage

Choose where to look

See what's there

See what's not there

Oracles

Read specs

See if product matches

Find problems...
...especially the bad
ones

Testers light the way



This is our role.

We see things for what they are.
We make informed decisions about quality possible, because we think critically about software.

Exploratory Testing

- <u>Sabourin</u>: "continuous test design as testing continues; continuous testing as design continues; continuous test planning as testing continues"
- <u>Hendrickson</u>: a style of testing in which you explore the software while simultaneously designing and executing tests, using feedback from the last test to inform the next (Test-Driven Testing?)
- <u>Bolton</u>: Operating and observing the product with the freedom and mandate to investigate it in an open-ended search for information about the program.
- <u>Kaner</u>: Simultaneous learning, design and execution, with an emphasis on learning.

"The" ET Definition

```
A style of software testing...
that emphasizes the personal freedom...
and responsibility of the individual tester...
to continually optimize the quality of his/her work...
by treating test-related learning...
test design...
test execution...
and test result interpretation...
as mutually supportive activities...
that run in parallel...
throughout the project.
```

-- Cem Kaner, 2006

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Analogies

Psychologist

Driving a car

"20 Questions"

Sports

Bounty Hunter

Going to a testing conference

Job Interview

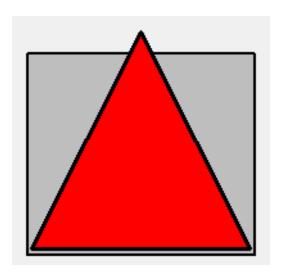
Jam session

Newspaper reporter

Skills of Exploration

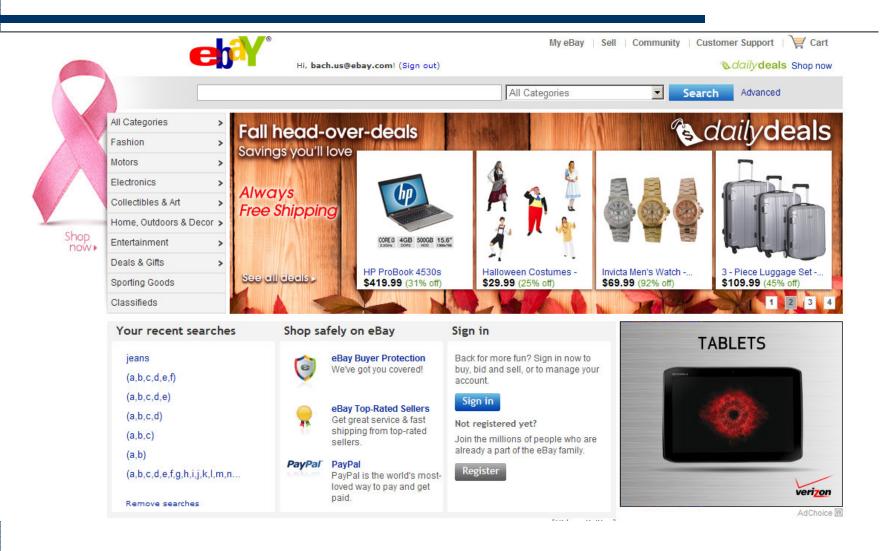
- Put the tester's mind at the center of testing.
- Learn to deal with complexity and ambiguity.
- Learn to tell a compelling testing story.
- Develop testing skills through practice, not just talk.
- Use heuristics to guide and structure your process.
- Be a service to the project community, not an obstacle.
- Consider cost vs. value in all your testing activity.
- Diversify your team and your tactics.
- Dynamically manage the focus of your work.
- Your context should drive your choices, both of which evolve over time.

"I want you to test this..."



My testing demo...

"I want you to test this..."



How did you *find* that?

Some Exploration Skills and Tactics

"MR.Q COMP GRABC R&R?"

Modeling	Chartering	Generating/Elaborating	Recording
Resourcing	Observing	Refocusing	Reporting
Questioning	Manipulating	Alternating	
	Pairing	Branching/Backtracking	
		Conjecturing	

Exploratory testing is a mindset using this skillset.

Ways we find bugs

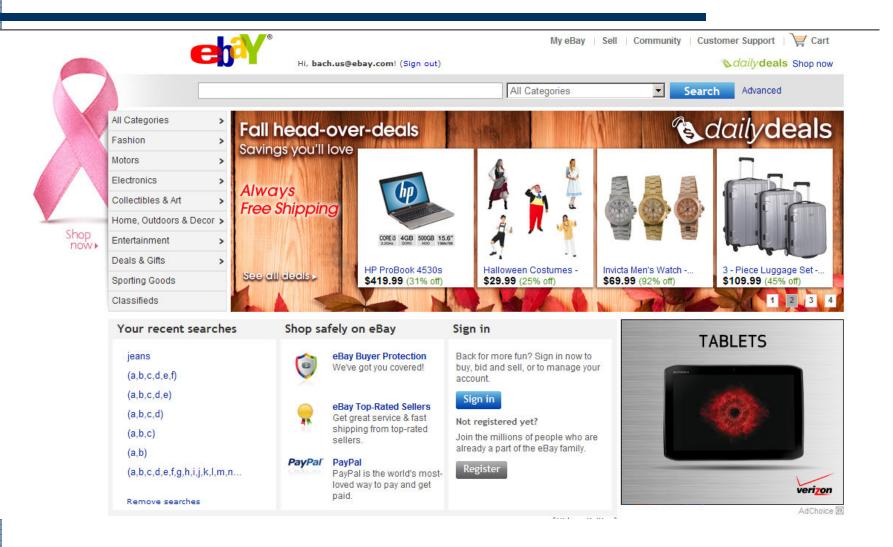


Project Environment	Product Elements	Quality Criteria	Development Criteria	General Test Techniques
Customers	Structure	Capability	Supportability	Function testing
Information	Function	Reliability	Testability	Domain testing
Developer relations	Data	Usability	Maintainability	Stress testing
Team	Platform	Security	Portability	Flow testing
Equipment & tools	Operations	Scalability	Localizability	Scenario testing
Schedule	Time	Performance		Claims testing
Test Items		Installability		User testing
Deliverables		Compatibility		Risk testing
				Automatic testing

Missions that inspire ET

- Change test case variables
- Execute a checklist
- Regress a list of bugs
- Confirm a rumor
- Design a test case
- Write some automation

"I want you to test this..."



Exercise (ebay Search)

Most bizarre thing for sale on ebay?

Most expensive thing on ebay?

What's trending?

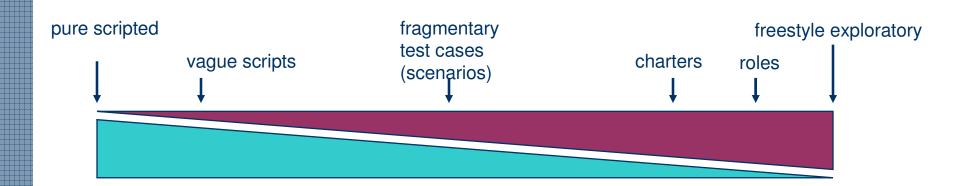
How can you find completed items?

What's the most common item sold?

How many categories of items for sale?

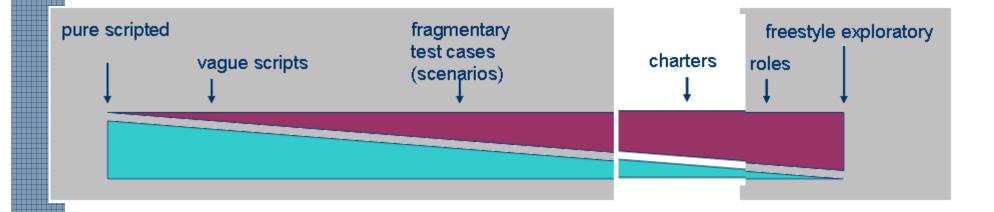
How many actual items?

The "tester freedom" scale



To know where a test falls on this scale, the tester must ask themselves: "to what extent am I in control of the test, and from where did the idea originate?"

Charters



Chartering

Making your own decisions about what you will work on and how you will work. Understanding your client's needs, the problems you must solve, and assuring that your work is on target.



Lewis & Clark, 1802

Mission: Find a water passage across North America...



The charter from Jefferson

"The object of your mission is to explore the Missouri river, & such principal stream of it, as, by its course & communication with the water of the Pacific ocean may offer the most direct & practicable water communication across this continent, for the purposes of commerce."

http://www.monticello.org/jefferson/lewisandclark/instructions.html

Sponsors and stakeholders

- Test Manager
- Product Manager
- CEO
- Customer
- Developer
- Marketing
- Tech Writer
- Customer Support
- Other testers



Charter-based method #1

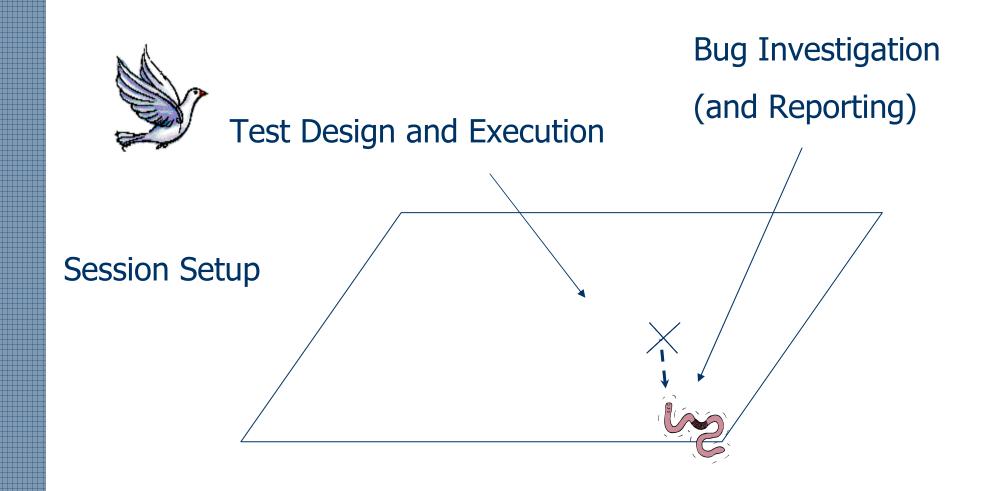
Session-Based Exploration

Think in time-boxed missions to explore, resulting in a test report with Notes, Bugs, and Issues.

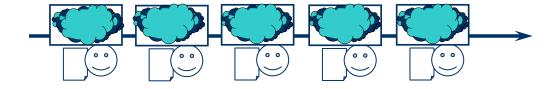
A report of my exploration



Activities to report



Structure



The "Session"

- 1) Time Box
- 2) Reviewable Result
- 3) Debriefing

The deliverable: a session report

report on areas of potential risk.

Menu | et-jsb-010417-c.sesView Strategy | Function Testing Strategy | Functional Analysis

OS | Windows 2000

5/30/00 03:20 pm

TASK BREAKDOWN

#TEST DESIGN AND EXECUTION

Charter

- #AREAS

Metrics

- #DURATION
- #TEST DESIGN AND EXECUTION
- #SESSION SETUP
- #BUG INVESTIGATION AND REPORTING
- #CHARTER / OPPORTUNITY

Notes

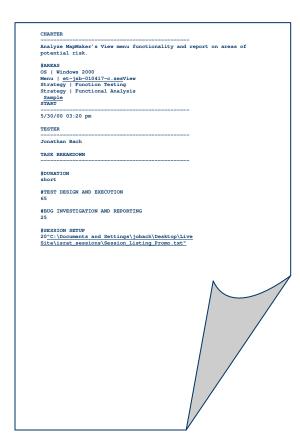
Bugs

- #BUG

Issues

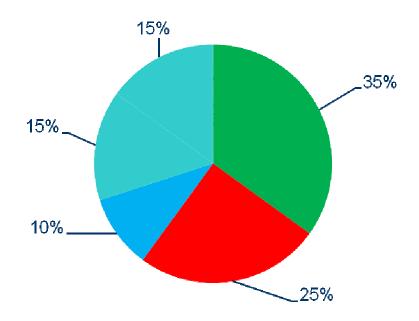
- #ISSUE

eBay samples



TBS Roll-up

- ■Test Design & Execution
- ■Bug Investigation
- Environment Config
- ■Automation (BLOCKERS)
- Learning-Gathering Requirements



Charter-creation method #2

Open-Book Testing

The act of creating open-ended questions such that...

Tools

- 1) Scan Tool (James & Jon Bach)
- 2) <u>Session Tester</u> (Jonathan Kohl)
- 3) Rapid Reporter (Shmuel Gershon)
- 4) TestExplorer (David Gilbert)

"Open Book" charters for eBay

What item for sale is nearest to you location?

Submitted the most and sold the least?

What item appears most with no bids?

What are the most recent items posted for any given category?

Which category has the most items?

Which search strings create null queries?

What are 3 examples of broad queries vs 3 examples of ambiguous queries?

What queries create invalid results?

How do you find "sold" items?

What is the most common item?

What is the most bizarre item?

What is the most expensive item?

Is it possible to restrict results to one category without the categories field?

Which seller has listed the most items which have not sold?

What search string takes the longest to return results?

Is there a search that works differently on different browsers?

What was the highest bid for an item in support of any charity?

Find an item that the seller has no business selling!

Find an item you find only on eBay, not Amazon.

What item could you find that had the most bids?

How many eBay stores are there?

What is the oldest object (not item) for sale on ebay?

Are results different if you are logged in?

Try a search on ebay.com and then try the same on on your mobile. What are the 3 major differences?

What item has the greatest difference between the highest and second highest bids?

What user has bid the most but won the least?

What item has been on eBay the longest? Is there a way to tell the age of the item ID?

Who has sold the most items?

Is there a way to find the most commonly misspelled item?

What item can be found in the most categories?

Testing ourselves

Chartering is an opportunity for testers and managers to cultivate and improve testing skill:

How did you arrive at that answer?
What did you see along the way?
Was there anything confusing about the questions?
Any riffs off of questions?
What test ideas did others have with the same question?

What managers might ask

How did you spend your time?

What did you find?

Did you need some help / tools?

Do you think there's more to do here?

Was this charter reasonable?



What to document

	Historical Explorer	Tester
Observations (To the degree you think they are relevant to stakeholders)	drawings of flora / faunadescriptions of indigenous peoplelandmarks	feature modeltext from log filestext from dialogs
Conjectures (Inferences based on experiences. After I test, I think I know something)	 what is this thing? where should we go today? how do we get there? new orders from HQ? are those people hostile? 	test ideasquestionsproduct and project issuesconcernsrisks
Project information (Independent of observer)	 mission supplies and staff latitude / longitude death and disease supply status 	chartertest actionsconfig infobuild detailstools used

Testing *is* journalism

It involves consulting sources, references, oracles -- and taking notes about those details.

It requires communication to an audience who wants information and who will either scrutinize or trust your report.

It involves a **story** formed by following up on rumors, tips, leads, conjectures, and questions – in pursuit of the truth.

When I was 10, Dad said...

Every story is this simple:



Somebody wants something...

Something stands in their way...

This is what they do about it...

Story Elements (Testing)

Characters (Somebody)	Testers Customers Stakeholders	
Purpose (Wants something)	"How stable are these new features?" "I want to print all of my recipes." "Try to repro this bug."	
Conflict (Something's in the way)	Limited budget and time "How does this thing work?" "We have yet to run <these> tests."</these>	
Actions (What was done about it)	Risks exposed Techniques used Features covered	

Key Idea

Agility is about the freedom to create, learn, and adapt, as we get fast feedback.

[Responding to change over following a plan]

Key Idea

Exploratory testing is about the freedom to discover, learn, and adapt,

while delivering fast feedback.

Conclusion

There is structure and purpose in exploration ... know how to <u>identify</u> it.

- Management Method: Session-Based tests
- Chartering Method: Open-Book Testing
- Idea Method: Heuristic Test Strategy Model
- Technique inventory: stress, flow, risk, claims, etc...

"I want you to test this..."

