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GOTO Copenhagen 2017 Conference Oct. 1-3, 2017

We are agile but... Gitte Ottosen





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Gitte Ottosen

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Education

Corporal in the Royal Danish Airforce **Certifications**

SCRUM master, ISEB foundation/practitioner, CAT trainer, Tmap Test Engineer, Tmap Test Manager, TPI Next foundation , SAFe SPC **Experience**

- 22 years in the IT business
- 5 years in Capgemini Sogeti

Focus

Test management, test engineering, SCRUM, process improvement, LEAN, agile, context driven test, change management

Agile Experience

Customers: Systematic Software Engineering A/S, Mærsk Line IT, DONG, KMD, TDC, Arla **Other**

Fellow Sogeti Labs

Agile ... In the perfect world



- ► A cross functional team all competences available within the team
- Quality is everybodys responsibility
- ► TDD integrated part of development method
- ▶ BDD the way we get the user stories right
- Continuous integration
- Automated regression test suite
- Potentially shippable software at the end of the sprint



An Agile Transition... Some Quality Related Challenges Unstable Teams Business not available Large manual regression test suite No focus on test automation Quality is not build in – it is tested No continuous integration in late in the project Test is handled by a separate Old systems with little if any focus on unit test department

Then what....?





No Magic Wand... But some practical tips





The agile manifest



We are uncovering better ways of developing software by doing it and helping others do it. Through this work we have come to value:

over

over

over

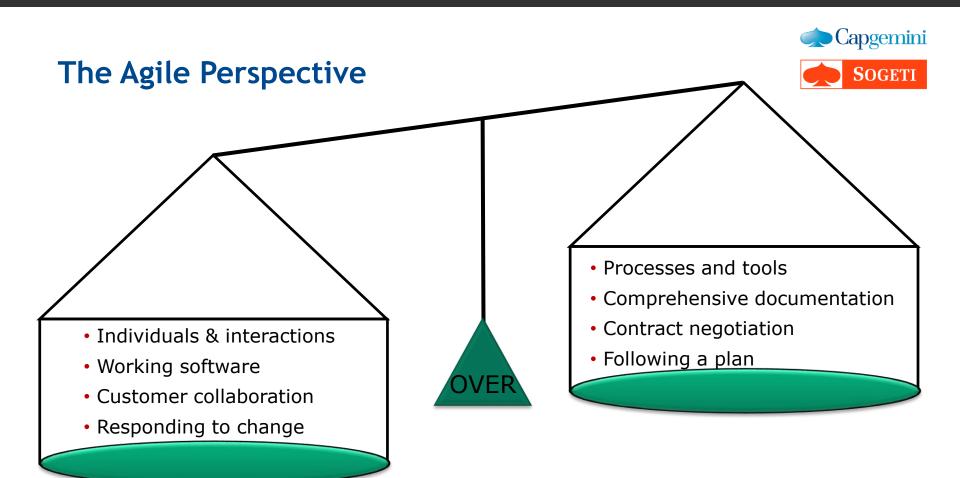
over

Individuals and interactions Working software Customer collaboration Responding to change processes and tools comprehensive doc. contract negotiation following a plan

That is, while there is value in the items on the right, we value the items on the left more.

Reference

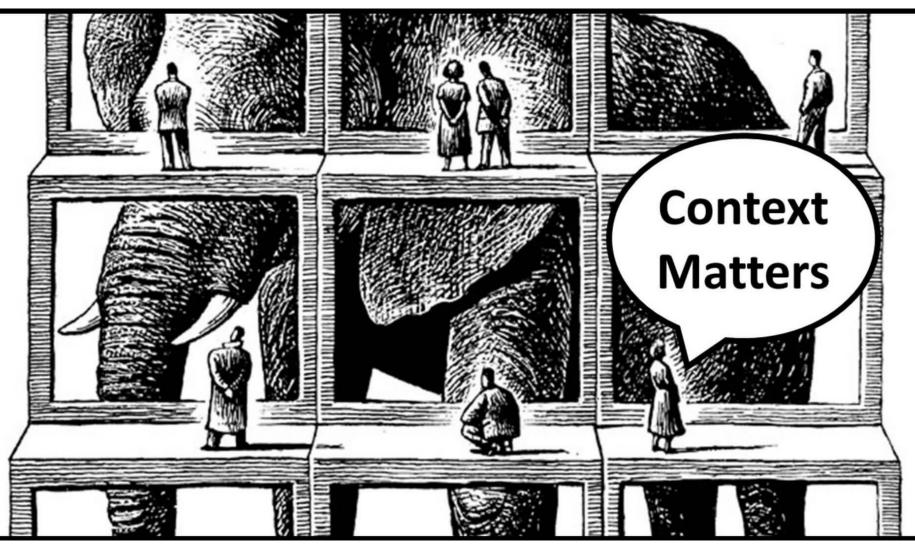
Kent Beck, Mike Beedle, Arie van Bennekum, Alistair Cockburn Ward Cunningham, Martin Fowler, James Grenning, Jim Highsmith Andrew Hunt, Ron Jeffries, Jon Kern, Brian Marick, Robert C. Martin Steve Mellor, Ken Schwaber, Jeff Sutherland, Dave Thomas





You don't become agile in a blink of an eye





Quality is something we test in...

The 12 Agile Principles



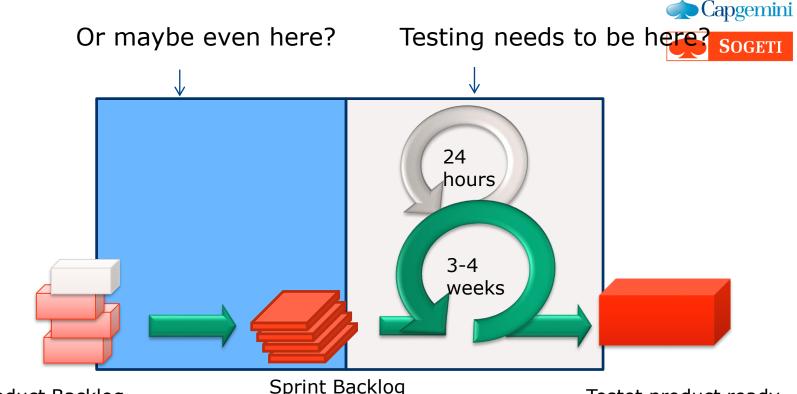
- 1. Our highest priority is to **satisfy the customer** through early and continuous delivery of valuable software.
- 2. <u>Welcome changing requirements</u>, even late in development. Agile processes harness change for the customer's competitive advantage.
- 3. Deliver **working software** frequently, from a couple of weeks to a couple of months, with a preference to the shorter timescale.
- 4. Business people and developers must **work together** daily throughout the project.
- 5. Build projects around **motivated individuals**. Give them the environment and support they need, and trust them to get the job done.
- 6. The most efficient and effective method of conveying information to and within a development team is **<u>face-to-</u>** <u>**face conversation**</u>.
- 7. Working software is the primary **measure of progress**. Agile processes promote sustainable development.
- 8. The sponsors, developers, and users should be able to maintain a **<u>constant pace</u>** indefinitely.
- 9. Continuous attention to **technical excellence** and good design enhances agility.
- **10.** <u>Simplicity-</u>-the art of maximizing the amount of work not done--is essential.
- 11. The best architectures, requirements, and designs emerge from **self-organizing teams**.
- 12. At regular intervals, **the team reflects** on how to become more effective, then tunes and adjusts its behavior accordingly.



"Cease dependence on mass inspection to achieve quality. Improve the process and build quality into the product in the first place"

W. Edwards Deming





Product Backlog Prioritized by customer Sprint Backlog Broken down by SCRUM team.

Testet product ready for release

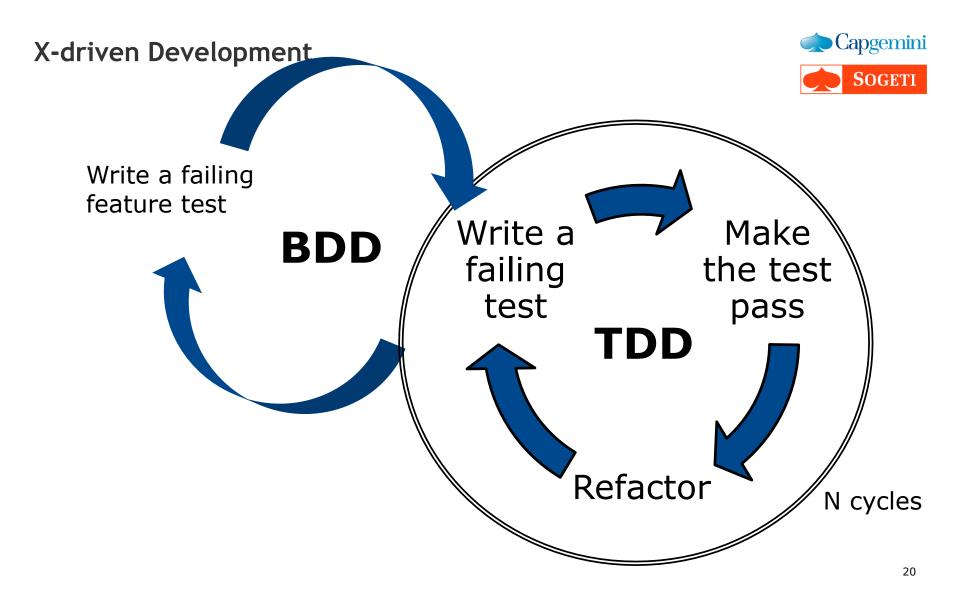


Are you ready?



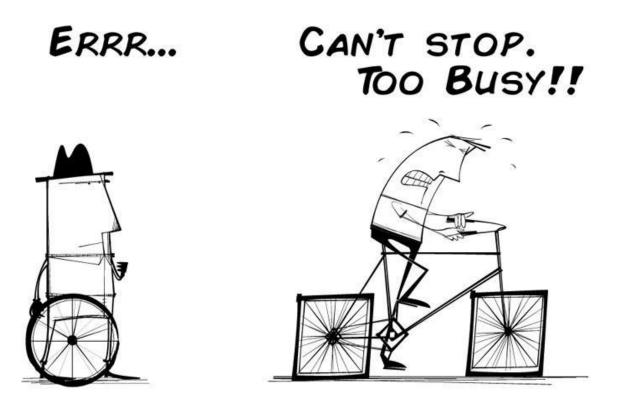






Technical Debth





Source: activestate_mom

Testing is someone else's problem



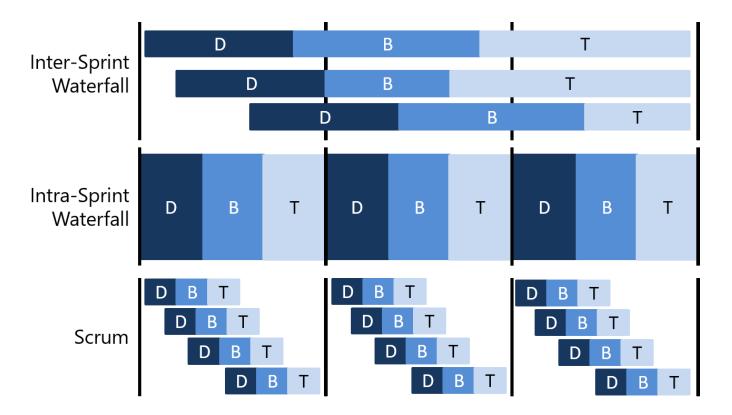
Get a TESTER integrated in the team

Get TESTING integrated in the team

The Agile Test Strategy						
Manual&	Business-facing					
automatic					Manual GETI	
e team	Functional test Story test Proto types Simulations		Explorative test Scenario test Usability test UAT Pilot test			
s the		Q2	Q3		Critique	
Supports		Q1	Q4		product	
	Unit test Component test		N	on-functional (response, load) Security	Source: Brian Marick	
Automatic					Tools	
	Technology-facing					

But when do we test?





https://zenexmachina.wordpress.com

Changing the way we test



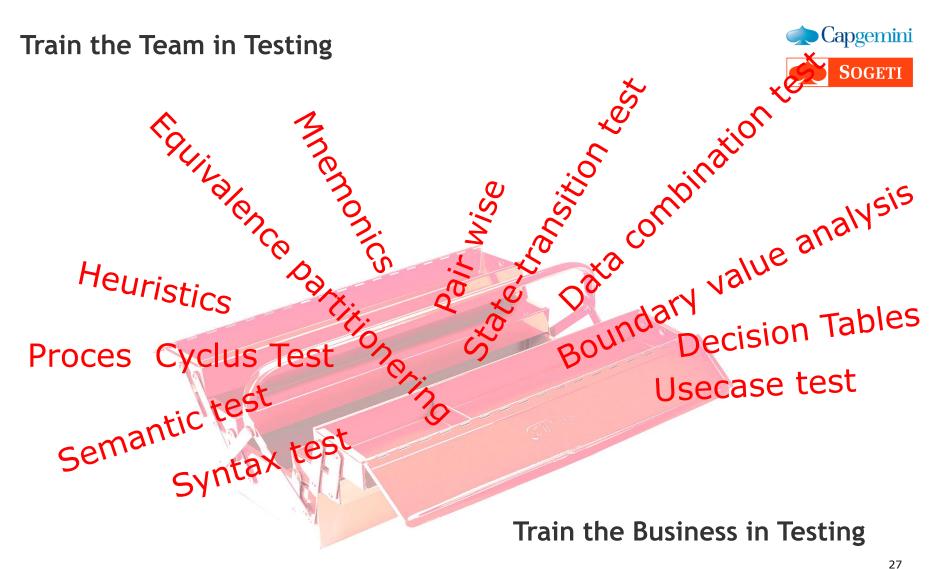




Test Sprint 2

Test Sprint 1

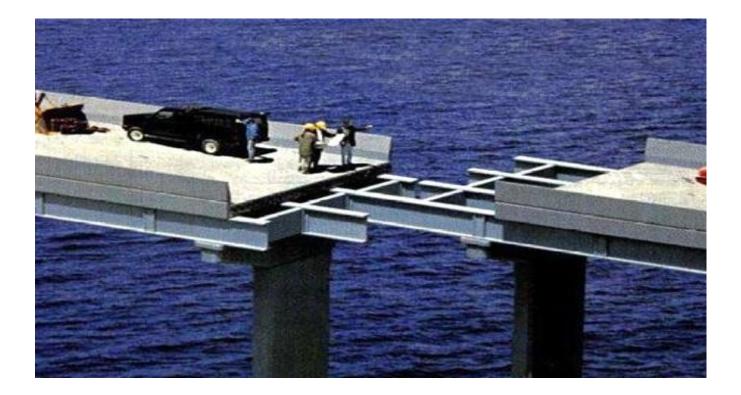
Sprint 1 Sprint 2 Sprint 3 Sprint 4



Business not available

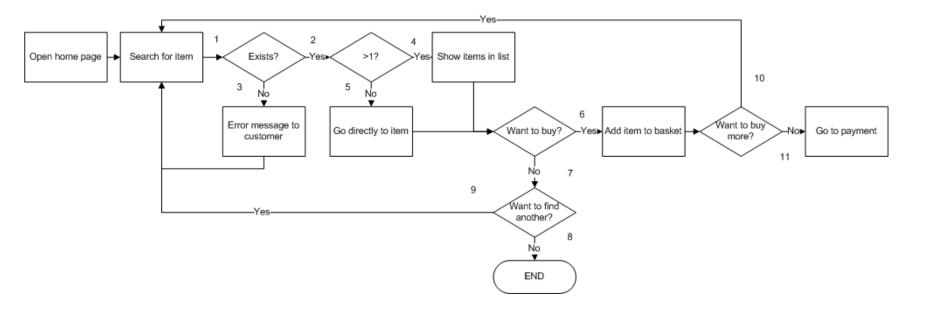
Building Bridge Between Business and IT





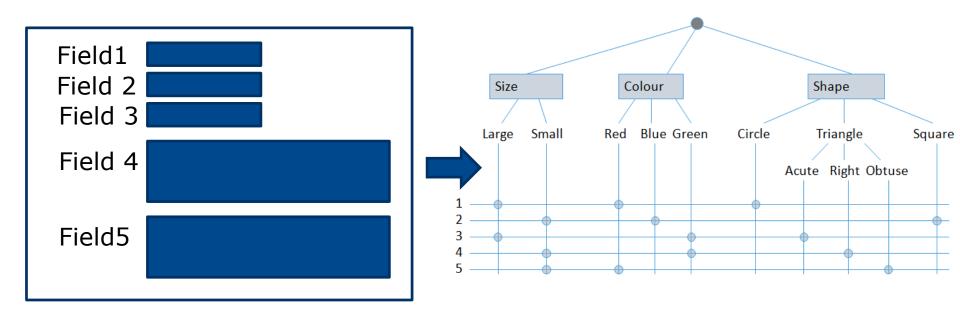
Understand your business





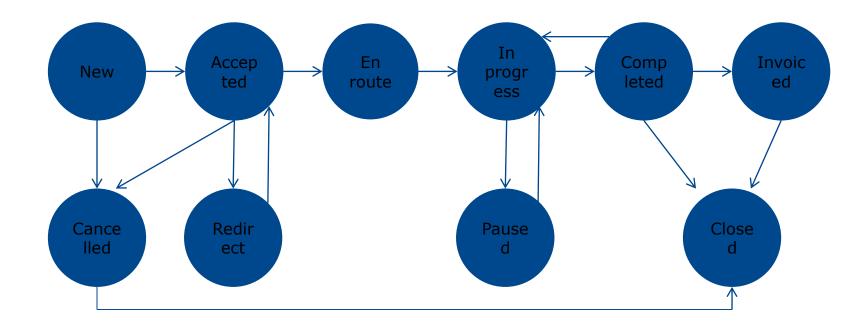
Classification Trees





State Transition Test

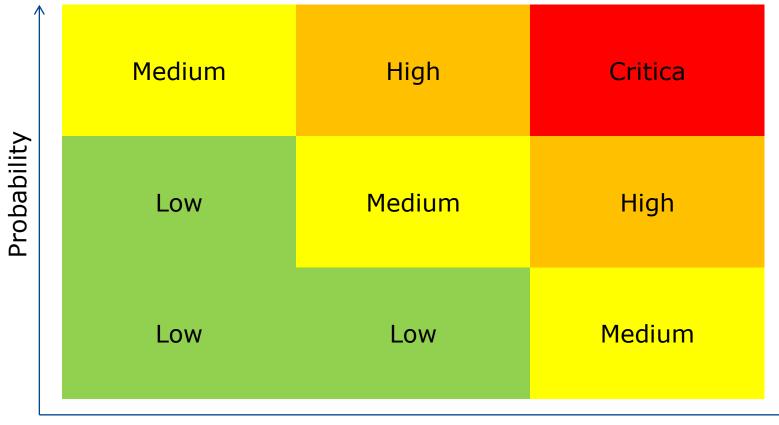




Large Manual Regression Test Suite

Truely Risk Based?





Time for Spring Cleaning

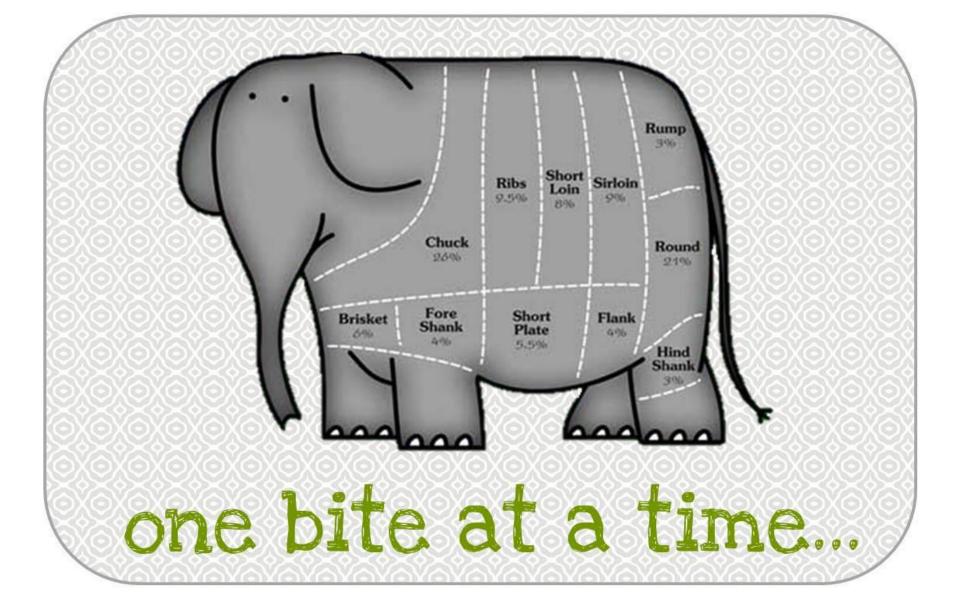
















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