Experiences in agile testing

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Introduction

- Agile GUI testing challenges
- Agile GUI test design
- Project results and figures
The challenges

- **Short release cycles**
  Need continuous testing

- **Not much time**
  Can’t wait until delivery to start writing tests
  Can’t afford to spend too much time writing tests
  Regression tests have to be stable

- **Requirements**
  Flexible, subject to change

Bad tests

- Are dependent on availability of application
- Take too long/too many resources to write
- Have not been planned
Good tests

- Don’t rely on application
- Easy and quick to create
- Need to be flexible
- Have been planned and are structured

Designing agile GUI tests

- Modular
  What actions/action combinations will be frequently used?
- Abstract
  Separate from any implementations of application
  Generic
  Flexible
- Keywords
Project experience

Test and development in parallel
10% of project costs
On-time testing
Prompt error discovery
0 errors on delivery

Summary

To test GUI’s agilely
Testing in sync with development
Robust, well-thought out test design

Tool choice
Levels of abstraction
Not reliant on presence of application
Supports quick & easy test creation/maintenance