



# HOUSE OF TEST

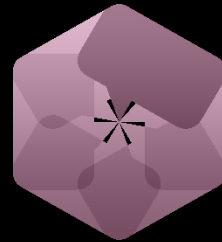
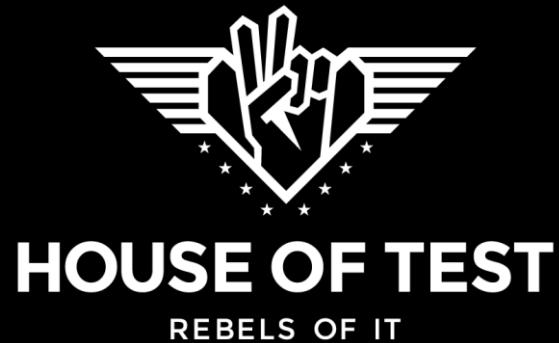
REBELS OF IT

# Agilare Teststrategier

Johan Jonasson  
House of Test



# Johan Jonasson



**Let's Test**  
the context-driven way



# Test Strategy?

“A high-level description of the test levels to be performed and the testing within those levels for an organization or programme (one or more projects).”

*ISTQB syllabus*



A good test strategy answers

What? Why? How?



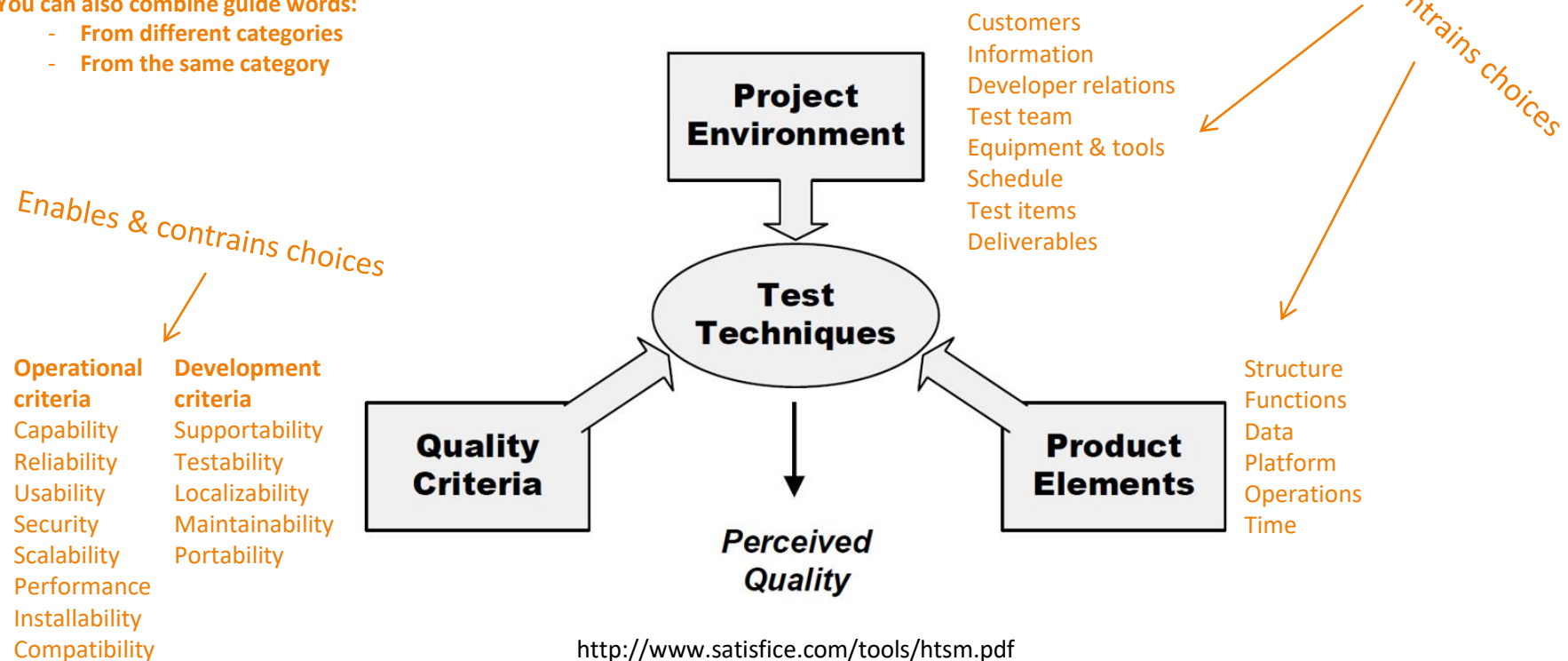
# Meta strategy

## Using HTSM to guide testing

Pick a guide word (e.g. *Platform*).

- Identify “all” aspects of the program that match the guide word
- One by one, what could go wrong with each?
- You can also combine guide words:
  - From different categories
  - From the same category

## Heuristic Test Strategy Model

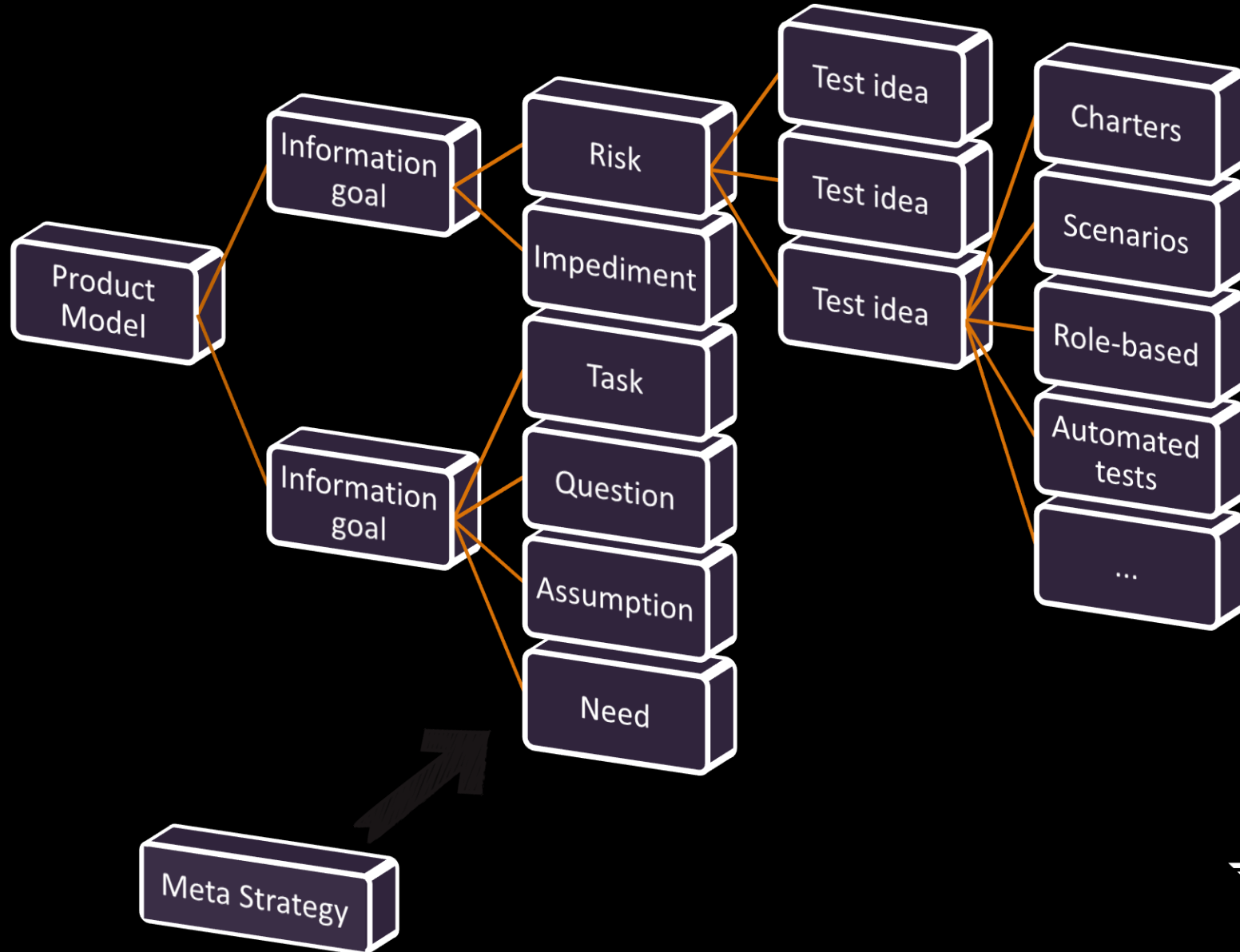


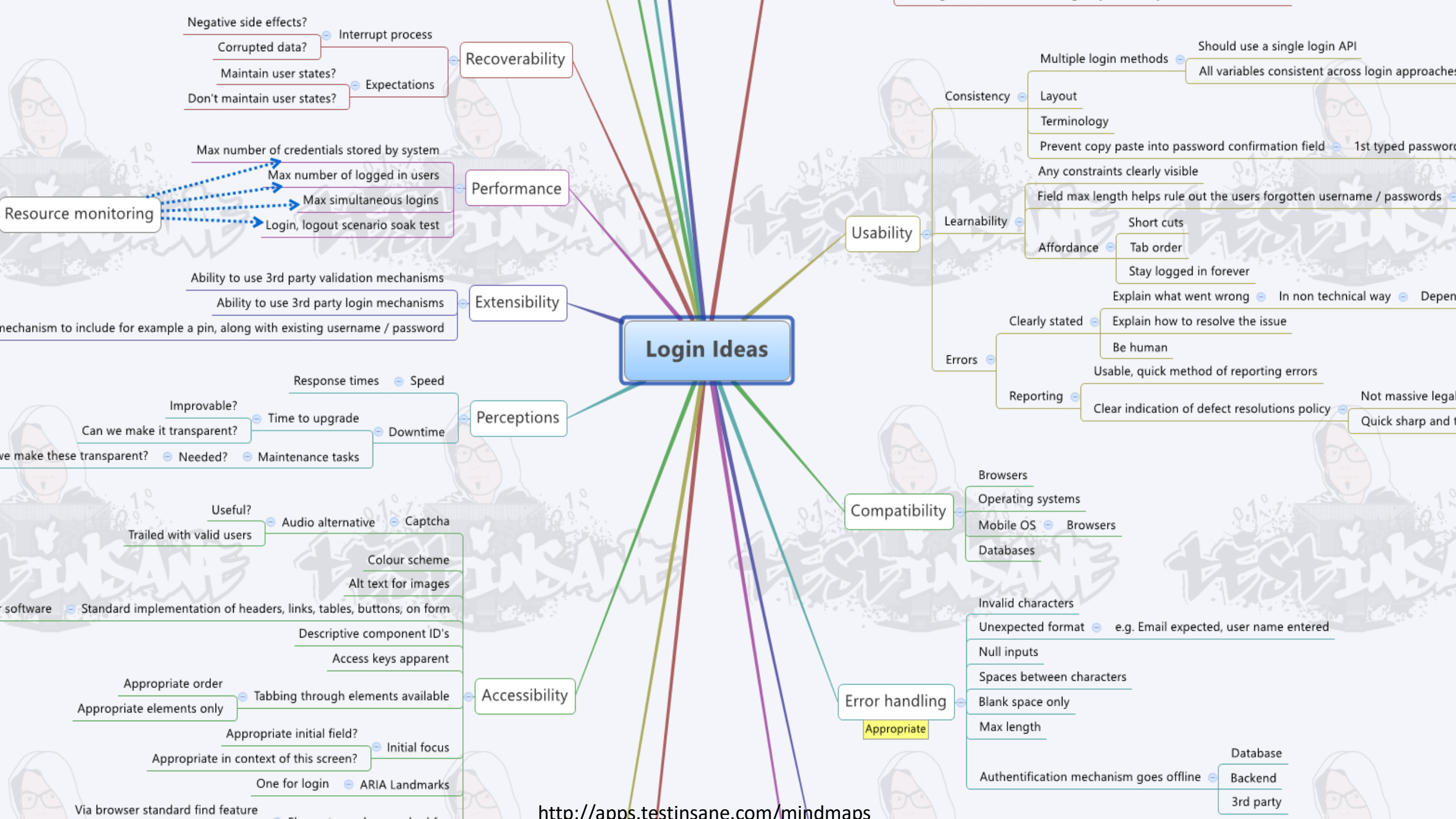
Product Model

High Level Strategy

"Task Level" Strategy

Low Level Strategy





# Login Ideas

## Recoverability

- Negative side effects?
  - Interrupt process
  - Expectations
- Corrupted data?
- Maintain user states?
- Don't maintain user states?

## Performance

- Max number of credentials stored by system
- Max number of logged in users
- Max simultaneous logins
- Login, logout scenario soak test

## Resource monitoring

- Ability to use 3rd party validation mechanisms
- Ability to use 3rd party login mechanisms
- mechanism to include for example a pin, along with existing username / password

## Extensibility

## Perceptions

- Response times
  - Speed
- Improvable?
- Time to upgrade
- Downtime
- Can we make it transparent?
- Can we make these transparent?
- Needed?
- Maintenance tasks

## Accessibility

- Useful?
  - Audio alternative
  - Captcha
- Trailed with valid users
- Colour scheme
- Alt text for images
- Standard implementation of headers, links, tables, buttons, on form software
- Descriptive component ID's
- Access keys apparent
- Appropriate order
- Appropriate elements only
  - Tabbing through elements available
- Appropriate initial field?
  - Initial focus
- Appropriate in context of this screen?
- One for login
  - ARIA Landmarks

## Usability

### Consistency

- Layout
- Terminology

### Learnability

- Affordance
  - Short cuts
  - Tab order
- Stay logged in forever

### Errors

- Clearly stated
  - Explain what went wrong
  - Explain how to resolve the issue
  - Be human

### Reporting

- Usable, quick method of reporting errors
- Clear indication of defect resolutions policy

## Compatibility

- Browsers
- Operating systems
- Mobile OS
- Browsers
- Databases

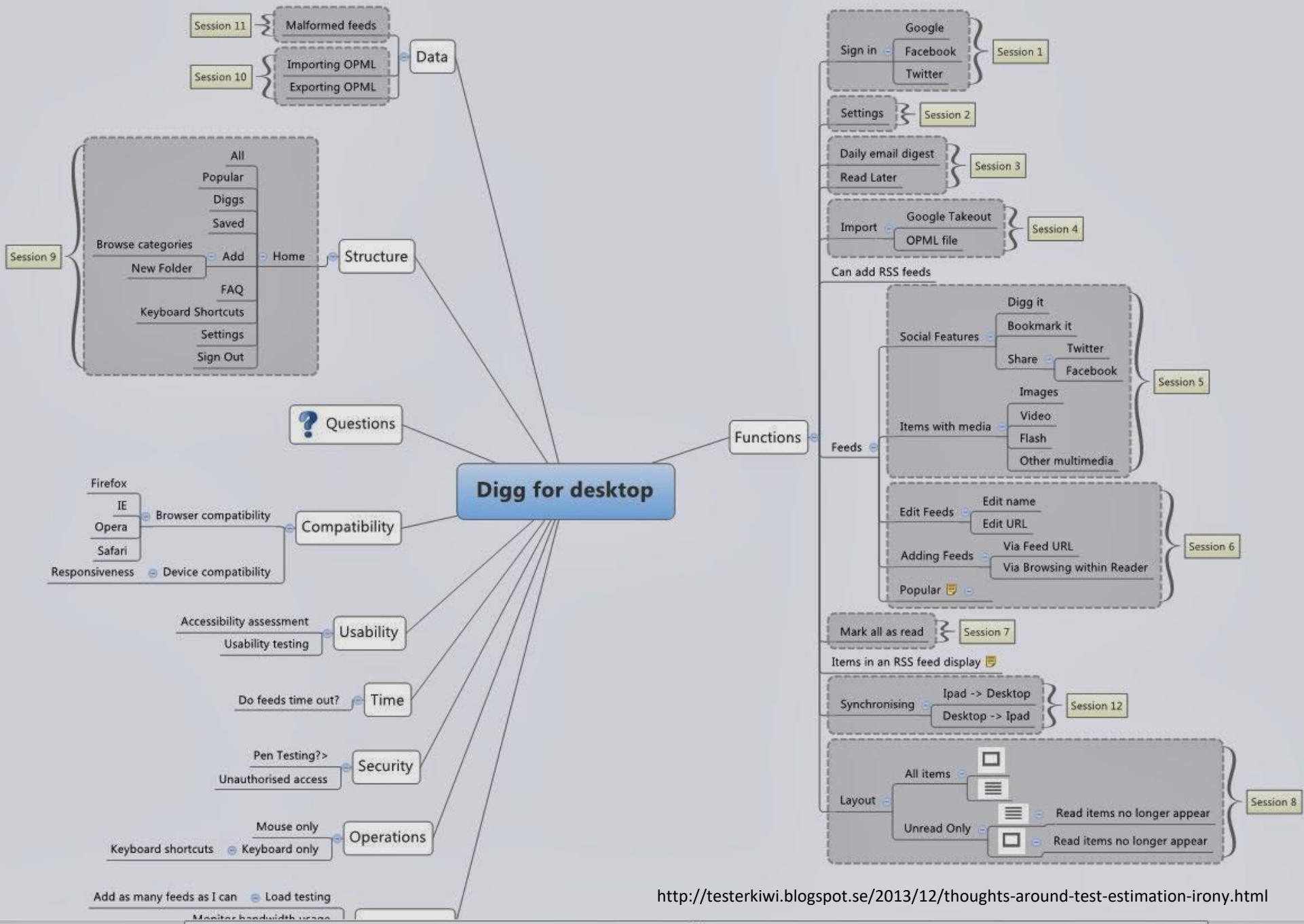
## Error handling

- Invalid characters
- Unexpected format
  - e.g. Email expected, user name entered
- Null inputs
- Spaces between characters
- Blank space only
- Max length

Appropriate

- Authentication mechanism goes offline
  - Database
  - Backend
  - 3rd party





# In conclusion...

- Start with asking what information you need
- Generate test *ideas* with risk in mind
- Commit as late as possible in order to:
  - Add, remove or update easier
  - Remain honest, since learning more means you'll uncover new risks and discard old ones
- Visualize in order to:
  - Guide your own thinking
  - As a basis for communicating your thinking
  - Help you estimate the time you need



# Get in touch!

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