

### Evolving Our Testing

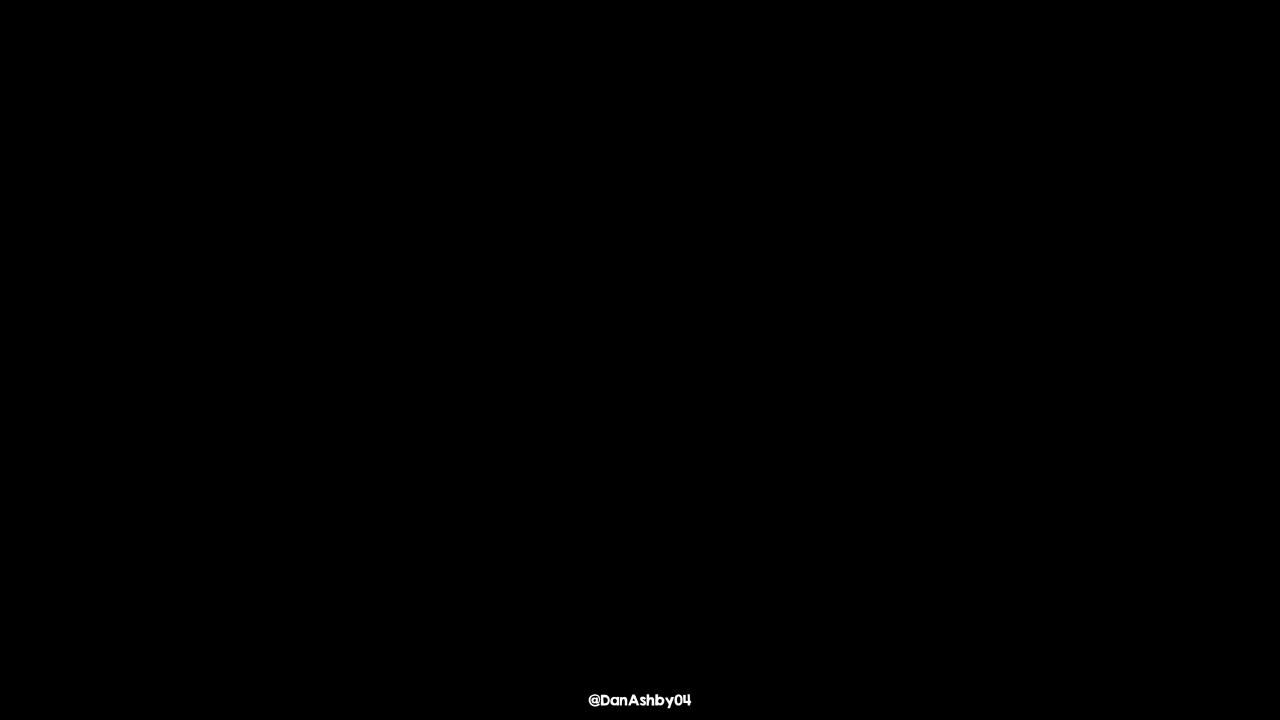
Assessing Quality Throughout The SDLC

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### I) How I view quality

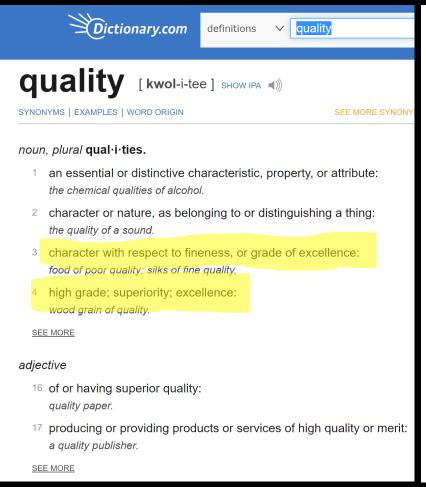
land my view on the testing's relationship with quality?)

## 2) Testing beyond software (8 perspectives of quality across the SDLC)

## 3) Your role in testing and quality [evolving into Quality Engineering]

## I) What is Quality?

### Definitions of "Guolity"?



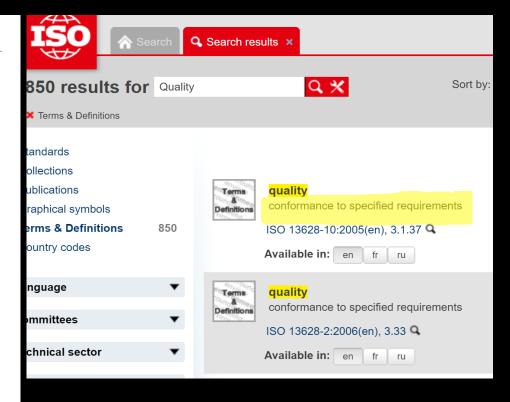
#### Software quality

From Wikipedia, the free encyclopedia

In the context of software engineering, **software quality** refers to two related but distinct notions:

- Software functional quality reflects how well it complies with or conforms to a given design, based on functional requirements or specifications. That attribute can also be described as the fitness for purpose of a piece of software or how it compares to competitors in the marketplace as a worthwhile product.

  [1] It is the degree to which the correct software was produced.
- Software structural quality refers to how it meets non-functional requirements that support the delivery of the functional requirements, such as robustness or maintainability. It has a lot more to do with the degree to which the software works as needed.





#### Quality is value to some person

- Gerald Weinberg

"

Quality Software Management: Volume 1, Systems Thinking, 1992

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Quality is "value to some person(s)" (Weinberg), to which James Bach and I add "who matter".

### Definitions of "Guality"?

conforms to a given design,

fitness for purpose

conformance to specified requirements

fineness, or grade of excellence:

high grade; superiority; excellence:

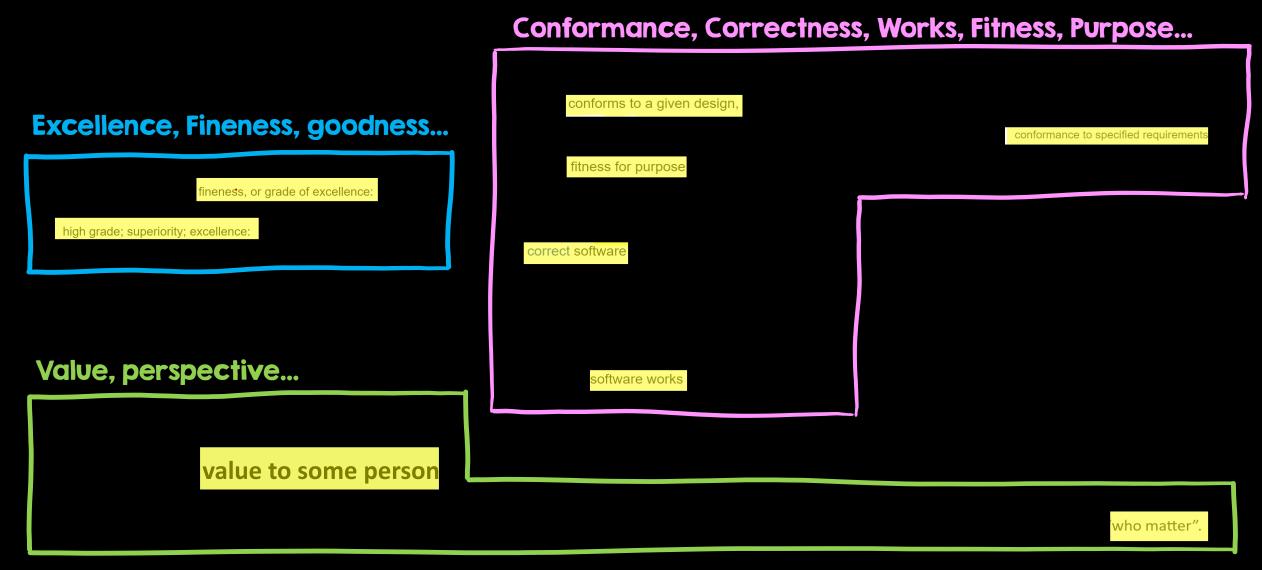
correct software

software works

value to some person

who matter".

### Definitions of «Guality»?



### Usefulness (the value) worth of something)



Quality consists of Correctness expectations re

lmeting wonts & needs)



Goodness

(the emotive experience of something)

### What is the Quality of...

The last conversation you had?

The last software application you used?

This conference?

The softwore your company creates?

# PPOPOSE: TESTING IS...

# ...ASSESSING QUALITY

# PPOPOSE: Testing is...

## ...ASSESSING CORRECTNESS

### ...ASSESSING GOODNESS

## ...ASSESSING USEFULNESS

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### Scripted Testing helps us in...

## ...ASSESSING CORRECTNESS

Exploratory Testing helps us in... ...ASSESSING GOODNESS

...ASSESSING USEFULNESS

# 2) Assessing quality Beyond software

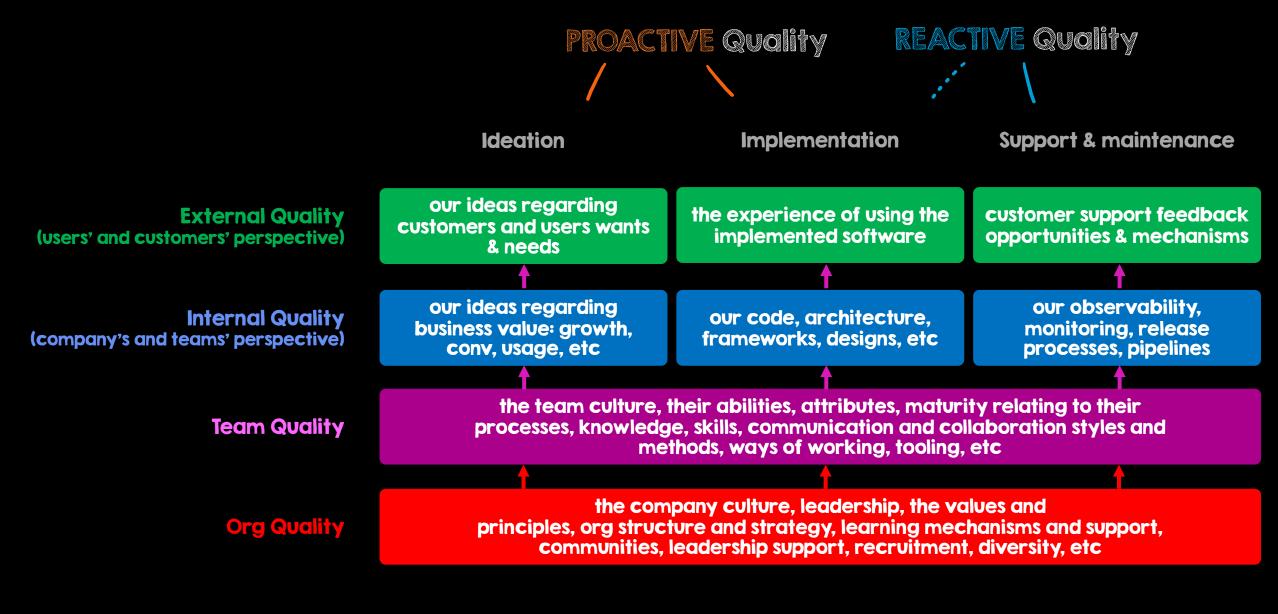
### 8 Perspectives of Quality in Software

**Ideation Implementation** Support & maintenance our ideas regarding the experience of using the customer support feedback **External Quality** customers and users wants (users' and customers' perspective) implemented software opportunities & mechanisms & needs our ideas regarding our observability. **Internal Quality** our code, architecture, business value: growth, monitoring, release frameworks, designs, etc (company's and teams' perspective) conv. usage, etc processes, pipelines the team culture, their abilities, attributes, maturity relating to their Team Quality processes, knowledge, skills, communication and collaboration styles and methods, ways of working, tooling, etc the company culture, leadership, the values and **Org Quality** principles, org structure and strategy, learning mechanisms and support, communities, leadership support, recruitment, diversity, etc.

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### 8 Perspectives of Quality in Software

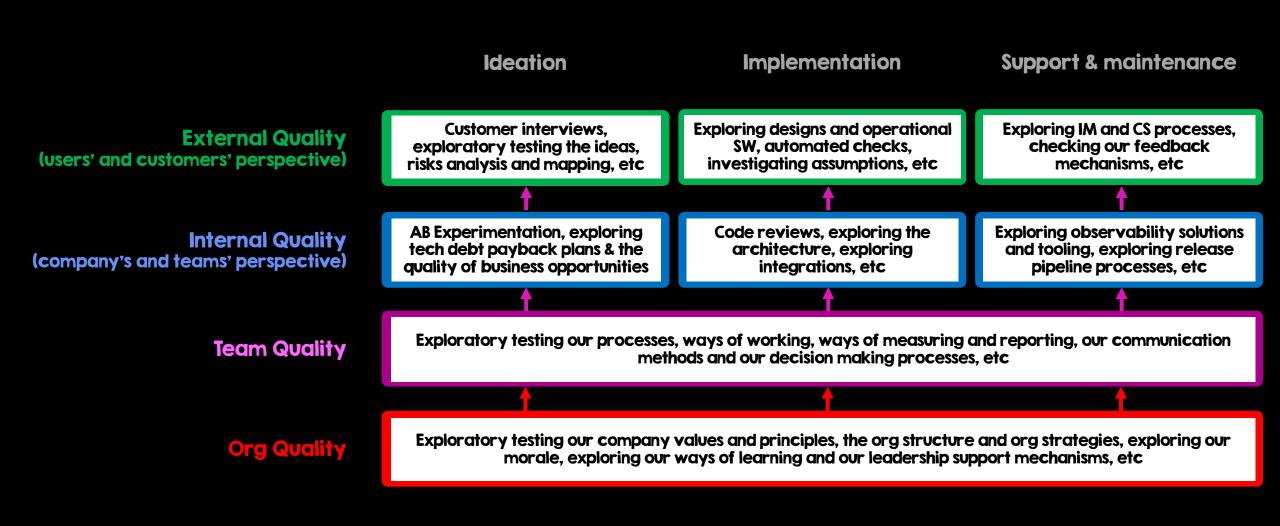


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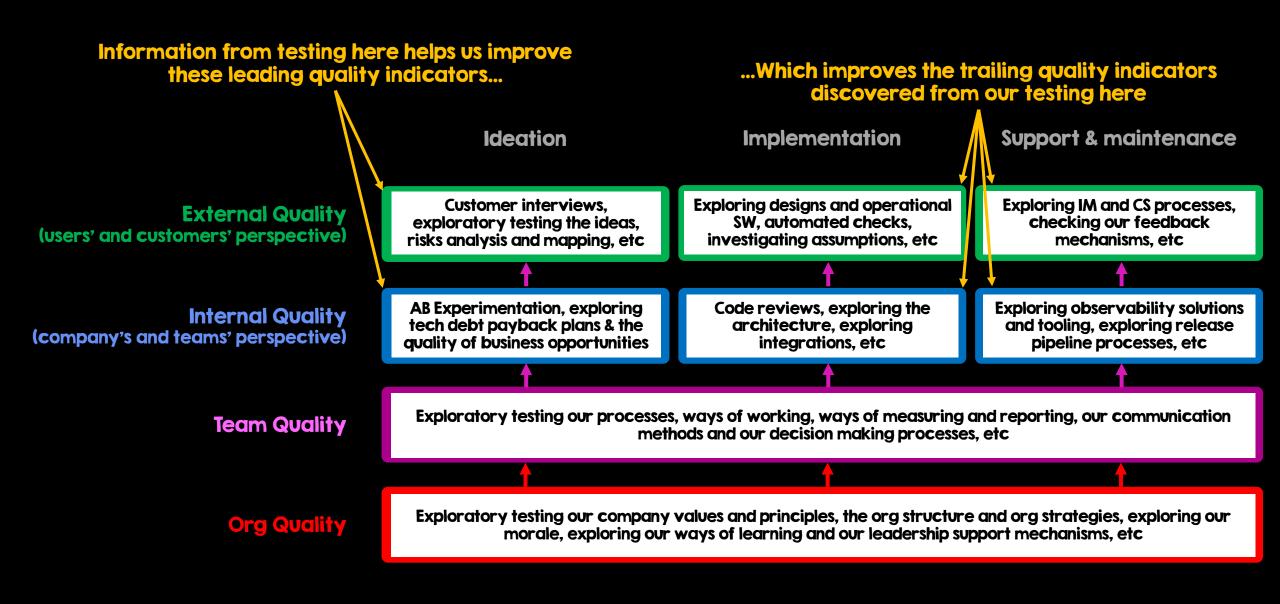
# ...ASSESSING QUALITY

### Testing Activities Relating to the 8 Perspectives



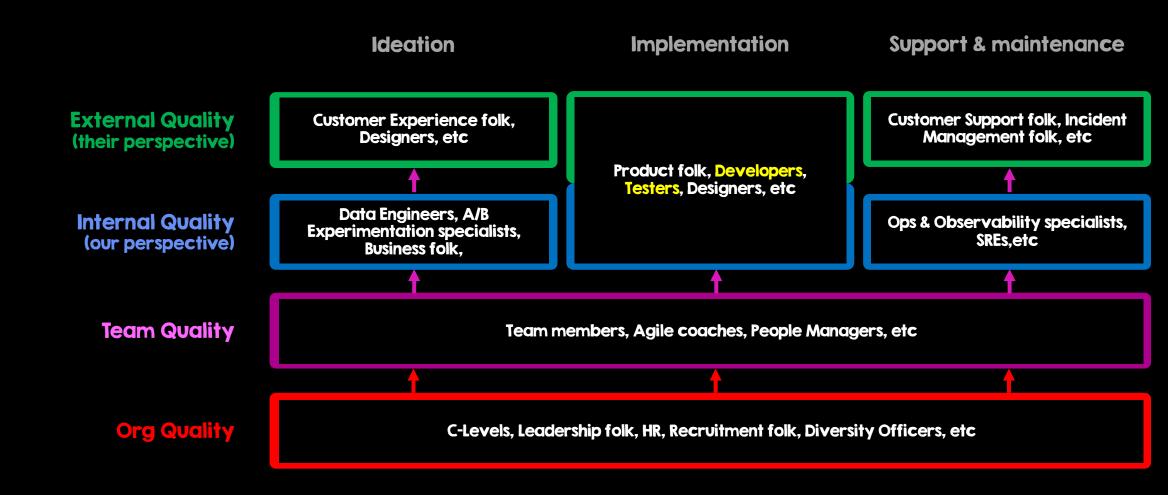
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### Testing Activities Relating to the 8 Perspectives

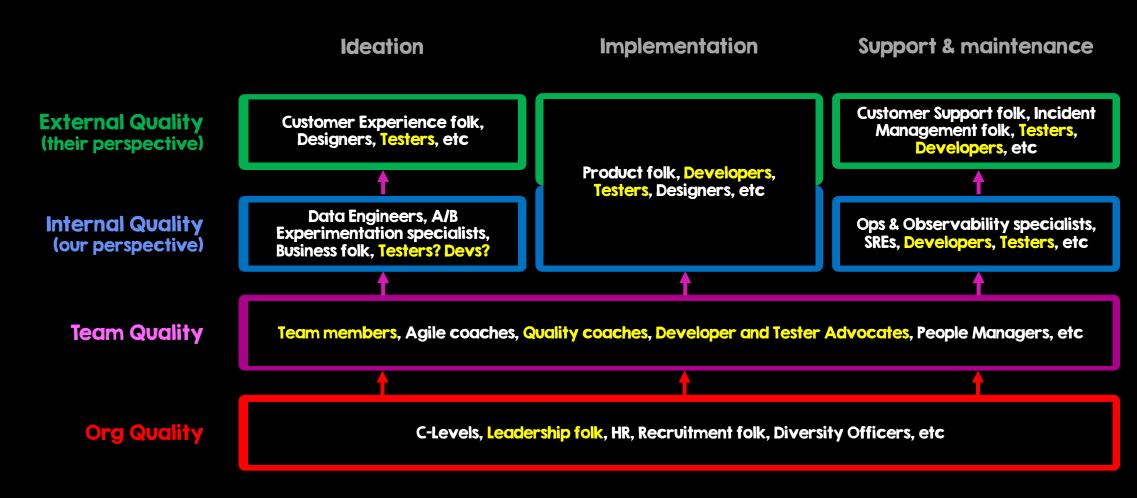


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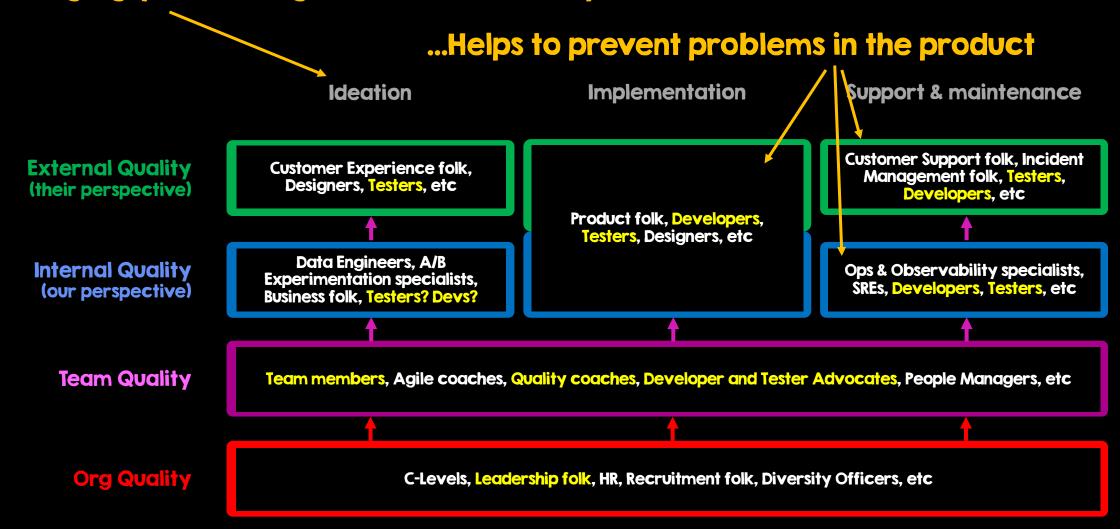
# 3) What's YOUT role in testing and quality?



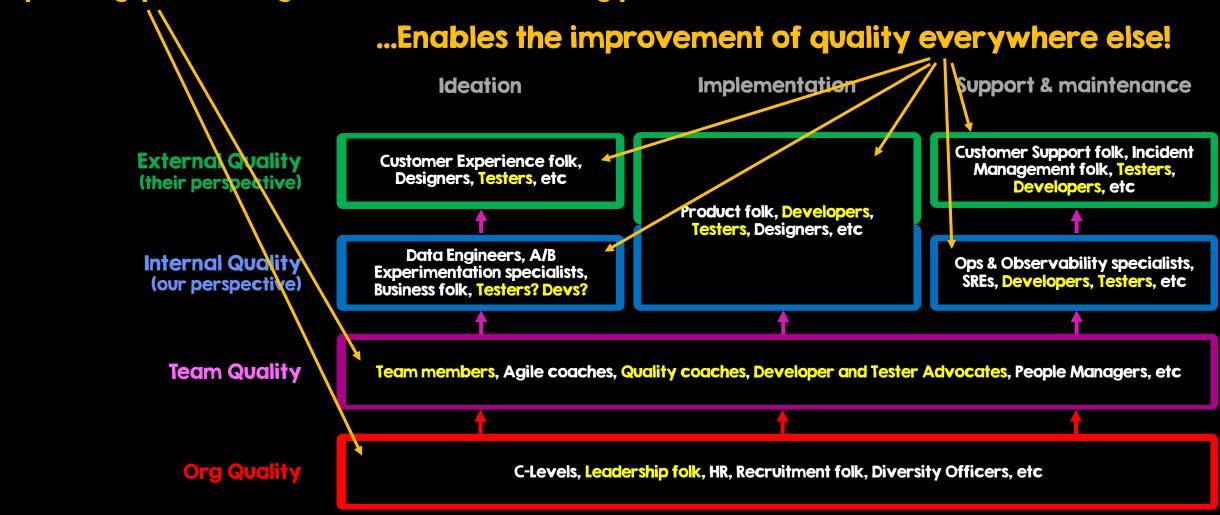
### Are you evolving your testing into the other boxes?



Bringing your testing skills earlier in the process...



Expanding your testing to include team and org processes and attributes...



## Quality Engineering

\*\*Engineer (definition)\*\*

Noun: An engineer; a person who constructs or creates something technical Example: A Software Engineer, A Civil Engineer, etc

Verb: To Engineer; to arrange, manage, or carry through by skillful or artful contrivance Example: She engineered the success of the project so well, he engineered the election campaign

To Engineer Quality (verb) is to: skillfully contrive, organize and influence quality into a product proactively, through involvement throughout the whole product lifecycle

Testers make great Quality Engineers, because of our existing skills in assessing quality

Go forth and engineer quality by evolving your testing

## Thank you!

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### BONUS CONTENT!!

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### A quality dashboard of leading & trailing quality indicators

### Process Adoption (Leading Indicators)

<u>Processes</u> <u>Perception</u>

Risk Mapping......

Test Driven Development.....

Behaviour Driven Development....

Domain Driven Design.....

Deep Work Sessions.....

Session Based Test Mgmt.....

Rolling Wave Planning.....

Tech Debt Payback Plan.....

Quality Debt Payback Plan.....

CI/CD Pipe Improvements.....

Roadmap Maintenance.....

Story Mapping.....

Example Mapping.....

### Prod Bugs Quality Indicators (Trailing Indicators)

Open Prod Bugs:

9

7

OOSLA:

Prod Bugs last week:

1

Severities:

Sev1 Sev2 Sev3

**User Traffic** 

Business Metrics (Trailing Indicators)

P&L Churn 35%.

Conversion +5%

User Growth +3%

**150K** 

### Engineering / Release Quality Indicators (Trailing Indicators)

Number of releases last week:

**15** 

DoD Adherence:

100%

Release success:

68%

Rollbacks:

5

### Customer Verbatims (Trailing Indicators)

"I like the new desktop browser view"

"You shouldn't have gotten rid of this feature..."

"Here's an idea - I would really like this"

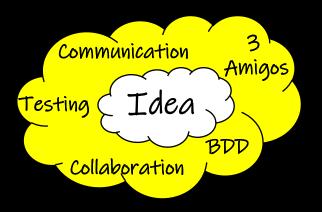
"This is so unusable. It's causing me so much despair! (3)"

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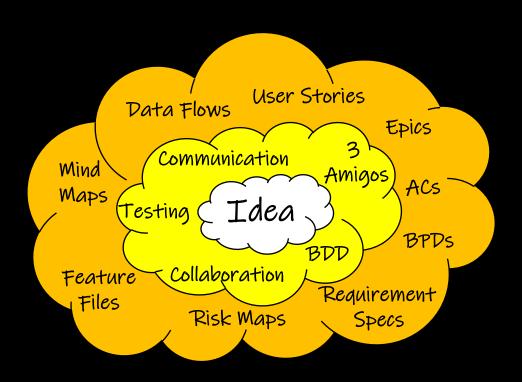
All software starts with a small piece of info...



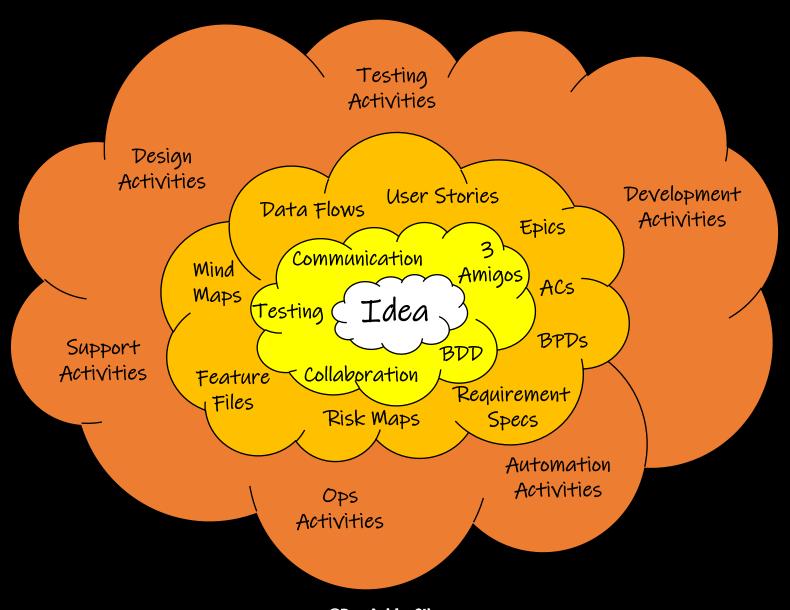
We put processes and activities in place to investigate and evaluate that info...

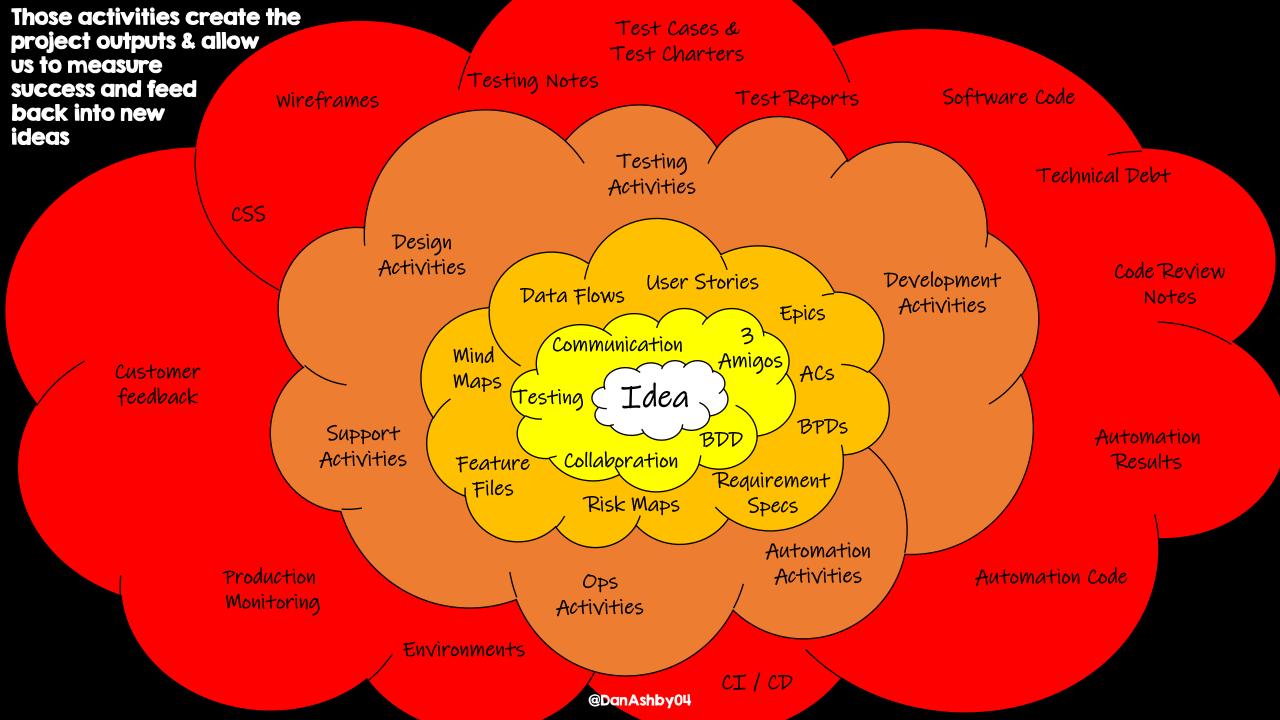


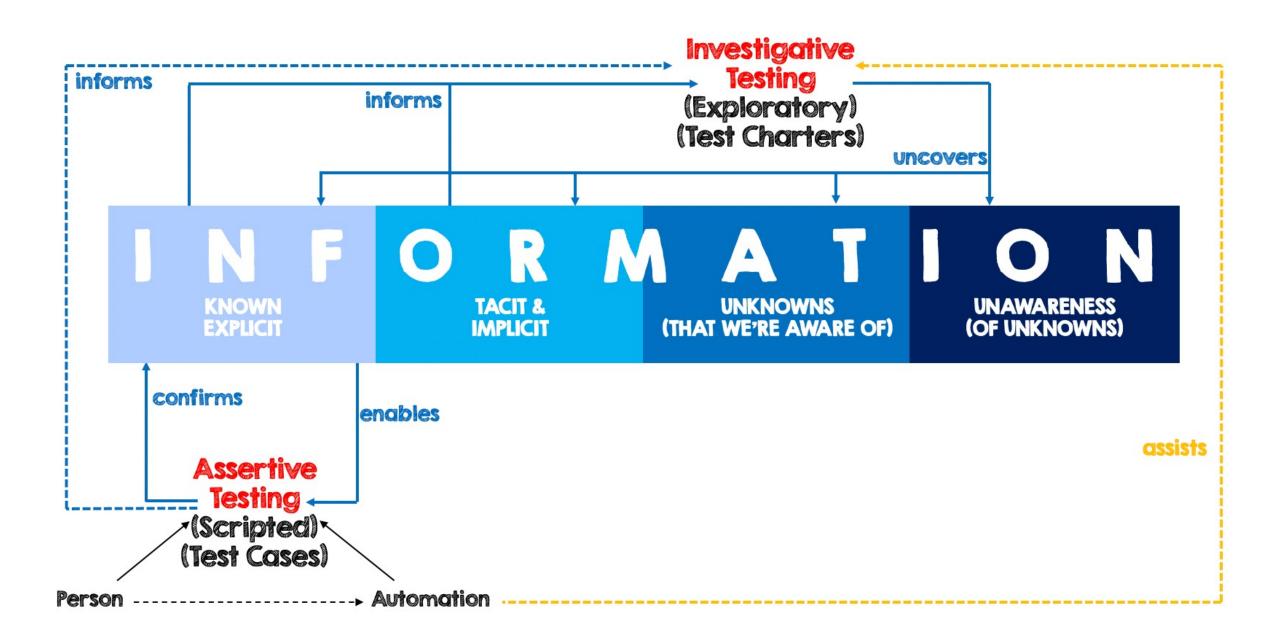
#### That investigation allows us to form more artefacts with more info...

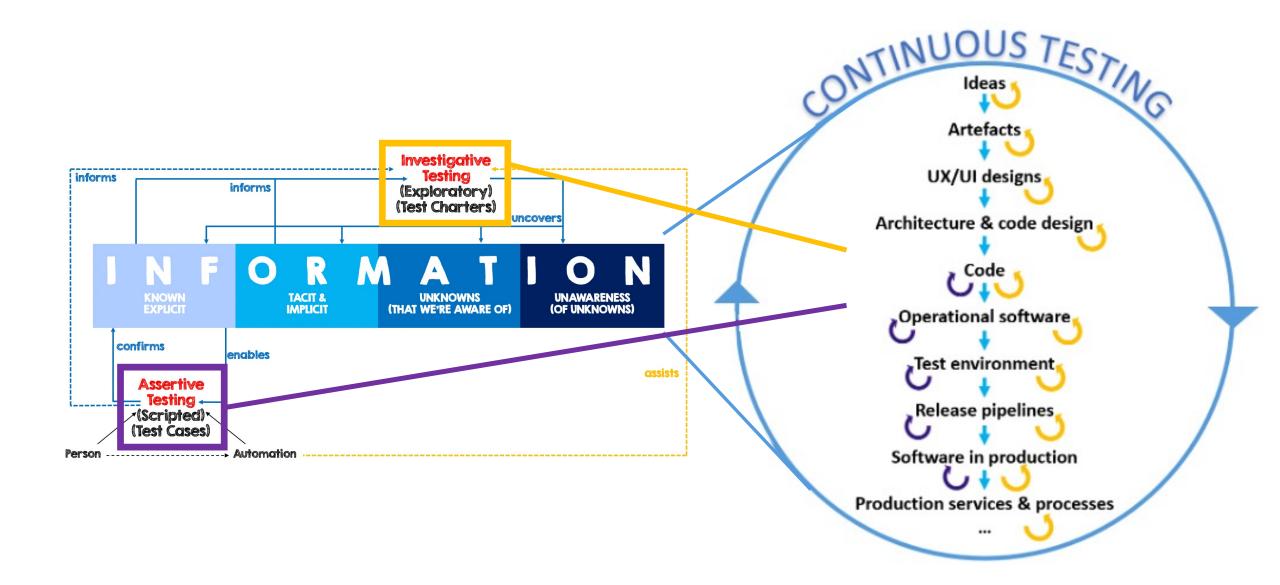


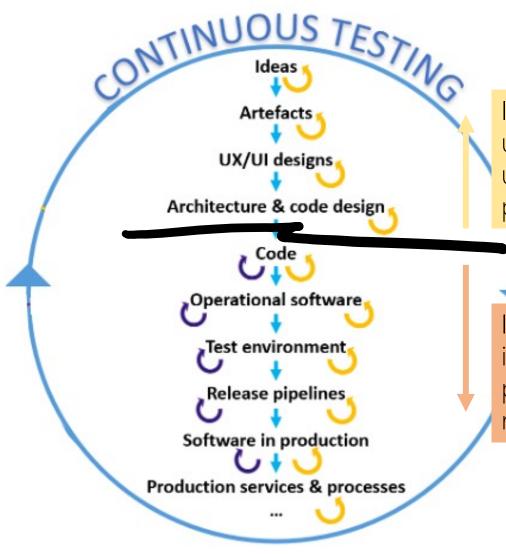
#### Those artefacts containing more info can then be used to stem other activities...











Investigating ideas and designs to uncover risks, variables and unknowns to feed design and prevent problems proactively

Investigating risks and unknowns in the software to uncover problems and info to be able to respond and fix reactively