

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

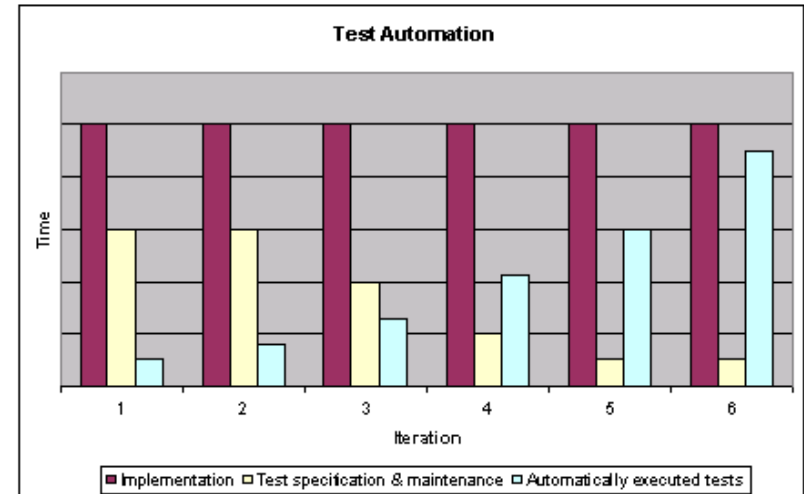
Can't wait until delivery to start writing tests

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 synch 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

