



Lightning talks

Edwin Dando

Assurity, Auckland

**Quality on Agile projects – what it
means for you as a tester**

Advancing Expertise in Software Testing

assurity | education
confidence in software

Quality on Agile Projects

What it means to you as a tester

Edwin Dando

Consulting Manager

@assuritynz



Edwin Dando
Consulting Manager

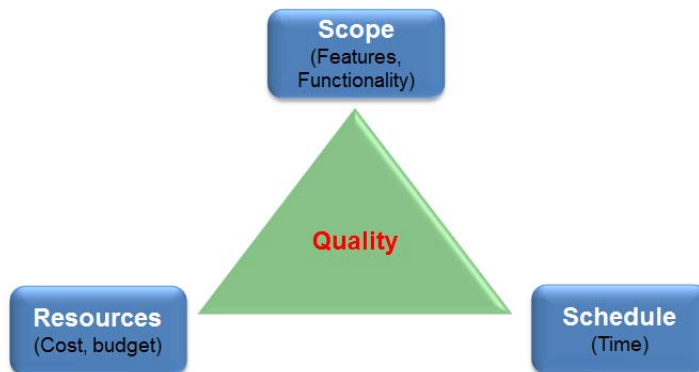


- + Originally a developer
- + Active in agile movement since 2002
- + Founded innovate agile consulting firm Clarus
- + Professional Scrum Trainer with Scrum.org
- + Approve all Australian trainer applications for Scrum.org
- + Helped many companies adopt agile practices
- + Passionate about improving the software industry

Better education. By practitioners

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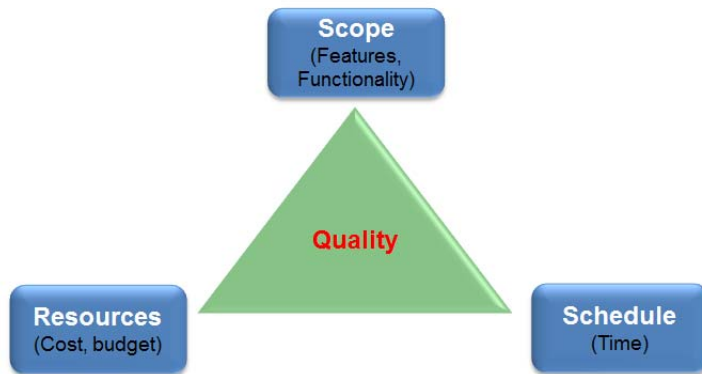
Why is quality so important?



Variability is intrinsic in Complex work.
When it arises, what shifts in your organisation?

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Why is quality so important?



For every \$1 of competitive advantage gained by cutting quality, it costs \$4 to restore it

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Why is quality so important?



Poor quality software inhibits business agility. We want to respond but we cant.

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Why is quality so important?



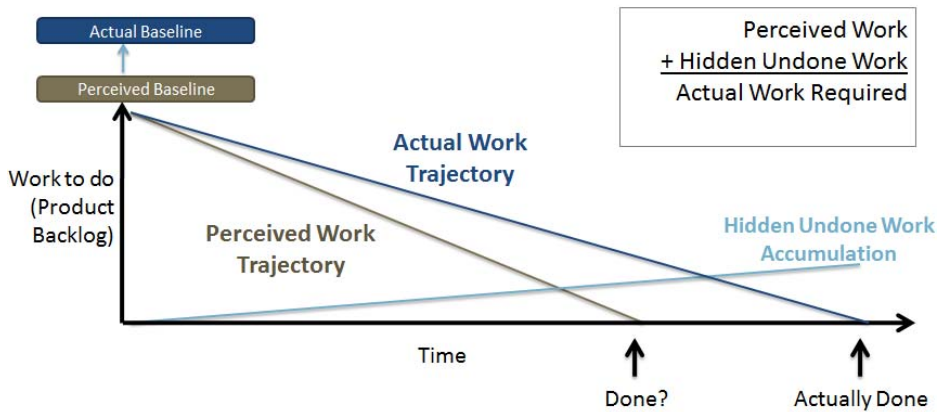
Which of these is the hardest to measure?

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Enemy = hidden undone work

+ We think we are done, but we aren't



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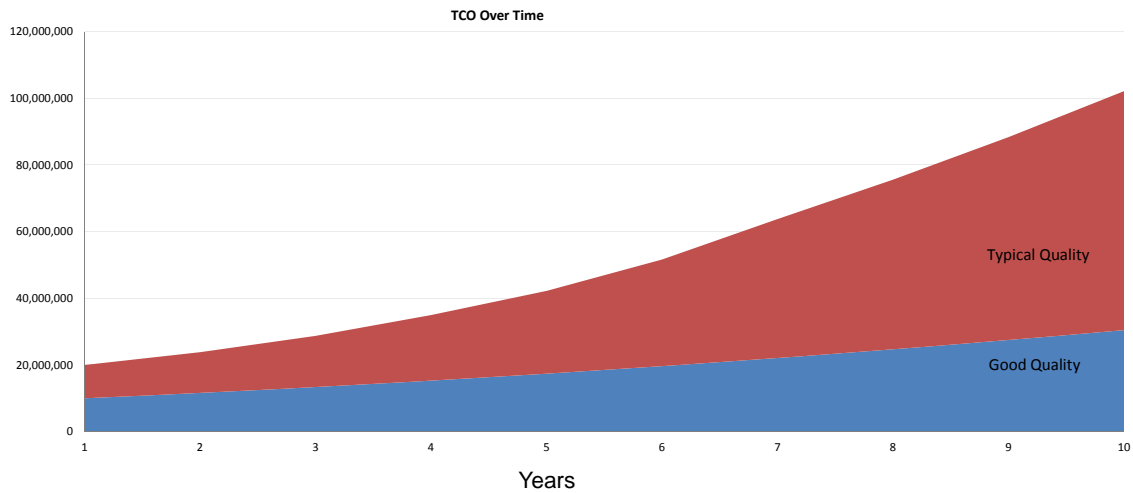
Total Cost of Ownership



- + 80-90% of the cost of typical software product happens *after* it goes live.
- + Minimise functionality to only that which is valuable. The best code is no code
 - o no cost, no bugs, no maintenance, no support, no decommissioning
 - o ROI is infinite
- + Develop the product so costs of maintainability, sustainability, and enhance-ability are minimised

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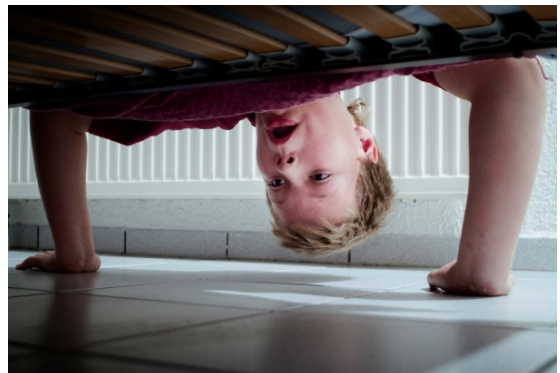
Cost of poor quality over time



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Agile Approach = Transparency

- + **Transparency** – empiricism, honesty.
- + **Inspect** – to know exactly where we are
 - What's done and what's not done?
 - What's the state of the code base?
- + **Adapt** - make informed decisions about what to do next
- + Pre-requisite: **Courage**



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Your role on an agile team

- + We are all accountable for quality
- + Apply your skills to help us approach, define and measure quality
- + Build quality in
 - Teams understanding of the requirements
 - Teams sizing of the work
 - The design (testability, extendibility)
 - The code quality (resilience, robustness)

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Fast feedback removes waste

- + Automate low value work (regression, harnesses, mocks, stubs etc)
- + Work with the developers
 - "How are you going to develop it?"
 - "Here's how I am going to test it"
- + Shorten feedback loops to developers
 - Reduce context switching and knowledge fading
- + Do less (only high value items), do fewer at once and do each well (done)

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Move from Gatekeeper to Guide



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Testing on agile projects is fun

- + All in it together
- + No more shrinking walls
- + Differing viewpoints welcome :-)
- + Give it a go!

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Questions?

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