



ANZTB SIGIST

Presenter: Leanne Howard

May 2010

Agenda



- SIGIST Opening by Leanne Howard
- ANZTB Update by Josie Crawford
- Agile Presentation by Shane Parkinson
- Drinks and Networking
- Agile Panel Discussion
- Open discussion regarding the next SIGIST & Close of meeting

Specialist Interest Groups



- The aim of our Specialist Interest Groups is to:
 - Discuss White Papers
 - Discuss Technology or Technique changes
 - Share Information
 - Network

ANZTB Mission Statement



- The Australia and New Zealand Testing Board offers sought after certification, dependable training accreditation and career-enhancing support for software testing professionals throughout Australia and New Zealand.
- The ANZTB will exclusively adopt the qualifications devised by the ISTQB as its national qualifications.

The ANZTB was admitted into ISTQB in
September 2005

ANZTB Board Members



Australia-based board members

- Chris Carter, Chair
- Josephine Crawford (nee Pennington), Accreditation Chair
- Steve Toms, Treasurer
- Sharon Robson, Marketing Chair
- David Fuller, Webmaster

New Zealand-based board members

- Graeme Mackenzie, Examination Chair
- Ian Ross, Board Member
- David Hayman, Vice Chair

ISTQB Foundation Syllabus 2010 changes



- New syllabus available now (www.istqb.org)
- Will be taught by 20th September 2010
- “Medium” level of change

ISTQB Foundation Syllabus

2010 key differences 1 of 2



- Error, fault and failure – made more real with examples
- Purpose of testing – made more real with examples
 - Software development
 - Maintenance
 - Operations
- Reduction in tools section
- Statement & decision testing wrt exit criteria
- Test Strategy – Test Approach
- System testing: func & non-func & data quality

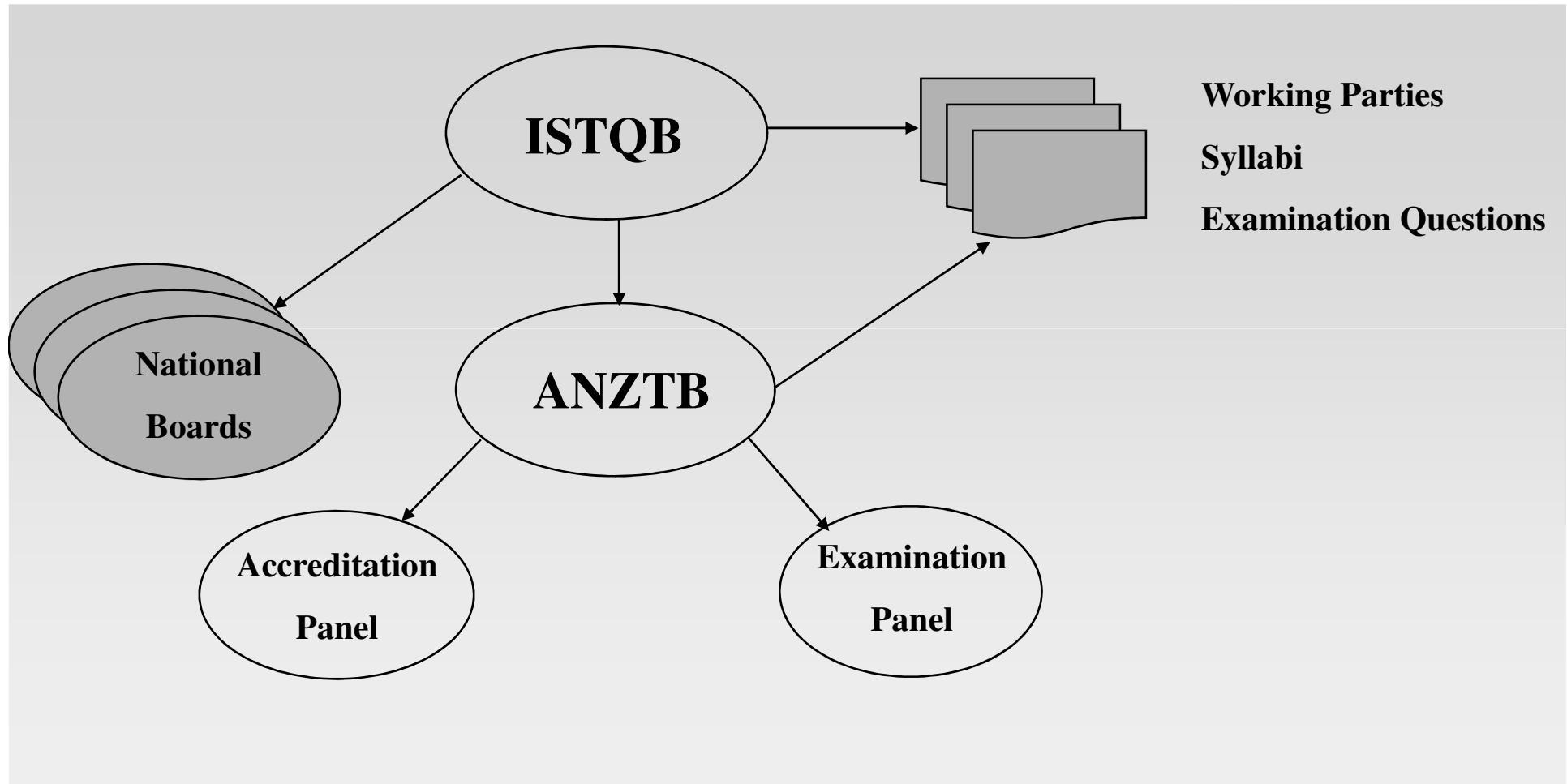
ISTQB Foundation Syllabus 2010 key differences 2 of 2



- Data integrity introduced
- Entry criteria – Exit criteria
- Master Test Plan – Test Plan
- Maintenance Testing – Re-testing
- Few minor changes to K levels
 - K4 – exit criteria
 - K2 – K1 (error, fault, failure)



ANZTB Responsibilities



ISTQB Working Parties

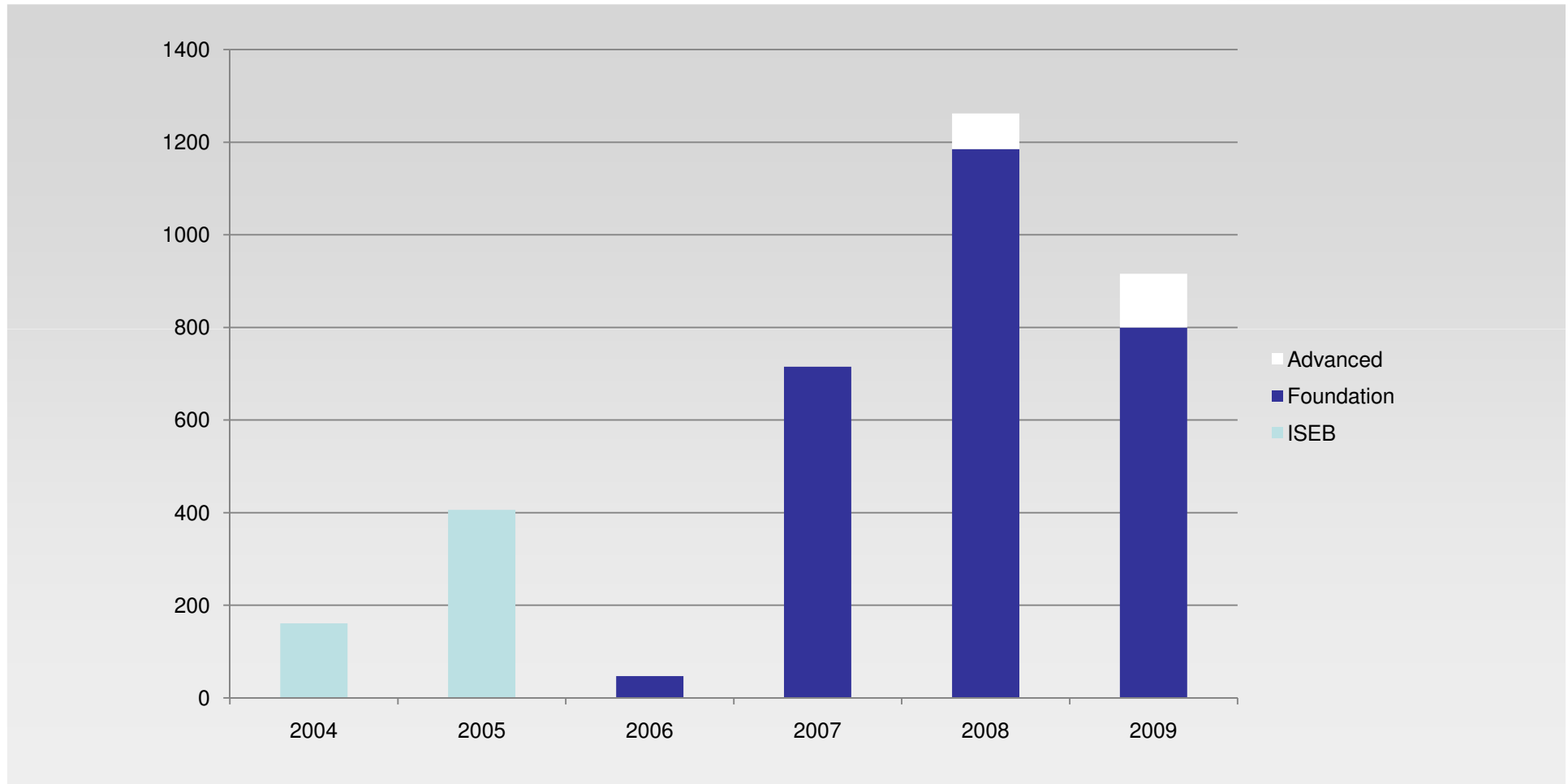


- Examination
- Governance
- Glossary
- Marketing
- Process
- Expert

ANZTB have established TAGs [Technical Advisory Groups] across each of these areas.

Your participation on any of these would be greatly appreciated. Future Board Members will be drawn from these groups.

Certified Testers in Australia & NZ



NB: ANZTB formed in 2006.

ANZTB Membership



- Free members area
- Discounted membership to the ACS



Guest Presentation

Agile

Shane Parkinson

So what do you think agile is?

▪ Wikipedia^[1] defines Agile Software Development as



Agile software development refers to a group of software development methodologies that promotes development iterations, open collaboration, and process adaptability throughout the life-cycle of the project. It chooses to do things in small increments, with minimal planning, rather than plan at length.



What do you think agile software

▪ Scott Amber – developed Agile Unified Process
development is, Now?



Agile is an iterative and incremental (evolutionary) approach to software development which is performed in a highly collaborative manner by self-organizing teams with "just enough" ceremony that produces high quality software in a cost effective and timely manner which meets the changing needs of its stakeholders.

Agile Manifesto



Agile Manifesto

We are uncovering better ways of developing software by doing it and helping others to do it. Through this work we have come to value:

Individuals and interactions
Working Software
Customer collaboration
Responding to change

over

Processes and tools
Comprehensive documentation
Following a plan
Contract negotiation

That is, while there is value in the items on the right, we value the items on the left more.

Agile is not!



An Agile Method is Not:

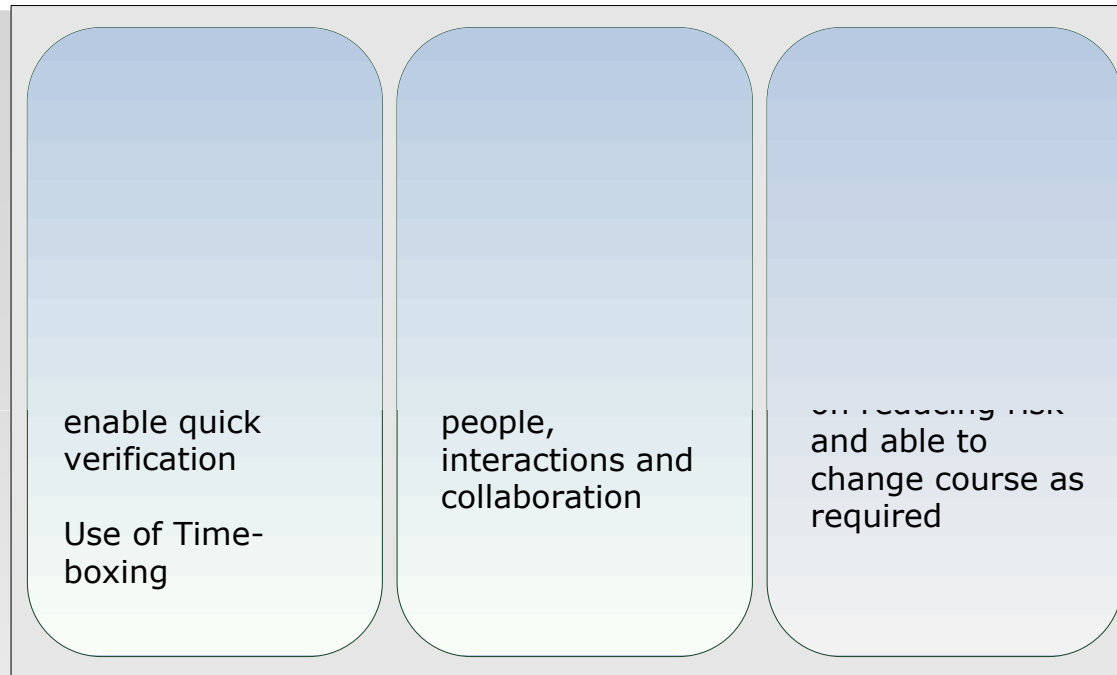
1. Compressing the project schedule
2. Removing all existing software development processes
3. Throwing out all documentation
4. Writing code up to the last minute
5. An excuse for doing anything

The most common agile methods



- **Dynamic System Development Method (DSDM)**
- **Adaptive Software Development** (Jim Highsmith)
- **Crystal Methods** (Alistair Cockburn)
- **Scrum** (Ken Schwaber, Jeff Sutherland, Mark Beedle)
- **XP** (Kent Beck, Eric Gamma, & others)
- **Lean Software Development** (Mary & Tom Poppendieck)
- **Feature Driven Development** (Peter Coad & Jeff DeLuca)
- **Agile Unified Process** (Scott Ambler)

Common attributes of agile methods



Combine to Give



Working Software

The origins of SCRUM

- Originated in Japan [Takeuchi and Nonaka 1986]
- Used the analogy of a rugby game to describe a better approach to product development:



A scrum is a “***rugby play for getting an out of play ball back into the play***” and “***team tries to go the distance as a unit, passing the ball back and forth***”

The characteristics of scrum



- Utilises small, cross-functional teams
- Produce an incremental release every 30 days – called sprints
- Teams are self directed and empowered
- Team work is facilitated by a Scrum Master
- Work is organised via a *Product Backlog*, which is reprioritised for each sprint

Scrum core practices



- **Sprint Planning**
- **Sprint & Sprint Teams**
- **Daily Scrum**
- **Daily Build**
- **Product Backlogs**
- **Scrum Master & Reviews**
- **Sprint Review**



Drinks and Networking

30 minutes



Agile Panel Discussion

Shane Parkinson, Leanne Howard,



Future SIGISTs

- Volunteers for facilitation of next SIGIST
- Volunteers to submit white papers for presentation and discussion
- Is the venue / time acceptable?
- Would you like to change the format?

The SIGIST cannot succeed without your input.

Enhancing Career Opportunities for Test Professionals

ANZTB SIGIST



Thank you.

www.anztb.org