



# 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](http://www.istqb.org))
- Will be taught by 20<sup>th</sup> 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

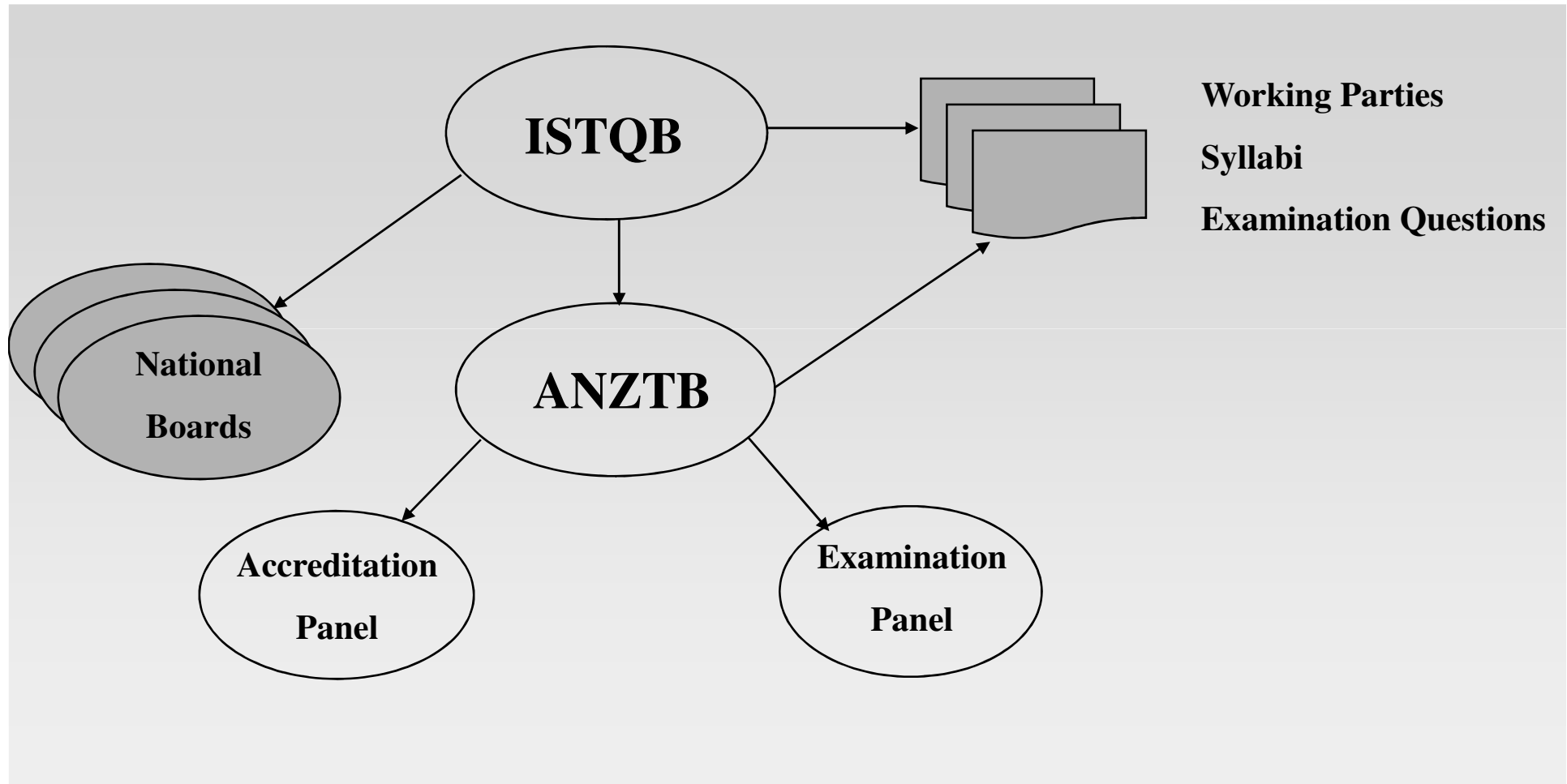


- Data integrity introduced
- Entry criteria – Exit criteria
- Master Test Plan – Test Plan
- Maintenance Testing – Re-testing
- Few minor changes to K levels
  - K4 – exit criteria
  - K2 – K1 (error, fault, failure)





# ANZTB Responsibilities



# ISTQB Working Parties

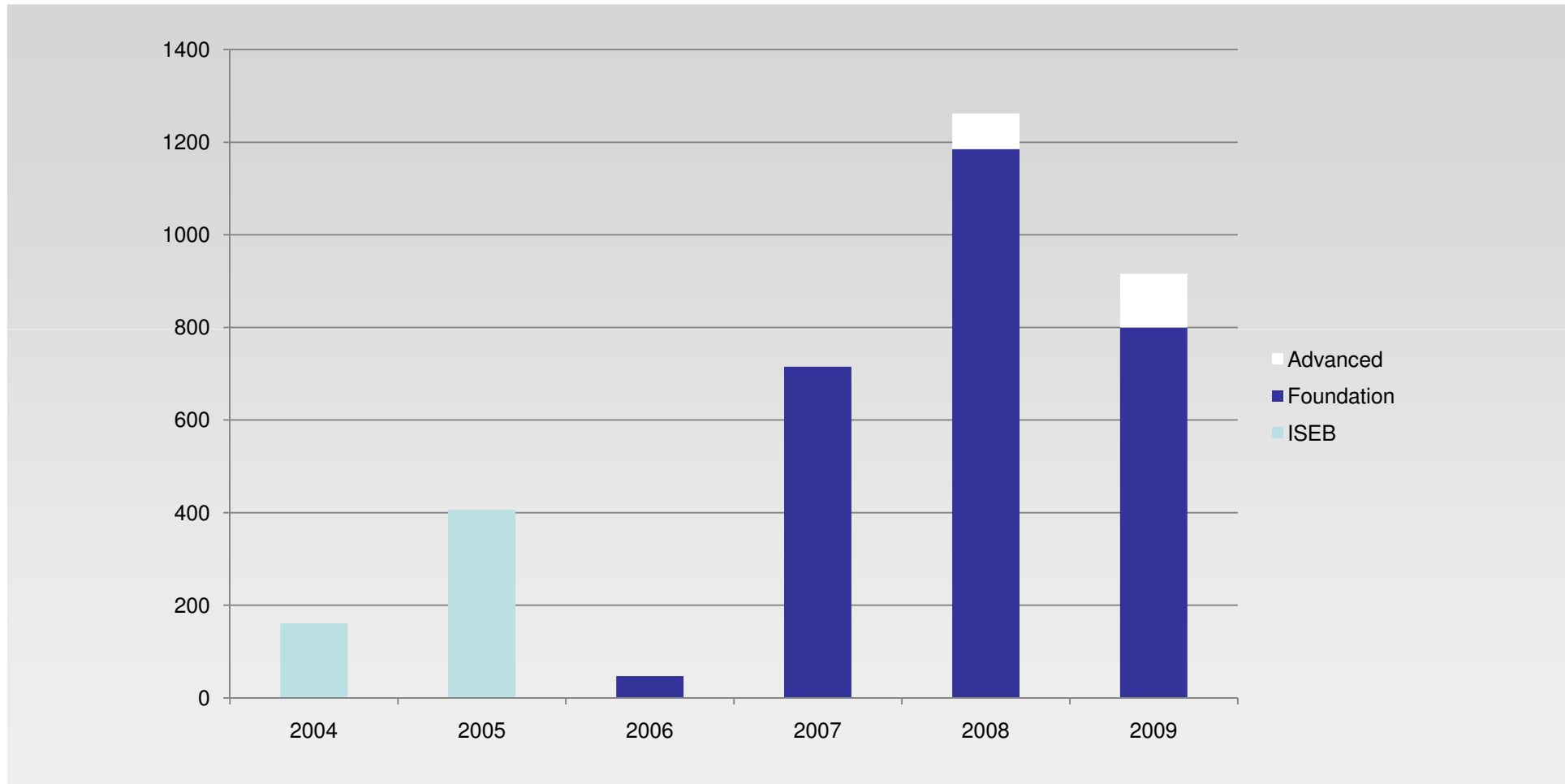


- Examination
- Governance
- Glossary
- Marketing
- Process
- Expert

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<sup>[1]</sup> 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

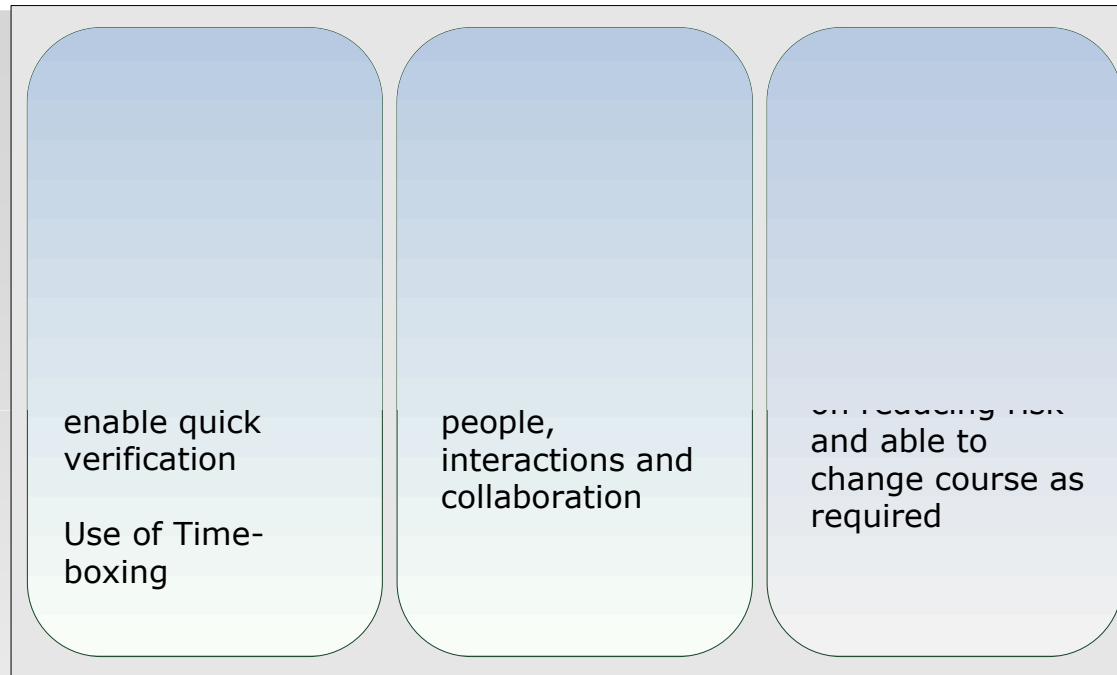


# The most common agile methods



- **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](http://www.anztb.org)