

The logo for Exigen, featuring the word "exigen" in a lowercase, sans-serif font. To the right of the text is a square icon with a diagonal line and a smaller square inside it. A registered trademark symbol (®) is located to the right of the text.

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*Unlocking Value of The Business™*

# Session Based Exploratory Pair Testing over Skype

"Single Project Experience"

Oleg Stasyuk



# Theory: Pair programming techniques



- Side-by-side (Driver + Observer)
- Remote pair programming
- Ping pong pair programming



[http://en.wikipedia.org/wiki/Pair\\_programming](http://en.wikipedia.org/wiki/Pair_programming)

# Theory: Pair testing techniques



- Tester + Tester
- Tester + Developer
- Tester + Business Analyst
- Tester + Advanced tester
  
- Tester + Tester + Skype (the SBEPT over Skype)

Paired or Multiple testing technique

- Tester after tester  
(Documentation testing)



# Theory: Exploratory Testing



*Exploratory testing is unscripted, unrehearsed testing. Its effectiveness depends on several intangibles: the skill of the tester, their intuition, their experience, and their ability to follow hunches.*

**Jonathan Bach**

Why is the ET disliked by managers?



*“Some companies spend 90% of the test time for test documentation preparation and only 10% on execution”*

*Cem Kaner*

*“Writing test cases upfront takes 4 time more then writing test cases while testing”*

*Exigen Estimation Template*



A session is an uninterrupted block of reviewable, chartered test effort.

- chartered
- uninterrupted
- reviewable

Session duration – 45 -120 minutes

Session Report:

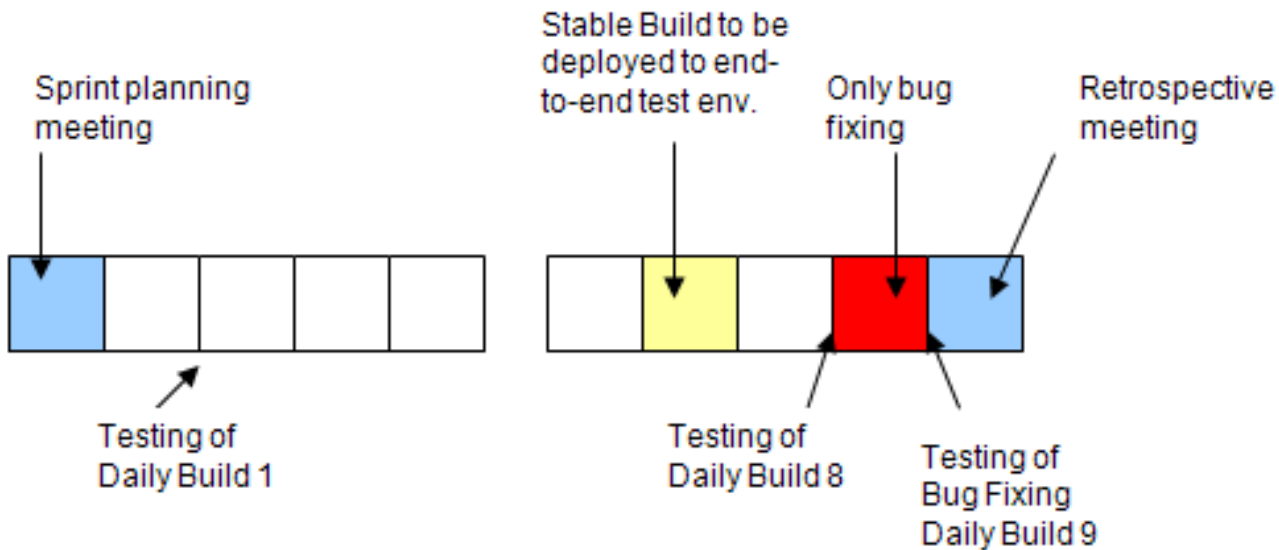
- Session charter (includes a mission statement, and areas to be tested)
- Tester name(s)
- Date and time started
- Task breakdown (the TBS metrics\*)
- Data files
- Test notes
- Issues
- Bugs

\*the "TBS" metrics - *test design and execution, bug investigation and reporting, and session setup*

<http://www.satisfice.com/sbtm/>



- SCRUM
- Daily builds
- No detailed requirement
- Often requirement changes





Duration:

~ 90 minutes – for testers to decide when to finish testing

What is tested?

The same piece of application

Who tests?

2 or more testers sit by their computers using Skype chat

What happens to the problems found?

All found problems are First reported in Skype to acknowledge other testers

# Benefits of ' the SBEPT over Skype' over 'Exploratory testing'



2 or more testers sit by their computers using Skype chat  
**Concurrency (competition)**

All found problems are First reported in Skype to  
acknowledge other testers

**Quality of a bug**

More Ideas

**Communication between testers enforces bringing new and  
better test ideas**



What happens to problems that were found?

The problems are divided (with developer's help) into following categories:

Green:

Orange:

Red:

Grey:

Strikethrough:

Duration of the problem

review:

15 - 60 minutes





- Test Session report template preparation ~ 20 minutes (1 person)
- Session time – 70-90 minutes (all participants)
- Problem discussion – 15-60 minutes (all participants)
- Defect creation – 90-120 minutes (all participants)
- Test Session report completion – 30 minutes (1 person)



# Why "the SBEPT over Skype" is disliked by management?



What is tested?

The same piece of application/code

Waste of time?

Waste of human resources?

Double (triple) work?

For 2 testers =  $20 + (90 + 60 + 120) * 2 + 30 = 590$  man-minutes

For 1 tester =  $20 + (90 + y) + 60 + (120 * 2) + 30 + z = 440 + y + z$  man-minutes

y = time to find all defects that were found by the 2<sup>nd</sup> tester (>90)

z = time to explain other team members



80 man/hours to keep Test cases up-to-date

~30% of defects were found by exploring the part of application that were not covered by scripted test cases

Defect examples:

On the 4<sup>th</sup> time when entering incorrect password login is cleared

Changing password to tab is not recovered correctly

“Save” button stays disabled if the field is filled with the same value for the second time



Thank You!

