



SOFTWARE TESTING ACADEMY

Agile Testing

Introduction

R2 – Training materials

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Authors: Amaris Consulting - <https://www.amaris.com/>

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Testing. To this end, the partnership will develop **3 training pathways:**

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Familiarity

Can describe key aspects of a tester's everyday life and



Mindset

Internalize the mindset of questioning and trying

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- Emphasizing the implicitness of testing and the intuitiveness of the

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Comentado [1]: @COLLAGUAZO Emilia Laura : se me ha ocurrido linkear los posts de la web donde hablamos del tema 😊 A ver qué te parece!

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Agile learning coaching: how-to keep students motivated

Do you want to know how we keep our learners motivated during their training? The solution is simple, thanks to our partner QualityMinds: agile learning coaching gives more motivation to learn! It has been proven that both personalised learning processes and coaching of participants lead to

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Comentado [3R2]: Hay que aclararlo cómo nos vamos a organizar porque habrá gente de otros países y necesitamos tenerlo cubierto.

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some point in the course content. To access the internal community, click

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- [uTest Forum](#): A user-friendly and active forum for software testers of all

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do the exercises directly. Moreover, at the end of the course, sometimes you

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will find additional exercises to improve your knowledge.

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Time/Duration: How much time do I have to complete the course?

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that you need more or less time for one or the other topic.

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Exam: Is there an exam at the end of the Academy Test?

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No, there is no exam like in school. At the end of each bubble, you can find

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some quizzes that will help you to check your knowledge. It has no limit of

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attempts because it is a tool to improve your learning. Nevertheless, to obtain

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the course completion certificate it is needed to pass these brief assessments

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Exercises: Where should I save my exercises?

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Certification: Once I have finished the training, do I obtain a certification?

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Yes, you will get a course completion certificate after attaining positive results

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from the quizzes after each bubble – at least 65% of correct answer. You will

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Agile Testing - Introduction You in the first place learn to act as an



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SOFTWARE TESTING ACADEMY

Agile Testing

Part 1: Bubble “Me”

R2 – Training materials

The Software Testers Academy project has been funded with support from the European Union. This report reflects the view only of the author, and the Commission cannot be held responsible for any use which may be made of the information contained therein.

Authors: Amaris Consulting - <https://www.amaris.com/>



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0. Bubble "Me"

0.1. What is this bubble about?

Let's start with the "Agile Testing" learning path! As you know, you will progressively evolve within **your new role as Agile Tester** while bearing in mind the testing procedures that will define your daily working approach. The learning process is meticulously organised into 5 distinct phases, referred to as "**Bubbles**".



In the **Bubble "Me"**, you will acquire the initial skill to independently assess various elements and grasp fundamental testing concepts frequently applied in your routine activities.



You might not be aware that during your daily life you conduct tests on objects around us. For example, when you navigate your mobile device; you instinctively inquire: *"What outcome follows if I activate this button or perform this action?"* Such instances constitute tests, yet often unnoticed.

Thus, in this initial phase, you will gain familiarity with fundamental testing terminologies, and we will facilitate the understanding that testing is intricately integrated into our everyday existence.

0.2. Hindsight before you start

Before moving into concrete concepts, **let's check what you know about testing!** The idea is that in the next topics, you will be conscious of how your knowledge will be improved thanks to the study of this training course.

Try to answer the following questions. Don't worry if you don't have all the answers, the aim of this exercise is just to try to write some previous ideas and review them at the end of this bubble.

- Have you heard about testing?
- Do you know what the objective of testing is?



- Do you know the difference between testing and quality?

Now, let's start with the first topic within the Bubble "Me"!



1. Test Planning

1.1. Topics



- Definitions of test and terms
- Test Levels

1.2. Goals

As a prospective tester, you can **write basic definitions on testing and name test levels.**



1.3. Outcomes



When you finish this unit, you will be able to:

- Define what testing is in your own words.
- Explain the difference between verification and validation.
- Name the four main levels of testing and explain each one of them.

1.4. Materials

- What is Quality? Quality definition, quality meaning (read up to "Quality Assurance"):

<https://techqualitypedia.com/quality/> (Text)

- Quality Assurance, Quality Control, and testing:

<https://www.altexsoft.com/whitepapers/quality-assurance-quality-control-and-testing-the-basics-of-software-quality-management/> (Text)

- Verification & Validation:

<https://www.guru99.com/verification-v-s-validation-in-a-software-testing.html> (Text)



1.5. Additional Material

- Test Levels:

<https://artoftesting.com/levels-of-software-testing> (Text + video: 4,5 min)



- Verification vs Validation:

<https://www.youtube.com/watch?v=Zks3AectneU> (Video, 6 min)

- Software testing, definitions:

<https://www.ibm.com/topics/software-testing> (Text)

- Seven principles of testing:

<https://www.guru99.com/software-testing-seven-principles.html> (Text)

1.6. Exercises

After engaging with the materials, let's try to do some exercises to put into practice your knowledge.



Exercise 1:

How is quality defined "officially"? Please also sum this up in up to three sentences and compare it to your personal definition. Please reflect: How close your definition was to the ones in the source? Are you missing any aspects in the official definitions?

Exercise 2:

Can you remember the difference between verification and validation? Give a short explanation.

Exercise 3:

Can you name the four main levels of testing mentioned in the material? Name them and give a short explanation for each.

Exercise 4:

Could you give examples in which situations each test level should be applied?

Exercise 5:

Choose one of your favourite websites and think of an example of what you would test in each testing level.

2. Test Analysis

2.1. Topics



- Requirements and Specifications.

2.2. Goals

As a prospective tester, you can define the term "requirements" and explain their importance in developing tests in accordance with the customer's needs.



2.3. Outcomes



When you finish this unit, you will be able to:

- Explain the term "requirement".
- Give at least two arguments stating the importance of requirements engineering.
- Name the difference between a "requirement" and a "specification".

2.4. Materials

- Definition & Terms:

<https://www.altexsoft.com/blog/business/functional-and-non-functional-requirements-specification-and-types/> (Text)



- Defining Requirements and Specifications:

<https://argondigital.com/blog/product-management/requirements-vs-specifications-create-a-shared-vocabulary/> (Text)

- What is a "requirement" in software engineering?

<https://techwithmaddy.com/what-is-a-requirement-in-software-engineering> (Text)

2.5. Additional Material

- Testing: objectives and classifications:
<https://www.youtube.com/watch?v=sxoXCyEn8jY> (Video, 12 min)



- Requirements, Specifications and differences:
<https://wellfire.co/learn/requirements-and-specifications/> (Text)

2.6. Exercises

After engaging with the materials, let's try to do some exercises to put into practice your knowledge.



Exercise 1:

Try to come up with your own definition of testing. Your definition should be written in complete sentences and should not be longer than a quarter of a page. Try to be assertive in your definition.

Exercise 2:

Define what "requirement" means to you. Think about your favourite website and choose one functionality (login for example). Can you make a list with the main requirements that you expect from this functionality?

3. Test Design

3.1. Topics



- Test Desing

3.2. Goals

As a prospective tester, you will be able to explain why test design matters to stay motivated, and to design suitable and innovative tests.



3.3. Outcomes



When you finish this unit, you will be able to:

- Explain the importance of test design

3.4. Materials

- Test Design and Automatic test design definitions:

https://en.wikipedia.org/wiki/Test_design (Text)

- What is test design? How to create test design?

<http://tryqa.com/what-is-test-design-when-to-create-it/> (Text)

- The importance of test design: *read chapter on "Importance of Test design"*

<https://testautomationresources.com/software-testing-basics/software-test-design-techniques/> (Text)



3.5. Exercises

After engaging with the materials, let's try to do some exercises to put into practice your knowledge.



Exercise 1:

Try to explain in your own words how requirements and test design work together.

Exercise 2:

Name at least two reasons stating the importance of requirements engineering.

4. Test Implementation

4.1. Topics



- Functional
- Non-functional testing

4.2. Goals

As a prospective tester, you will be able to describe the difference between functional and non-functional testing to correctly assign quality features and therefore improve your daily work.



4.3. Outcomes



When you finish this unit, you will be able to:

- Define functional and non-functional testing in your own words.
- Name the difference between functional and non-functional testing.
- Assign functional and/or non-functional tests to requirements.

4.4. Materials

- Functional and non-functional testing differences:

<https://www.guru99.com/functional-testing-vs-non-functional-testing.html> (Text)



4.5. Additional Material



- Functional vs Non-functional testing:

https://www.youtube.com/watch?v=ZUn35hxq_NM (Video, 7 min)

4.6. Exercises

After engaging with the materials, let's try to do some exercises to put into practice your knowledge.



Exercise 1:

Can you provide a brief definition of functional and non-functional testing and name the differences? Please try to write it down, but do not use more than 10 sentences.

Exercise 2:

Can you write some examples for each type of testing (functional and non-functional)?

Exercise 3:

Choose one of your favourite websites. Can you think about 5 different non-functional tests that you would do? How do you think those tests might help improve the product?

5. Introduction to Test Automation:

5.1. Topics



- Test automation
- ✓ Concept
- ✓ Definitions
- ✓ Risks

5.2. Goals

As a prospective tester, you will be able to explain the basics of Test Automation to stay on the pulse of the times of testing.



5.3. Outcomes



When you finish this unit, you will be able to:

- Explain the term "test automation".
- Name three advantages and three risks of test automation.

5.4. Materials

- Test automation, definitions:

<https://www.testim.io/blog/what-is-test-automation/> (Text)

- Automation Testing tutorial:

<https://www.guru99.com/automation-testing.html> (Text, incl. Video, 7 min)

- Benefits and Risks of Automation Testing:

<https://www.h2infosys.com/blog/benefits-risks-automation-testing/> (Text)



5.5. Additional Material



- Advantages and disadvantages automated testing:

<https://youtu.be/UN-N7mIKbrY> (Video 7 min)

5.6. Exercises

After engaging with the materials, let’s try to do some exercises to put into practice your knowledge.



Exercise 1:

Explain the term “test automation” in your own words in up to five sentences.

Exercise 2:

After gaining knowledge about manual testing and test automation, please consider the following questions: Which might be the benefits of test automation? What are the potential risks? List three advantages and three risks.

6. Execution: Self-organization

6.1. Topics



- The Mindset of a software tester. Concretely:
 - Tester role
 - Management, including self-organization.
 - Emotional intelligence

6.2. Goals

As a prospective tester, you can describe the mindset and the inheritance of testing and integrate it into your day-to-day work. You can describe in your own words what "emotional intelligence" is.



6.3. Outcomes



When you finish this unit, you will be able to:

- Explain the tester's role in a development team.
- Name skills a good tester should have and identify which skills you possess and which ones you wish to develop.
- Name methods for self-organization.
- Define the term "emotional intelligence" in your own words.

6.4. Materials

- Tester types:

<https://thesocialtester.co.uk/tester-types-book/>

(Book in PDF to download)



- Testing Skills, Tools and Responsibilities in a Testing Team:

<https://www.altexsoft.com/blog/engineering/qa-engineering-roles-skills-tools-and-responsibilities-within-a-testing-team/> *(Text)*

- Testing mindset and definitions. Answers from the testing community:

<https://club.ministryoftesting.com/t/what-does-testing-mindset-mean-to-you-whats-your-tester-mindset/26422> (Text)

- Emotional intelligence: Intro
<https://www.helpguide.org/articles/mental-health/emotional-intelligence-eq.htm> (Text)
- Emotional Intelligence in leadership:
https://www.mindtools.com/pages/article/newLDR_45.htm (Text)
- Time management: Techniques and Tools:
<https://www.usa.edu/blog/time-management-techniques/> (Text)



6.5. Additional material

- Do you want to learn more about your emotional intelligence? Feel free to fill in this self-test:
<https://globalleadershipfoundation.com/geit/eitest.html> (Text)

6.6. Exercises

After engaging with the materials, let's try to do some exercises to put into practice your knowledge.



Exercise 1:

With which type of tester do you feel identified? Keep in mind that most of the times people choose a combination.

Exercise 2:

Which one of the skills needed for testing do you already have? Which one do you want to develop?

Exercise 3:

One of the skills needed to become good software tester is “Emotional Intelligence”. After reading about this, how would you define “emotional intelligence” in your own words? How important do you consider emotional

intelligence in your work? Please write down your thoughts in five to ten sentences.

Exercise 4:

We now want to test a method for your self-organization while learning new content. Choose one technique (one that you have never used before) from the material on "Time Management" and describe why you chose it and how you hope it will improve your current way of working. What do you expect from the technique? Write down at least 5 bullet points. **Important: Save your answer locally as you will use it for the next tasks to test it.**

7. Test Closure

7.1. Topics



- Time management strategies

7.2. Goals

From a retrospective approach, you can reflect on your performance, your "starting point", and the acquired new knowledge thanks to the previous lessons.



7.3. Outcomes



When you finish this unit, you will be able to:

- Choose a learned self-organization method and apply it to a task.

7.4. Materials

- Self-organization and time management strategies:
<https://www.planview.com/resources/articles/what-is-self-organizing-team/> (Text)



- Time Management Techniques and Tools:
<https://www.usa.edu/blog/time-management-techniques> (Text)

7.5. Additional material



- Test Organization Strategies:
<https://www.stickyminds.com/article/test-organization-strategies> (Text)

7.6. Exercises

After engaging with the materials, let's try to do some exercises to put into practice your knowledge. Within this lesson's exercises, you will work on improving your answers formulated in Exercise 4 in Lesson 6. Self-Organization.



Exercise 1:

What kind of method for self-organization did you chose in the previous lesson? Did you like it? Would you apply it again considering new knowledge from this lesson? Were the expectations you formulated met by the method?

8. Test Monitoring & Control – Management

8.1. Topics



- Test management and best practices.

8.2. Goals

As a prospective tester, you can explain Test Management and its phases to always have the bigger picture in mind when working on one step in the testing process.



8.3. Outcomes



When you finish this unit, you will be able to:

- Name advantages of test management.
- Name the phases of test management and describe each one of them in a short sentence.

8.4. Materials

- Test management: Test activities, Testware and Test Roles (read about Test Process, p.18-23):

https://istqb-main-web-prod.s3.amazonaws.com/media/documents/ISTQB_CTFL_Syllabus-v4.0.pdf (Downloadable pdf)

- Test management process in Software Testing: <https://www.guru99.com/test-management-phases-a-complete-guide-for-testing-project.html> (Text)
- Test manager, definitions, roles, responsibilities: <https://www.freelancermap.com/blog/what-does-a-test-manager-do> (Text)



8.5. Additional Material

- What is test management:
<https://www.youtube.com/watch?v=huv8zOGZ85E> (Video, 6 min)



8.6. Exercises

After engaging with the materials, let's try to do some exercises to put into practice your knowledge.

(Please note that different authors summarize and name the phases differently. Do not let this confuse you. We stick to the definition of the ISTQB, but you will see that other definitions are similar in essence.)

Exercise 1:

What does test management consist of?

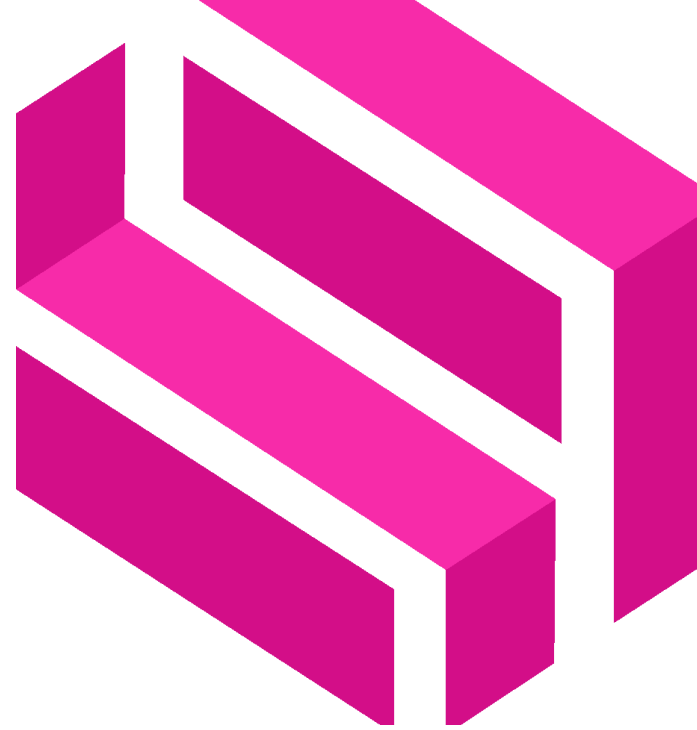
Exercise 2:

Why do you think test management is important?

Exercise 3:

List test management phases:

- Planning
- Execution



SOFTWARE TESTING ACADEMY

Agile Testing

Part 2: Bubble “My environment”

R2 – Training materials

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0. Bubble “My Environment”

Welcome to the second phase of the “Agile Testing” Learning Path.

In the **Bubble “Me”**, you have learned that **all of us are testers in our daily life**, without realizing it. This awareness will hopefully lead and encourage you to perceive your surroundings through the lens of a novice tester. You will recognize instances where you have unconsciously performed tests on multiple occasions. As a result, you will start to see the apps on your mobile device from a new perspective.

In the **Bubble “My Environment”**, you will **deepen your understanding about the concept of bugs** and acquire valuable insights into reporting them efficiently. You will also learn **how to write test cases** and how to align them with application requirements.



1. Test Planning

1.1. Topics



Fundamentals of Testing

- Why testing?
- When do I test?
- Quality assurance

General overview test types

- Types and causes of defects.

1.2. Goals

As a prospective tester, you can describe the purpose of testing during the development process as well as be able to identify the different types of tests and defects to make well-founded decisions in your role as a tester.



1.3. Outcomes



When you finish this unit, you will be able to:

- Explain when testing should take place during the development process.
- Identify categories for classifying defects.
- Name potential causes for defects

1.4. Materials

- Software testing and test types: definitions

<https://www.guru99.com/software-testing-introduction-importance.html> (Text incl. Video, 2 min)

- The difference between Bug, Defect, Fault, Failure and Errors.

<https://www.geeksforgeeks.org/software-testing-bug-vs-defect-vs-error-vs-fault-vs-failure/> (Text)

- Types of Software errors:



<https://www.softwaretestinghelp.com/types-of-software-errors/> (Text)

- Types of Software defects:

<https://www.testingmind.com/20-types-of-software-defects-every-tester-should-know/> (Text)

- Types of Software fault:

<https://www.educative.io/answers/what-are-faults-in-software-engineering> (Text)



1.5. Additional Material

- Why I am testing:

<https://www.indiumsoftware.com/blog/why-software-testing/> (Text)

1.6. Exercises

After engaging with the materials, let's try to do some exercises to put into practice your knowledge.



Exercise 1:

Why is testing considered an important step during software development?

Exercise 2:

Explain the difference between Bug, Defect, Fault, Failure and Errors.

Exercise 3:

List examples of Software Bug, Defect, Fault, Failure and Errors.

2. Test Analysis

2.1. Topics



- Test Basis & Test Objects
- User Stories

2.2 Goals

As a prospective tester, you can use “User Stories” to present requirements in a comprehensible and clear manner.



Furthermore, you can describe the test basis and test objects to make well-founded decisions in your role as a tester.

2.3. Outcomes



When you finish this unit, you will be able to:

- Formulate requirements for a particular process.
- Explain why to use “User Stories”.
- Write “User Story” using Jira.
- Define the term “test object” in your own words.

2.4. Materials

- Test Objects in Software testing: definitions

<https://en.itpedia.nl/2019/10/07/wat-zijn-testobjecten-bij-softwaretesting/> (Text)



- User Stories:

<https://www.mountangoatsoftware.com/agile/user-stories#:~:text=User%20stories%20are%20short%2C%20simple,so%20that%20> (Text)

- User Story and Acceptance Criteria: Examples

<https://www.softwaretestinghelp.com/user-story-acceptance-criteria/> (Text)



2.5. Additional Material

- How to write User Story and Acceptance Criteria in JIRA:
<https://www.youtube.com/watch?v=XPqOqWw0d0c>
(Video)

2.6. Exercises

After engaging with the materials, let's try to do some exercises to put into practice your knowledge.



Exercise 1:

Define the term “test object” in your own words.

Exercise 2:

Give at least 3 examples of potential test objects.

Exercise 3:

Explain the benefits of using User Stories.

Exercise 4:

Let's try to test a concrete website. You should be familiar with the page so think about your favourite online shop which you use from time to time. Before you start testing it, think of a particular process you want to test (e.g., paying, adding items to the shopping cart, ...).

- Please select a process and describe it.
- Now, write in detail how you, as a user, expect this process to work at each step – these will be your requirements. Try to describe it very precisely and divide it into small steps.
- Now, look again at the requirements you formulated for the website. Maybe they are already close to User Stories or maybe they still look different – please try to adjust them to fit into “User Stories”.

- Now, implement the User Stories into Jira. (If you have any trouble using JIRA, please feel free to contact your Learning Coach.)

TIP: A tool commonly used to handle User Stories is JIRA. If you have not worked with JIRA before, you can find here a short introduction.

<https://www.youtube.com/watch?v=XPqOqWw0d0c>

(Video 14:00 minutes)

Link for downloading Jira: <https://www.atlassian.com/>

3. Test Design

3.1. Topics



- Test cases

3.2. Goals

As a prospective tester, you can write test cases which are the basis for good documentation of any IT project.



3.3. Outcomes



When you finish this unit, you will be able to:

- Write Test Cases for any project.
- Define what a “Test Case” is, in your own words.

3.4. Materials

The first 3 links address quite similar topics. You don't need to read them all in detail. Just look at the materials and choose the ones that suit you best.



- What's is Testing Design:
<http://tryqa.com/what-is-test-design-when-to-create-it/> (Text)
- Test Cases: types, importance, best practices:
<https://searchsoftwarequality.techtarget.com/definition/test-case>
(Text, including video)
- Writing Test Cases in Software Testing:
<https://www.guru99.com/test-case.html> (Text; including video)

3.5. Exercises

After engaging with the materials, let's try to do some exercises to put into practice your knowledge.



Exercise 1:

Define the term “Test Case” in your own words in no more than three sentences.

Exercise 2:

Based on the materials studied, try to create your first test cases. Choose some functionality of a website that you like and create test cases using tools that you like the most. There are some available tools such as: Word, Jira, Rail test etc.

4. Test Implementation

4.1. Topics



- Exploratory Testing

4.2. Goals

As a prospective tester, you can apply Exploratory Testing to real-life problems. It will enhance your creativity and encourage you to take unusual paths.



4.3 Outcomes



When you finish this unit, you will be able to:

- Define Exploratory Testing in your own words.
- Apply Exploratory Testing to a familiar product.

4.4. Materials

- Explanatory Testing: Definitions, Best practices, techniques, challenges

<https://www.guru99.com/exploratory-testing.html> (Text)

- Explanatory nature of Software Testing:

<https://www.satisfice.com/exploratory-testing> (Text; Lecture)

- Lecture: James Bash Exploratory test session

<https://www.satisfice.com/download/session-based-test-management>
(Lecture)



min)

4.5. Additional Material

- Explanatory Testing:

<https://www.youtube.com/watch?v=6TcAg3a82Xw> (Video, 6

4.6. Exercises

After engaging with the materials, let's try to do some exercises to put into practice your knowledge.



Exercise 1:

Define the term “Exploratory Testing” in your own words using up to five sentences.

Exercise 2:

Which are, according to you, the advantages of exploratory testing? Name at least 3 advantages and explain them in short sentences.

Exercise 3:

Firstly, we would like to ask you to look for your pen on your desk and then... start testing it. Do EVERYTHING you can possibly test!

Test as many possibilities as you can find, write them down and explain what you exactly did and how your results look like.

Please note that this exercise is time-boxed, and you should use up to 40 minutes for this exercise.

5. Execution

5.1. Topics



- Bugs
- Testing vs. Debugging

5.2. Goals

As a prospective tester, you can explain the term "bug" and you can identify them correctly.



5.3. Outcomes



When you finish this unit, you will be able to:

- Define the term "bug" in your own words.
- Name the difference between "testing" and "debugging".

5.4. Materials

- Bugs: definition and types of bugs
<https://academy.test.io/en/articles/2541938-types-of-bugs> (Text and video, 2 min)
- Bug classification in Software Testing: Why we need it?
<https://www.scnsoft.com/software-testing/types-of-bugs> (Text)
- Testing and Debugging: differences
<https://testsigma.com/blog/difference-between-testing-and-debugging/> (Text)



5.5. Additional Material

- Overview testing vs Debugging:
<https://www.youtube.com/watch?v=D66hHoxMz5M> (Video, 2 min)

- Bug detection:

<https://youtu.be/3VY2SL6ee40?si=yJkHfieu-wv9Vple> (Video, 6 min)

5.6. Exercises

After engaging with the materials, let's try to do some exercises to put into practice your knowledge.



Exercise 1:

How would you define the term “bug” in your own words?

Exercise 2:

Please explain the difference between testing and debugging in your own words.

6. Test Closure

6.1. Topics



- Test documentation

6.2. Goals

As a prospective tester, you can create understandable documentation to make smooth and efficient team cooperation and handovers.



6.3. Outcomes



When you finish this unit, you will be able to:

- Name benefits of neat documentation.
- Write documentation that is perceived as understandable.

6.4. Materials

- Test Closure Report:

<https://testsigma.com/blog/test-closure-report/> (Text)



- How to Write test cases:

<https://www.softwaretestinghelp.com/how-to-write-effective-test-cases-test-cases-procedures-and-definitions/> (Text)



6.5. Additional Material

- Testing Documentation:

https://youtu.be/LO9Hs09BbZQ?si=_sbHY4yONo7q-qj2 (Video
6 min)

6.6. Exercises

After engaging with the materials, let's try to do some exercises to put into practice your knowledge.



Exercise 1:

Ask your learning coach to give you feedback on your test cases. (**Chapter 3. Test design, Exercise 2**).

Exercise 2:

Why do you think it is important to document test cases and the outcome of testing processes? What are the advantages of documentation? Write your thoughts on a maximum of half page.

7. Test Monitoring & Control

7.1. Topics



- Product and Project Risks and how to identify them.

7.2. Goals

As a prospective tester, you can identify product and project risks and develop strategies in order to prevent them.



7.3. Outcomes



When you finish this unit, you will be able to:

- Identify product risks and project risks and identify strategies on how to avoid each of them effectively.

7.4. Materials

- Test Monitoring & Control in Software Testing:
<https://www.guru99.com/how-you-can-achieve-project-goals-through-test-monitoring-control.html> (Text)



- Product Risks and Project Risks:
<https://qakumar.wordpress.com/2018/03/08/product-risk-vs-project-risk/> (Text)
- Differences between product risks and project risks:
<https://qablog.practitest.com/the-simple-differences-between-product-risks-project-risks/> (Text)



7.5. Additional Material

- Overview: Risks, product risks, project risks:
<https://www.youtube.com/watch?v=AZ7M877j2Pw> (Video, 9 min)

7.6. Exercises

After engaging with the materials, let's try to do some exercises to put into practice your knowledge.



Exercise 1:

In your own words, explain the circumstances under which it is necessary to take a test and why this is so important.

Exercise 2:

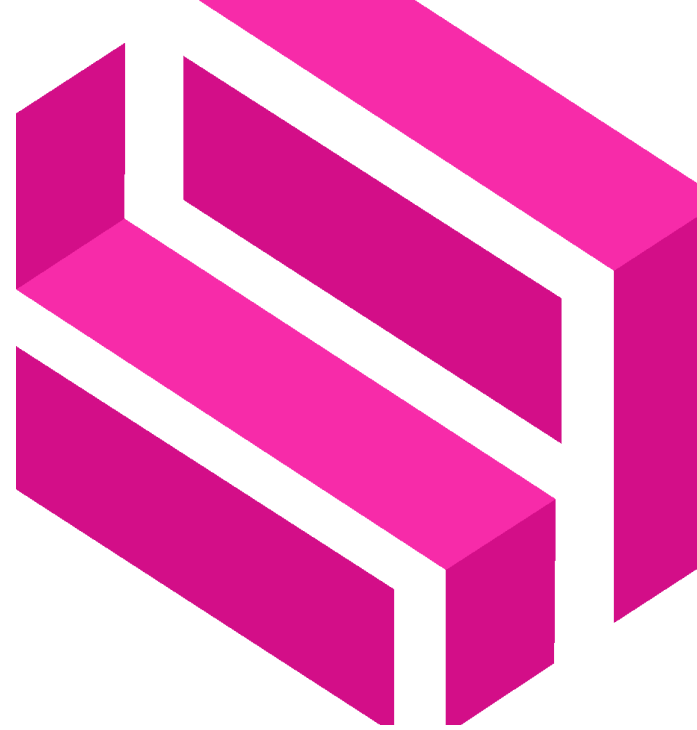
Consider the risks that could put a project at risk and write them.

Exercise 3:

Explain what “product risk” is and list some examples.

Exercise 4:

List some measures that are applied in project monitoring.



SOFTWARE TESTING ACADEMY

Agile Testing

Part 3: Bubble “My team”

R2 – Training materials

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Authors: Amaris Consulting - <https://www.amaris.com/>



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0. Bubble "My Team"

Welcome to the third phase of the "Agile Testing" learning path.

The **Bubble "My Team"** is dedicated to **mastering collaborative testing in a team environment**. Concretely, in this part you will dive into the essential components needed for effective cooperation as part of testing team. You will learn the fundamentals for continuous collaboration and mutual growth in software development and testing environments.



1. Test Planning

1.1. Topics



- Test Objectives
- Test Types
- Test Techniques (When to use which one?)

1.2. Goals

As a prospective tester, you can sum up the most important goals of testing and you will be able to correctly select and apply testing techniques to problems in order to perform targeted and well-founded testing.



1.3. Outcome



When you finish this unit, you will be able to:

- Explain the different test types in your own words.
- Correctly assign situational tasks to the corresponding test types.
- Assign the corresponding test techniques to concrete situations/ problems.

1.4. Materials

- Software Testing Objectives:

<https://www.toolsqa.com/software-testing/istqb/software-testing-objectives/> (Text)



- Goal and objectives of Software Testing:

<https://www.qamadness.com/what-is-the-ultimate-goal-and-key-objectives-of-software-testing/> (Text)

- Types of Software Testing:

<https://www.softwaretestinghelp.com/types-of-software-testing/> (Text)



1.5. Additional Material

- Types of Software Testing:

<https://www.guru99.com/types-of-software-testing.html> (Text)

- 5 Types of Software Testing:

<https://youtu.be/YaXJeUkBe4Y?si=jKnszYpoIGK6ZNIa> (Video, 6:24 min)

1.6. Exercises

After engaging with the materials, let's try to do some exercises to put into practice your knowledge.



Exercise 1:

List 5 types of tests and describe each one of them in your own words (use one or two sentences for each).

Exercise 2:

Imagine that you are tasked with testing a communication tool for the mobile market. All phone calls are not switched through individual devices but run through a central server. Your task is to test the server software. Name types of tests you would use for testing and briefly explain your choice in your own words. *If necessary, discuss this exercise with your learning coach.*

2. Test Analysis

2.1. Topics



- System Requirements Specification
- Business Requirements Specification

2.2. Goals

As a prospective tester, you can correctly analyse tests to deliver the desired results to your teammates and customers.



2.3. Outcomes



When you finish this unit, you will be able to:

- Assign test techniques appropriately to requirements.

2.4. Materials

- Software Requirements Specification:
<https://www.softwaretestinghelp.com/how-to-test-software-requirements-specification-srs/> (Text)



- Differences between Business Requirements Specification vs System Requirements Specification:
<https://www.geeksforgeeks.org/software-testing-brs-vs-srs/> (Text)

2.5. Exercises

After engaging with the materials, let's try to do some exercises to put into practice your knowledge.



Exercise 1:

What is a Software Requirement? Explain in a few words. List some aspects that are part of the Software Requirement.

Exercise 2:

What is a Business Requirements Specification and what is it for? Explain in a few words.

3. Test Design

3.1. Topics



- Test Techniques to develop test cases, including experienced-based testing and test data.

3.2. Goals

As a prospective tester, you can perform test design based on a well-founded choice of test cases to test exhaustively but not excessively.



3.3. Outcomes



When you finish this unit, you will be able to:

- Explain the process of test design.
- Explain the number of test cases needed for testing a product and give the reasons for such choices.
- Explain the term "test data".

3.4. Materials

- Test design techniques:

<https://www.lotus-qa.com/blog/test-case-design-techniques/> (Text)

- Data in Software Testing:

<https://www.guru99.com/software-testing-test-data.html> (Text)

- Test Data, Test preparation Techniques with examples:

<https://www.softwaretestinghelp.com/tips-to-design-test-data-before-executing-your-test-cases/> (Text)

- Experience-based testing:

<https://tryqa.com/what-is-experience-based-testing-technique/> (Text)



3.5. Exercises

After engaging with the materials, let's try to do some exercises to put into practice your knowledge.



Exercise 1:

Explain in your own words what testing techniques are and list some test design techniques and their advantages. Be brief in your answer.

Exercise 2:

Give examples of test data and when it should be used.

Exercise 3:

Explain what Experience Based is in your opinion. Be brief in your answer.

4. Test Implementation

4.1. Topics



- Test suites.

4.2. Goals

As a prospective tester, you can explain the use of Test Suite to fall back on them when necessary and helpful.



4.3. Outcomes



When you finish this unit, you will be able to:

- Define the term "Test Suite" in your own words.
- Explain when and why using Test Suite.
- Explain how to use Test Suite.

4.4. Materials

- What is a Test Suite?



https://www.tutorialspoint.com/software_testing_dictionary/test_suite.htm

(Text)

- Using Test Suites and Test Cases:

<https://help.testlodge.com/hc/en-us/articles/115007101447-Using-Test-Suites-and-Test-Cases>

(Text + Examples + Video)

- Test Suites tutorial:

<https://www.lambdatest.com/learning-hub/test-suite> (Text)



4.5. Additional Materials

- Test cases and Test suites:
<https://goo.su/QMHHRV> (Text)

- Differences between test cases and test suites:
<https://www.testmonitor.com/blog/test-case-test-suite-test-run-whats-the-difference> (Text)

4.6. Exercises

After engaging with the materials, let's try to do some exercises to put into practice your knowledge.



Exercise 1:

Explain test suites in your own words (max 3 sentences).

Exercise 2:

What are the benefits of using test suits? List (in bullet-point format) three advantages.

Exercise 3:

Now imagine handing over your test suite to your teammates. What information would you need to share with them to ensure they can use effectively test suites? Write 5 key points relevant to test suites development.

5. Execution

5.1. Topics



- Bug reporting communication
- Feedback (Continuous Feedback Benefits)
- Teamwork (Improvement Measures and active listening) and
- Active listening to ensure accurate bug reporting.

5.2. Goals

As a prospective tester, I can communicate attentively and effectively to improve teamwork and work results.



5.3. Outcomes



When you finish this unit, you will be able to:

- Write a bug report which is perceived as understandable.
- Identify some key aspects of successful teamwork.
- Explain what "active listening" means and write a short summary in your own words.
- Think of some initiatives you could implement to improve teamwork.
- Understand the importance of consistently providing feedback to my team.

5.4. Materials

5.4.1. Bug Reporting

- What's bug reporting?

<https://www.guru99.com/defect-management-process.html> (Text)

- How to make a bug reporting: two ways to do.

<https://www.softwaretestinghelp.com/how-to-write-good-bug-report/> (Text)

<https://www.softwaretestinghelp.com/sample-bug-report/> (Text)



5.4.2. Feedback

- Feedback methodologies:
<https://positivepsychology.com/negative-feedback/> (Text; Videos)
- Five ways to give negative feedback:
<https://plan.io/blog/negative-feedback/> (Text)
- Providing effective feedback:
<https://corporatefinanceinstitute.com/resources/careers/soft-skills/constructive-feedback/> (Text)
- Benefits (Continuous) Feedback:
<https://engagedly.com/continuous-feedback-benefits/> (Text)
- Positive feedback: the importance of deliver
<https://www.indeed.com/career-advice/career-development/importance-of-positive-feedback> (Text)

5.4.3. Active Listening

- Active Listening: the art of empathic conversation
<https://positivepsychology.com/active-listening/> (Text)
- Active listening: Definition, skills and examples:
<https://www.thebalancecareers.com/active-listening-skills-with-examples-2059684> (Text)

5.4.4. Teamwork

- Teamwork: Seven qualities
<https://theundercoverrecruiter.com/qualities-successful-work-team/> (Text)
- Teamwork:
<https://rework.withgoogle.com/print/guides/5721312655835136/> (Text)

- Improvement Measures for workplace teamwork:

<https://blog.jostle.me/blog/12-easy-ways-to-improve-workplace-teamwork>

(Text)



5.5. Additional Material

- Successful teamwork at Google:

<https://www.youtube.com/watch?v=v2PaZ8NI2T4> (Video, 4 min)

5.6. Exercises

After engaging with the materials, let's try to do some exercises to put into practice your knowledge.



5.6.1. Teamwork

Exercise 1:

Do you agree with the success factors mentioned in the material about teamwork? If yes, why? If not, why not? Pick 4 aspects of success factors and comment on them briefly.

Exercise 2:

Think about possible ways in which you could contribute to increase team spirit and improve teamwork in your surroundings.

5.6.2. Active Listening

Exercise 1:

In your opinion, which are the characteristics of active listening and how can it benefit teamwork?

Exercise 2:

Try explaining to someone from your surroundings about this learning path. Did he/she actively listen to you? How did you realize this?

5.6.3. Feedback

Exercise 1:

Name 3 key benefits of continuous feedback.

Exercise 2:

What is your feedback regarding this training path? How would you improve it? What are the advantages?

5.6.4. Bug Reporting

Exercise 1:

Now let's practice bug reporting! Choose a website you like, for example YouTube channel, e-commerce, etc., and try to find any bugs and make a report.

6. Test Closure

6.1. Topics



- Documentation of testing process

6.2. Goals

As a potential tester, you can explain the importance of test documentation in software testing.



6.3. Outcomes



When you finish this unit, you will be able to:

- Name important aspects of good documentation within testing processes.

6.4. Materials

- Testing Documentation guide:

<https://www.softwaretestinghelp.com/why-documentation-is-important-in-software-testing/> (Text)



- Importance of software testing documentation:

<https://www.testquality.com/blog/tpost/ghkxpe44a1-why-is-test-documentation-necessary-in-s> (Text)

- Software Documentation: Best practices

<https://helpjuice.com/blog/software-documentation> (Text)

6.5. Exercises

After engaging with the materials, let's try to do some exercises to put into practice your knowledge.



Exercise 1:

In this lesson you have learned about testing documentation. Based on this knowledge, do you think you have been managing the documentation process correctly while doing the exercises within this training programme? Now, you can adjust and make improvements according to the content read.

7. Test Monitoring & Control

7.1. Topics



- Exit criteria
- Change request

7.2. Goals

As a prospective tester, you can explain when a testing process has ended and how to formulate change requests to complete testing cleanly.



7.3. Outcomes



When you finish this unit, you will be able to:

- Define the term "Exit Criteria".
- Formulate a change request.

7.4. Materials

- Entry and Exit Criteria in Software Testing:
<https://www.rishabhsoft.com/blog/entry-and-exit-criteria-in-software-testing> (Text)



- Exit Criteria: Examples
<https://goo.su/xcW9AT> (Text)

7.5. Exercises

After engaging with the materials, let's try to do some exercises to put into practice your knowledge.

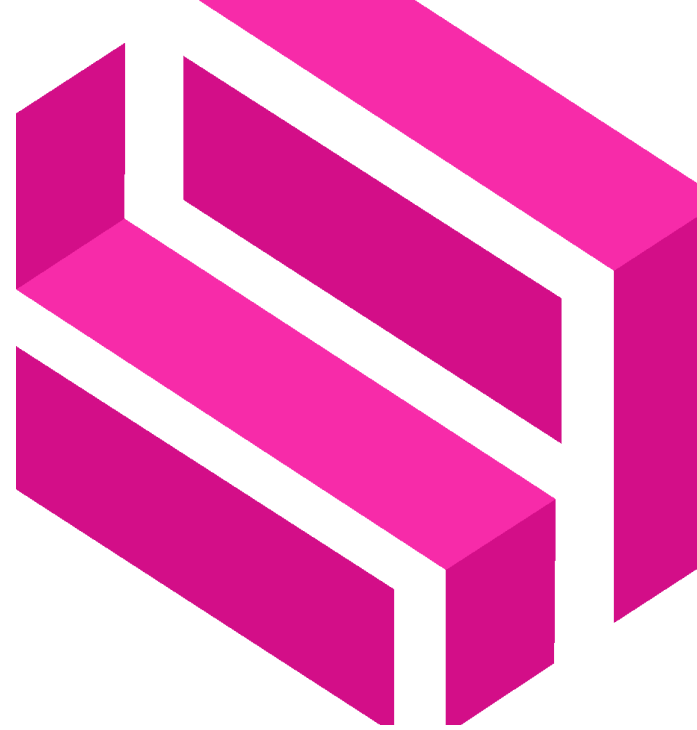


Exercise 1:

Define the concept of "Exit Criteria" in your own words (with 3-5 sentences).

Exercise 2:

Let's connect the exit criteria topic to this Academy: What criteria must this Academy meet for you to be successful in your learning process? Make a list.



SOFTWARE TESTING ACADEMY

Agile Testing

Part 4: Bubble “My company”

R2 – Training materials

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Authors: Amaris Consulting - <https://www.amaris.com/>



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0. Bubble "My Company"

Welcome to the fourth bubble within the "Agile Testing" learning path!

In this **Bubble named "My Company"** we will talk about applying Software Testing in the context of enterprise-level operations.



You will learn about strategies and methodologies to effectively implement Software Testing practices that align with the complex and dynamic nature of large-scale business environments.

By understanding **how to seamlessly integrate testing at an enterprise level**, we aim to improve software quality, reliability and overall business success.

1. Test Planning

1.1. Topics



- Software Development Lifecycle Models and Waterfall vs. Agile
- Planning Test Environments: Possible options and features
- Infrastructure (meetings, flipchart and tools)

1.2 Goals

As a prospective tester, you can explain different Software Development Lifecycles phases and development methods, their benefits and disadvantages to make a well-founded choice on which model to rely on.



1.3. Outcomes



When you finish this unit, you will be able to:

- Explain what Software Development Life Cycle is.
- Name sequential phases of software development/testing.
- Explain the Waterfall Model in your own words.
- List benefits and disadvantages of the Waterfall Model.
- Explain agile Software Development.
- Name benefits and disadvantages of the agile approach.

1.4. Materials

1.4.1 Agile and Waterfall methodologies

Note: We selected some very similar fonts. You don't need to read them all in detail. Take a look at the materials and choose 3 articles related to the Agile and Waterfall methodologies.



- Software Development Lifecycle: Concepts, Definitions:
<https://www.intellectsoft.net/blog/essentials-software-development-life-cycle/> (Text)
- Sequential Models of Software Testing (Waterfall and Agile)
<https://www.guru99.com/software-development-life-cycle-tutorial.html> (Text)
- Waterfall vs Agile: The right approach for your project:
<https://www.seguetech.com/waterfall-vs-agile-methodology/> (Text)
- Differences: Agile vs Waterfall testing:
<https://www.geeksforgeeks.org/difference-between-agile-testing-and-waterfall-testing/> (Text)
- "When to use what?" Choose the right testing approach:
<https://www.agile-minds.com/when-to-use-waterfall-when-agile/> (Text)

1.4.2 Test environments

- Test Environments: Definition, Types and Best practices:
<https://launchdarkly.com/blog/test-environments-101-definition-types-and-best/> (Text)
- Test environment in Software Testing:
<https://www.guru99.com/test-environment-software-testing.html> (Text)



1.5. Additional Material

- Waterfall vs Agile testing:
<https://www.youtube.com/watch?v=GzzkpAOxHXs> (Video, 9 min)

1.6. Exercises

After engaging with the materials, let's try to do some exercises to put into practice your knowledge.



Exercise 1:

Explain in one to three sentences what the Software Development Cycle is.

Exercise 2:

Explain in two to three sentences for each topic what the Waterfall Model is and what the Agile approach is.

Exercise 3:

Write two advantages and two disadvantages of the Waterfall Model and repeat the same exercise for the Agile approach.

Exercise 4:

Briefly explain in your own words (in about two sentences) for which tasks you would recommend an Agile approach.

Exercise 5:

Now imagine that you want to build a bicycle... Use Agile and Waterfall Methodology during the building process and briefly describe the process for each of them.

Exercise 6:

Name 5 different types of testing environments and their purposes.

2. Test Analysis

2.1. Topics



- Test Conditions

2.2. Goals

As a prospective tester, you can explain test conditions to derive the right conditions for testing problems you can encounter during projects.



2.3 Outcome



When you finish this unit, you will be able to:

- Define the term "Test Conditions" in your own words.
- Identify test conditions for work environment.

2.4 Materials

- What is Test analysis? Test Basis? Identification of test conditions:

<http://tryqa.com/what-is-test-analysis-or-how-to-identify-the-test-conditions/> (Text)



- Test conditions: Advantages and Disadvantages:

<https://cania-consulting.com/2019/11/08/a-test-manager-guide-test-conditions/> (Text + Video)



2.5 Additional Material

- Test conditions:

<https://www.youtube.com/watch?v=PPgHhAsk-EA> (Video, 6 min)

2.6 Exercises

After engaging with the materials, let's try to do some exercises to put into practice your knowledge.



Exercise 1:

Define the term "Test conditions" in your own words and write down your answer summarised in a maximum of two sentences.

Exercise 2:

Explain in two or three sentences the difference between test conditions and test scenario.

Exercise 3:

Choose a website or application that has user login functionality. Name ALL test conditions for testing user login functionality.

3. Test Design

3.1 Topics



- Tools and infrastructure for test management

3.2 Goals

As a prospective tester, I can name the tools the company is working with and get a first look at the project's infrastructure.



3.3 Outcomes



When you finish this unit, you will be able to:

- Understand the importance of tools for test management, automation, bug tracking and requirements engineering.

3.4 Materials

- The importance of Test Management:

<https://www.functionize.com/blog/importance-of-test-management-in-automation-strategy> (Text)



- Importance of using test management tools:

<https://qacraft.com/importance-of-test-management-tools/> (Text)

- Criteria for choosing test management tools:

<https://testomat.io/blog/10-key-criteria-choose-the-best-test-management-tool-for-your-team/> (Text)

- Git:

<https://www.atlassian.com/git/tutorials/what-is-git> (Text)

- Automated test with Git:

<https://coderefinery.github.io/testing/continuous-integration/> (Text)

3.5 Exercises

After engaging with the materials, let's try to do some exercises to put into practice your knowledge.



Exercise 1:

After reading the material about test management tools, now you can understand the importance of these tools in the software testing environment. Name at least 1 tool for managing the following task:

- Requirements gathering
- Test Plan
- User stories
- Test automation
- Bug reporting
- Bug tracking
- CI/CD

If needed, you can contact your learning coach and discuss the issue with them.

4. Test Implementation

4.1 Topics



- Examples of test automation

4.2 Goals

As a prospective tester, you can distinguish test automation from manual testing in order to make the right choices about procedures in future projects.



4.3 Outcomes



When you finish this unit, you will be able to:

- Decide on which tests should be automated.

4.4 Materials

- Building Automated Testing Strategies: Examples
<https://performancelabus.com/automated-testing-strategy-how-to-build-examples/> (Text)
- A Real-World example of an Automated Test Pipeline:
<https://dev-tester.com/a-real-world-example-of-an-automated-test-pipeline/> (Text)



4.5 Exercises

After engaging with the materials, let's try to do some exercises to put into practice your knowledge.



Exercise 1:

After reading about automation testing, now you can understand the importance of test automation and when to apply it. What criteria would you

use to decide how to solve a problem with test automation? Make a list of at least 4 questions you would ask yourself to decide whether or not automation is a good fit.

5. Execution

5.1 Topics



- Specific Test Techniques
- Test Protocols that ensure testers' safety

5.2 Goals

As a potential tester, you can explain how to use different testing techniques and the importance of testing protocols to perform targeted and assertive testing.



5.3 Outcomes



When you finish this unit, you will be able to:

- Apply specific test techniques to solve problems.
- Explain the importance of test protocols

5.4 Materials

- Test Case design techniques – option 1:
<https://testsigma.com/blog/test-case-design-techniques/> (Text)
- Test case design techniques – option 2:
<https://goo.su/zzlfQ> (Text)
- Choosing the best Testing technique:
<https://www.softwaretestingclass.com/how-to-choose-which-testing-technique-is-best/> (Text)



5.5 Exercises

After engaging with the materials, let's try to do some exercises to put into practice your knowledge. These exercises are focused on learning how to use different test techniques for developing appropriate test cases.



Exercise 1:

List 3 test design techniques.

Exercise 2:

In the previous exercise, you listed test design techniques. In what situations should they be used?

Exercise 3:

Choose a hotel booking website to practice test case design. We will focus on designing the case related to the **room booking by the user**. **List all the steps that the user must take from: registering on the website to paying for the reservation and receiving a confirmation email.** Keep in mind the following aspects:

- Requirements to take this test:
 - Test data to log in to the website, such as: email, telephone number, etc.
 - The customer must be logged in to the website.
 - Payment must be made by card.
- Expected Result: The reservation process should be completed, and the user should receive confirmation by email.

TIP: You can do this task using Jira, TestRail, or simply a text tool such as Word, WordPad, notepad, etc. Feel free to choose that is most comfortable for you.

Exercise 4:

What test design techniques would you apply to the previous task?

6. Test Closure

6.1 Topics



- Test Improvement
- Documentation methods for project archiving and handover

6.2 Goals

As a prospective tester, you can list techniques, including documentation methods to improve your testing.



6.3 Outcomes



When you finish this unit, you will be able to:

- Name measures to improve testing processes.
- Name documentation methods.

6.4 Materials

- Test process improvement:

<https://www.guru99.com/a-complete-guide-to-test-process-improvement.html> (Text)



- Improvement techniques:

- Mob Testing:

<https://automationhacks.io/2020/10/27/mob-testing-bootstrap-whole-team-quality/> (Text)

- Test Charter:

<https://www.qualitestgroup.com/insights/technical-hub/how-to-write-an-exploratory-test-charter/> (Text)

- Exploratory test:

<https://www.tmap.net/wiki/exploratory-testing-et> (Text)

- Improving the strategy: Mind Map-based testing:
<https://www.infoq.com/articles/mindmap-driven-testing/> (Text)



6.5 Additional Materials

- Communities of Practice:
<https://www.scaledagileframework.com/communities-of-practice/> (Text)
- Mob Testing:
<https://www.testlearning.net/en/posts/mob-testing> (Text)
- Process to Improvement:
<https://betterqa.co/test-improvement-processes/> (Text)

6.6 Exercises

After engaging with the materials, let's try to do some exercises to put into practice your knowledge.



Exercise 1:

Which of the test improvements is particularly interesting for you and why? Describe in about 5 sentences in your own words.

Exercise 2:

Then, discuss with your learning coach in your next session which offers are relevant for you.

Exercise 3:

Name at least three documentation methods for exploratory testing.

Exercise 4:

Create a mind map to document and structure all the topics/content you have learned so far.

7. Test Monitoring & Control

7.1 Topics



- Test Monitoring Metrics
- Testing Risks

7.2 Goals

As a prospective tester, you can name critical testing risks and apply appropriate test monitoring metrics in order to make the testing process effective.



7.3 Outcomes



When you finish this unit, you will be able to:

- Select an appropriate test monitoring metric for a particular example case.
- Name the most critical testing risks and provide proposals on how to avoid them.

7.4 Materials

- Risk management: Types and Assessment
<https://www.softwaretestinghelp.com/types-of-risks-in-software-projects/> (Text)
- Identify and manage software testing risks:
<https://smartbear.com/blog/software-testing-risks/> (Text)



7.5 Exercises

After engaging with the materials, let's try to do some exercises to put into practice your knowledge.



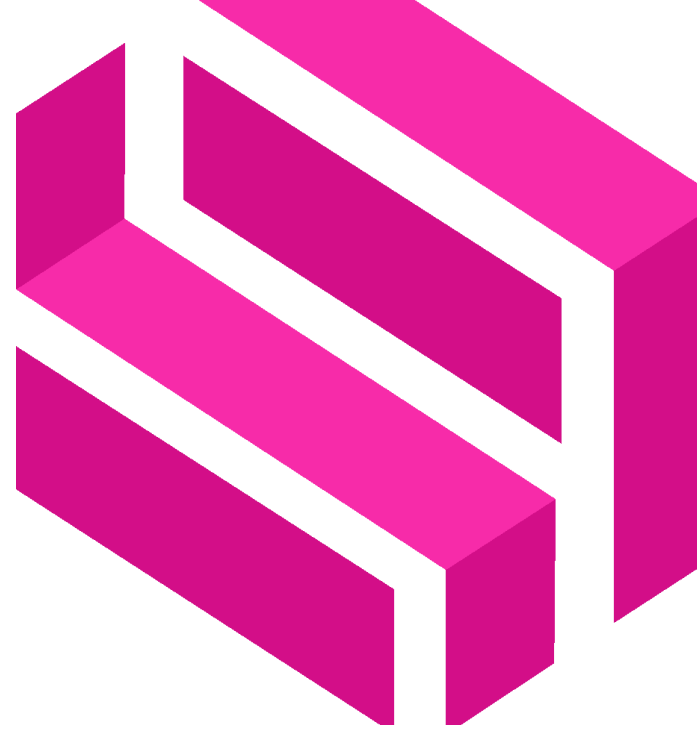
Exercise 1:

Make a list of five testing risks. In your opinion, how can they be avoided?

Exercise 2:

In Chapter 5. Execution, Exercise 3 of this module, you chose a feature of a hotel booking website and developed a test case design. Now consider the potential risks that the process may involve and make a proposal on how these risks can be avoided or minimized (at least three risks).

If needed, you can discuss them with your learning coach.



SOFTWARE TESTING ACADEMY

Agile Testing

Part 5: Bubble “My first project”

R2 – Training materials

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0. Bubble “My first project”

Welcome to the fifth bubble within the “Agile Testing” learning path!

The fifth and final **bubble “My first project”** is where you deepen your knowledge on software testing.

At the end of this bubble, you will **use and apply your skills to the project we have prepared for you**. This immersive experience offers an invaluable opportunity to refine your practical knowledge.



Good luck!

1. Test Planning

1.1 Topics



- Test strategy and Test Plans
- Maps & Models

1.2 Goals

As a potential tester, you can put your knowledge of test strategies and test plans into practice to gain knowledge and develop skills for future projects.



1.3 Outcomes



When you finish this unit, you will be able to:

- Apply test strategy and plans to an example project.
- Build a test plan with all its components.

1.4 Materials

- Differences between testing plan and Testing Strategy:
https://www.softwaretestinghelp.com/difference-between-test-plan-test-strategy-test-case-test-script-test-scenario-and-test-condition/#Test_Plan_Document (Text)
- Test Procedures:
<https://start-up.house/inventory/test-procedure-specification>
(Text)
- Test plan tutorial guide:
<https://www.guru99.com/what-everybody-ought-to-know-about-test-planing.html> (Text)
- Sample Software Test Plan Template
<https://www.softwaretestinghelp.com/test-plan-template/> (Text)



- Testing strategy document:
<https://www.guru99.com/how-to-create-test-strategy-document.html> (Text)
- Test Plan Template examples:
<https://www.guru99.com/test-plan-for-project.html> (Text)

1.5 Exercises

After engaging with the materials, let's try to do some exercises to put into practice your knowledge.



Exercise 1:

In this lesson you have learned about the main concepts related to test plans when building QA projects. List these concepts and explain their importance. *Be brief in your explanation.*

2. Test Analysis

2.1 Topics



- Business Requirements Specification
- Product analysis: Technical Overview
- Test scenario
- Test conditions

2.2 Goals

As a prospective tester, you can develop the best practices using the models and maps developed for software testing. This way, you have a professional base to develop testing projects.



2.3 Outcomes



When you finish this unit, you will be able to:

- Understand and analyse the testing product.
- Estimate conditions and development time for a project.
- Understand the importance and effectiveness of the dependency map.
- Create an explanation about the product using the UML diagram for a rule or path in software testing.
- Apply terms used in the software development environment.

2.4 Materials

2.4.1 Product analysis



- Product analysis:

<https://www.qualtrics.com/experience-management/product/product-analysis/> (Text)

- Requirement analysis:

<https://www.guru99.com/learn-software-requirements-analysis-with-case-study.html> (Text)

- Test estimation techniques:
<https://www.guru99.com/an-expert-view-on-test-estimation.html> (Text + Video 3 min)
- What is a Dependency Map?
<https://miro.com/project-management/what-is-dependency-mapping/> (Text)
- What is UML and Tutorials with examples:
<https://www.softwaretestinghelp.com/use-case-diagram-tutorial/> (Text)
- Software Testing Dictionary:
<https://www.softwaretestinghelp.com/software-testing-terms-complete-glossary/> (Text)

2.4.2 Test scenarios and Testing conditions

- Testing scenarios vs Testing conditions:
<https://www.guru99.com/test-scenario-vs-test-condition.html> (Text)



2.5 Additional Material

- UML Diagram tutorial:
<https://youtu.be/zid-i7MVo7M-E?si=BlvsuKkCW6lcn013> (Video, 13 min)

2.6 Exercises

After engaging with the materials, let's try to do some exercises to put into practice your knowledge.



Exercise 1:

In Bubble 2 "My environment", Section Test Analysis, exercise 4, you had to choose a website store and tested its functionality as part of the exercises. Now, we would like you to try to apply some product analysis techniques to the functionality you tested. Follow the tasks provided below and write down your answers:

- Make a product analysis.
- Make an analysis request.
- Estimate how long this task will take to complete.
- Make a diagram to explain the functionality you tested using the UML model.

*TIP: you can use this tool to make your UML diagram:
<https://www.lucidchart.com>*

Exercise 2:

Explain in a short sentence the importance of using Dependency Map tools and choose two situations where Dependency Map can be used.

Exercise 3:

List differences between Testing scenarios and Testing conditions.

3. Test Design

3.1 Topics



- Test architecture
- Tools for managing and executing tests

3.2 Goals

As a potential tester, you can identify and choose software testing tools to make the right choices for future projects.



3.3 Outcomes



When you finish this unit, you will be able to:

- Develop appropriate test architecture for the projects.
- Choose testing tools for project development and resolution.

3.4 Materials

3.4.1 Tests Architecture

- Test architecture:

<https://www.sixsentix.com/test-architecture-service> (Text)

- Testing Methodology for A SOA Architecture Model:

<https://www.softwaretestinghelp.com/soa-testing/> (Text)

- Acceptance Criteria:

<https://resources.scrumalliance.org/Article/need-know-acceptance-criteria>
(Text)

- User Story Acceptance Criteria Explained with Examples:

<https://intellisoft.io/user-story-acceptance-criteria-explained-with-examples/> (Text)



3.4.2 Tools for managing and executing tests

- What is a pipeline?
<https://www.guru99.com/ci-cd-pipeline.html#2> (Text)
- Importance of using pipeline in the testing process:
<https://avoautomation.ai/benifits-of-ci-cd-integration-testing/> (Text)
- Test management Tool examples:
<https://theqalead.com/tools/best-test-management-tools/> (Text)
<https://www.guru99.com/testing-tools.html> (Text)
- Automated Testing Strategy:
<https://www.netguru.com/blog/test-automation-strategy-practices-and-examples> (Text)
- Tools for automated testing:
<https://www.lambdatest.com/blog/automation-testing-tools/> (Text)
- What's Git and Git for automated Testing:
<https://www.atlassian.com/git/tutorials/what-is-git> (Text)
- Continuous integration with Git:
<https://coderefinery.github.io/testing/continuous-integration/> (Text)



3.5 Additional Material

- Pipeline CI/CD:
<https://youtu.be/M4CXOocovZ4?si=A0N8fHHoV7r7c8Oa> (Video
6 min)

3.6 Exercises

After engaging with the materials, let's try to do some exercises to put into practice your knowledge. Be brief in your answers.



Exercise 1:

Explain in your own words the importance of creating architecture in test projects.

Exercise 2:

What are the benefits of using pipelines in software testing processes?

Exercise 3:

Explain the benefits of using Git in the testing process.

4. Test Implementation

4.1 Topics



- Test case development
- Test environments
- Setup Test Environment, including infrastructure.

4.2 Goals

As a potential tester, you can define requirements and configurations to run successful tests on future projects.



4.3 Outcomes



When you finish this unit, you will be able to:

- Develop test cases.
- Define the requirements for a test environment in my project.
- Configure test environment according to the project you are working on.
- Apply test procedures.

4.4 Materials

4.4.1 Test case development



- What's and how to write test cases:

<https://www.browserstack.com/guide/how-to-write-test-cases> (Text)

- How to Write Test Cases: A Step-by-Step QA Guide:

<https://www.coursera.org/articles/how-to-write-test-cases> (Text)

- Testing plan with Jira:

<https://www.atlassian.com/devops/testing-tutorials/jira-xray-integration-manage-test-cases> (Text)

- Testing plan with TestRail:

<https://www.testrail.com/videos/introduction-projects/> (Text + video)

4.4.2 Test environments

- Test environment:
<https://testsigma.com/blog/test-environment/> (Text)
- Test setup environment:
<https://www.geeksforgeeks.org/test-environment-for-software-testing/>
(Text)
- STLC - Test Environment Setup
https://www.tutorialspoint.com/stlc/stlc_test_environment_setup.htm
(Text)
- Setup Infrastructure:
<https://www.lambdatest.com/learning-hub/test-infrastructure>
(Text)
- What Is Infrastructure Testing and Why Is It Needed:
<https://www.softwaretestinghelp.com/infrastructure-testing-tutorial/>
(Text)



4.5 Additional Materials:

- Jira Xray tutorial:
<https://youtu.be/eD-miwJEL9s?si=kLa9Ggm2PRd1M4iW>
(Video 7.30 min)
- TestRail tutorial:
<https://www.youtube.com/watch?v=b3yj-RCWs5I> (Video 4 min)

4.6 Exercises

After engaging with the materials, let's try to do some exercises to put into practice your knowledge.



Exercise 1:

List the points that need to be considered when configuring the test environment. *Be brief in your listing.*

Exercise 2:

Explain in a few words the advantages of correctly setting up a testing infrastructure and give some examples of good configurations.

5. Execution

5.1 Topics



- Defect Management
- Test Implementation
- Test Execution

5.2 Goals

As a potential tester, you can implement, execute and identify possible risks in the testing environment.



5.3 Outcomes



When you finish this unit, you will be able to:

- Implement and execute test cases effectively.
- Apply techniques to manage possible risks in testing processes.

5.4 Materials

5.4.1 Defect Management



- Quality control:
<https://www.guru99.com/defect-management-process.html> (Text)
- Defect Management:
<https://www.lambdatest.com/learning-hub/defect-management> (Text)
- Bug report:
<https://www.guru99.com/defect-management-process.html> (Text)
- Risk Storming:
<https://icepanel.medium.com/risk-storming-31e89b0ac42> (Text)
- Strategy By Risk Storming with Test Sphere:
<https://www.ministryoftesting.com/testsphere/riskstorming> (Text + video, 3 min)

5.4.2 Test Implementation

- Test implementation:
<https://blog.santexgroup.com/blog/7-steps-for-software-implementation-success/> (Text)
- How to Create a Software Implementation Plan:
<https://technologyadvice.com/blog/information-technology/software-implementation-timeline/> (Text)

5.4.3 Test Execution

- Test execution:
<https://www.softwaretestinghelp.com/test-execution-software-testing-qa-training-on-a-live-project-day-5/> (Text)
- Test Execution Tutorial:
<https://www.lambdatest.com/learning-hub/test-execution> (Text)
- Systems integration test:
<https://www.guru99.com/system-integration-testing.html> (Text)

5.5 Exercises

After engaging with the materials, let's try to do some exercises to put into practice your knowledge.



Exercise 1:

Explain the advantages and importance of good defect management. Give some examples of defect management techniques. *Be brief in your answer.*

Exercise 2:

List the essential steps for successful software implementation.

Exercise 3:

List some activities during Test Execution.

6. Test Closure

6.1 Topics



- Test Execution Report
- Test results
- Exit Criteria: definition of "Done" in Testing

6.2 Goals

As a prospective tester, you can apply your knowledge to create a good handover in order to improve the teamwork in future project teams.



6.3 Outcomes



When you finish this unit, you will be able to:

- Create a template for an end-of-test checklist.
- Understand the importance of documenting the life cycle in the testing process.
- Definition of "Done".

6.4 Materials

- Testing documentation:

<https://strongqa.com/qa-portal/knowledge-base/key-concepts/testing-documentation> (Text)

- Testing template examples:

<https://marker.io/blog/usability-testing-template> (Text)

- Archiving test results:

<https://cxl.com/blog/archiving-test-results/> (Text)

- Archive Test Cases:

<https://qmetrysupport.atlassian.net/wiki/spaces/QTM4J/pages/2582872829/Archive+Test+Cases> (Text)



- Acceptance Criteria/ Definition of Done:
<https://www.mindfulqa.com/acceptance-criteria/> (Text)

6.5 Exercises

After engaging with the materials, let's try to do some exercises to put into practice your knowledge.



Exercise 1:

Name at least 4 steps in the test documentation process and explain the importance of each one of them. Be brief in your explanation (maximum two sentences per explanation).

Exercise 2:

Why archiving test cases is essential in the testing process?

Exercise 3:

When can the Definition of "Done" be applied to a project?

Exercise 4:

Now we will briefly analyse your learning progress so far. Consider every phase of the testing project (planning, analysis, design, implementation, execution, closure, and monitoring/control) and write down answers for each one of the following questions:

- How has the entire learning process occurred so far?
- Do you have any doubts? So far, what was the most difficult part for you?
- Do you think you need to work on any concrete aspect to become a good QA tester? Any concrete topic you would like to learn about further?

7. Test Monitoring & Control

7.1 Topics



- Software testing maintenance

7.2 Goals

As a prospective tester, you have an overview of the entire testing process and you can ensure the project maintenance, promoting renewals whenever necessary, maintaining the integrity and good quality of the product.



7.3 Outcomes



When you finish this unit, you will be able to:

- Develop techniques to maintain the tests.

7.4 Materials



7.4.1 Test Maintenance

- Maintenance practices:

<https://www.softwaretestinghelp.com/test-monitoring-and-test-control/>

(Text)

- What is Software Maintenance and Why is it Important:

<https://radixweb.com/blog/why-software-maintenance-is-necessary#Maintenance> (Text)

7.4.1 Test management techniques

- How to manage a Defect effectively:

<https://www.geeksforgeeks.org/defect-management-process/>

(Text)

- Guide to Effective Software Defect Management:
<https://www.kualitee.com/defect-management-tool/step-by-step-guide-to-effective-software-defect-management/> (Text)

7.5 Exercises

After engaging with the materials, let's try to do some exercises to put into practice your knowledge.



Exercise 1:

List processes that are part of software maintenance.

8. Final project

Now we will put into practice the knowledge you acquired throughout your "Agile Testing" learning path. In this final project, we will ask you to use techniques you studied in all bubbles. You should **consider techniques and tools relevant for all key testing phases** such as:



- Test Planning
- Test Analysis
- Test Design
- Test Implementation
- Test Execution
- Test Closure
- Test Monitoring and Control

Remember, if you have any doubts or difficulties, **you can always check the study materials that are available in all bubbles to ensure the best possible answer to this exercise.**

Once you have developed answers to this project, contact your learning coach to discuss it.

Good luck!

YOUR FIRST PROJECT

Your project will be focused on testing a very relevant functionality for any e-commerce: **purchasing**.

- Open the website <https://www.renfe.com/es/en>
- Functionality to test: *purchase a ticket*.
- Test conditions: The customer must be logged in to the platform.
- Note: In the payment part of the ticket, it will not be possible to continue with the action, but you can describe what needs to be done and what testing techniques should be applied to test it fully.

Now, propose all actions needed to test the function considering all testing phases and related tools and techniques. Provide all details possible.