Agile Enablers

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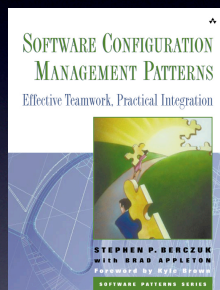
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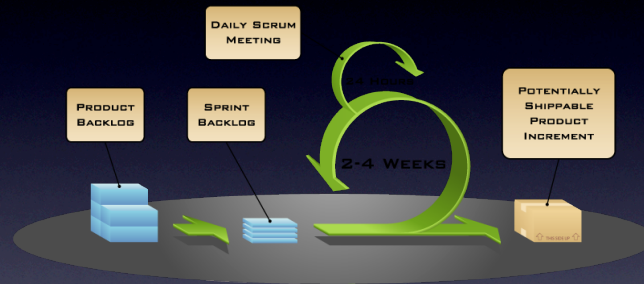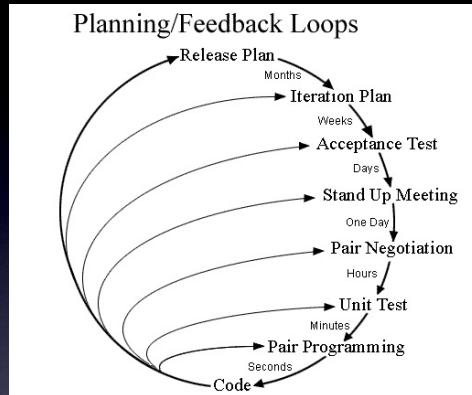

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Agenda

- Agile Overview
    - Why, What, Key Practices
- QA and Release Engineering
    - Role in Agile Adoption
- QA in Agile
    - QAs Evolving Role

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Agile

XP

Planning/Feedback Loops

Release Plan
Months
Iteration Plan
Weeks
Acceptance Test
Days
Stand Up Meeting
One Day
Pair Negotiation
Hours
Unit Test
Minutes
Pair Programming
Seconds
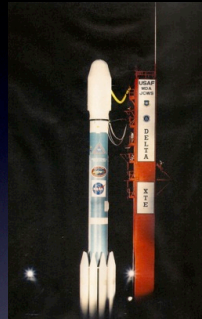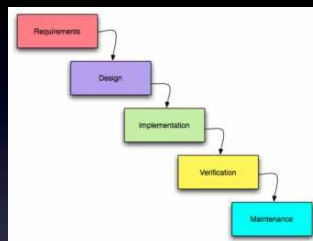Code

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Agile Manifesto (Values)

- **Individuals and interactions** over processes and tools

- **Working software** over comprehensive documentation

- **Customer collaboration** over contract negotiation

- **Responding to change** over following a plan

Traditional SW Dev

Testing at the End

Agile

- Feedback
- Tracking
- (Enabling Infrastructure)
- (Enabling Processes)

Feedback

Tracking

Supporting Functions

- Build
- SCM
- Retrospectives

Agile Practices

- (Always) Working Software

- Generalizing Specialists

- Unit Testing

- Time Boxes

- Tracking (Burn Down)

- Sprint Reviews

Agile Enablers

- End to End Features

- Measurable Goals

- Incremental Approach. (YAGNI)

Working Software

- Buildable
- Deployable
- Passes Automated Tests
- Does "something"

QA Roles

- Testing Code: Identify Impediments
- Testing Requirements: Validate Backlog
- Testing "Hard Stuff":
  - Automate
  - Manual Exploratory Testing

QA Removes Impediments

- Verify that Code is Deployable
- Discover gaps in developer testing

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Measurable Goals

- Verify that Stories are Testable
  - Definition of Done
  - Reasonable Size
  - Reasonable Scope
- Discover gaps in requirements

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Automation

Traditional QA Roles

- Test
- Report
- Retroactive

New QA

- QA Developer Tests
- QA Requirements
- Test "hard stuff"
- Proactive

Summary

- Agile = Quality Everywhere, All the Time
- Define Done
- QA Early
- QA Often

Questions