Exploratory Testing: A Hands-On Introduction

Getting Started:
1) Get out a web browser
2) Mobile fine, laptop, better
3) Find a partner
4) We’re gonna test some software!
What is it?

Exploratory Testing (V): Rapid Switching between test design, execution, learning, and reporting where learning generates new test ideas.

Empirical Process Not Plan-Driven
Types of Triangles

BY LENGTH OF SIDES

EQUILATERAL

All the sides are equal and each angle is equal to 60 degree by angle sum property.

ISOSCELES

Only two sides of the triangle are equal. Also angles opposite to equal sides are equal.

SCALENE

All the angles and sides are unequal.
Exercise #1

http://bit.do/trianglestest
Exercise #2

http://bit.do/palindrome
Exploratory Testing

Source: Jon Bach, “The Case Against Test Cases”
Beyond Quick Attacks
Q&A on QA
Resources

10 Quick Attacks for Web Based Software

10 Ways To Test Responsive Design

ESH Quick Attacks Cheat Sheet

Heuristic Test Strategy Model

Explore It!
What is the bottom line here? Write down these things:

(A) Potentially Shippable Code each sprint
(B) Measure Failure demand. If it is high, it is the #1 thing to work on.
(C) Limit Failure Demand through three amigos and tools.
(C) Limit work in progress

I've been doing this with professional passion for years. Your problems may be different than this. If that's the case - you might want a different solution. Given that I don't know you, I've given the advice that I hope might be the most valuable for the most people.

Thank you, and God Bless you.