Inside The Tester's Mind

Describing exploratory testing skill

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August 4, 2006

First, a haiku...

Oh, Masters of Test,
Describe to me your methods
...we ship in an hour...

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Assumption

* you've done exploratory testing...

* or might need to do it...

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* you’ve done exploratory testing…
* or might need to do it…
* so you’ll want to know how it’s done

1) “What’s the big deal? Exploratory testing is random pounding on the keys. A child could do it, and that’s the point, right?”

2) “How she finds those great bugs without test cases, I’ll never know. I guess some people are just natural explorers -- you either have it or you don’t -- and I just don’t have her knack for it.”

These are limited perspectives, but common sentiments I’ve heard over the years, so this talk is my counter-argument. It is about how exploratory testing is a compilation of systemically observable, evaluable and teachable skills.
Common Questions

1) ET is for expert testers only, right?
2) ET is unstructured and unmeasurable, right?
3) ET is just testing randomly based on experience, right?
4) ET is only for testing things that have no specs, right?
5) Is there such a thing as exploratory test automation?
6) How do I get my management to accept ET? They believe in rigorous testing.
7) Surely you wouldn't use ET for mission or life-critical software, right?

Some ET Definitions

- **Sabourin**: “continuous test design as testing continues; continuous testing as design continues; continuous test planning as testing continues”
- **Hendrickson**: a style of testing in which you explore the software while simultaneously designing and executing tests, using feedback from the last test to inform the next (Test-Driven Testing?)
- **Bolton**: Operating and observing the product with the freedom and mandate to investigate it in an open-ended search for information about the program.
- **Kaner**: Simultaneous learning, design and execution, with an emphasis on learning.

“Ad hoc” testing?

1a: concerned with a particular end or purpose (an *ad hoc* committee)
1b: formed or used for specific or immediate problems or needs (ad hoc solutions)
2: fashioned from whatever is immediately available

[http://www.m-w.com/dictionary/ad%20hoc](http://www.m-w.com/dictionary/ad%20hoc)

*Note: All ET is ad hoc, but not all ad hoc is ET.*

Analogies

Psychologist

Driving a car

“20 Questions”
Driving a car
Psychologist
Sports
“20 Questions”

Job Interview
Psychologist
Sports
“20 Questions”

Jam session
Psychologist
Sports
“20 Questions”

Going to a testing conference
Psychologist
Sports
“20 Questions”

Bounty Hunter
Psychologist
Sports
“20 Questions”

Newspaper reporter
Psychologist
Sports
“20 Questions”

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Paradigmatic examples

- **Mike Kelly**: Retesting and testing around a defect
- **Scott Barber**: The developer walks to my desk and asks “can you whip up a test to see if...”
- **Michael Bolton**: Working with a new build of an existing product, checking for bug fixes by using old test paradigms with new variations; not under the control of a script
- **James Bach**: “Please investigate this puzzling situation”, “Please test this product that doesn’t yet exist”
- **Cem Kaner**: Tests from a bug taxonomy or “quick test” list
- **James Lyndsay**: Once a script has executed, choosing different data and re-executing

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Scripted vs. exploratory

To know where a test falls on this scale, ask yourself: “to what extent am I in control of the test, and from where did the idea originate?”

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ET in action: Repro this bug

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How did you *find* that?

Some Exploration Skills and Tactics

“MR.Q COMP GRABC R&R?”

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<th>Generating/Elaborating</th>
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<td>Composing, describing, and working with mental models of the things you are exploring. Identifying relevant dimensions, variables, and dynamics. A good mental model may manifest itself as having a “feel” for the product; intuitively grasping how it works.</td>
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<td>Obtaining tools and information to support your effort. Exploring sources of such tools and information. Getting people to help you.</td>
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Exploratory testing is a mindset using this skillset.

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Modeling

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Resourcing

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Questioning

Identifying missing information, conceiving of questions, and asking questions in a way that elicits the information that you seek.

Chartering

Making your own decisions about what you will work on and how you will work. Understanding your client’s needs, the problems you must solve, and assuring that your work is on target.

Observing

Gathering empirical data about the object of your study; collecting different kinds of data, or data about different aspects of the object. Designing experiments and establishing lab procedures.

Manipulating

Making and managing contact with the object of your study; configuring and interacting with it.

Pairing

Working and thinking with another person on the same problem; group problem-solving.

Generating/Elaborating

Working quickly in a manner good enough for the circumstances. Revisiting the solution later to extend, refine, refactor, or correct it.
Refocusing

Managing the scope and depth of your attention. Looking at different things, looking for different things, in different ways.

Alternating

Switching among or contrasting different activities or perspectives so as to create or relieve productive tension and make faster progress.

Alternating -- Polarities

- Warming up vs. cruising vs. cooling down
- Doing vs. describing
- Doing vs. thinking
- Careful vs. quick
- Data gathering vs. data analysis
- Working with the product vs. reading about the product
- Working with the product vs. working with the developer
- Product vs. project
- Solo work vs. team effort
- Your ideas vs. other peoples’ ideas

Alternating -- More Polarities

- Lab conditions vs. field conditions
- Current version vs. old versions
- Feature vs. feature
- Requirement vs. requirement
- Test design vs. execution
- Coverage vs. oracles
- Testing vs. touring
- Individual tests vs. lab procedures and infrastructure
- Testing vs. resting

Branching/Backtracking

Allowing yourself to be productively distracted from one course of action in order to explore an unanticipated new idea. Identifying opportunities and pursuing them without losing track of the process.

Conjecturing

Considering possibilities and probabilities. Considering multiple, incompatible explanations that account for the same facts.
Recording

Preserving information about your process, progress, and findings. Taking notes.

Reporting

Making a credible, professional report of your work to your clients in oral and written form.

Useful mental triggers

Test Plan Evaluation Model

Test Planning Checklist

Heuristic Test Strategy Model

Last, a haiku...

We ship in an hour…

Oh, where could bugs be hiding?

Engage the skillset!

Last, a haiku...

We ship in an hour…
Sources / More info

Context-Driven Software Testing
http://groups.yahoo.com/group/software-testing

Center for Software Testing Education and Research
http://www.testingeducation.org/BBST

Books related to Exploratory Testing skills and tactics
http://www.testingreflections.com/node/view/3190

Thanks to:
Julian DiMarco, Roy McMillion, the attendees at ExTRS (James Bach, Cem Kaner, Michael Bolton, James Lyndsay, Elisabeth Hendrickson, Jonathan Kohl, Scott Barber, Rob Sabourn, Mike Kelly)

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