

Rekapitulation

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Traditional Testing ↔ Agile Testing

◆ Basics

- ◆ Static QA techniques
- ◆ Dynamic testing techniques (white box)
- ◆ Dynamic testing techniques (black box)
- ◆ System testing
- ◆ TDD at the Unit-Test Level (developer tests)
- ◆ TDD at the Acceptance-Test Level (customer tests)
- ◆ Continuous Integration
- ◆ Test Planning and Management
- ◆ Testing of Parallel Programs

Methods, Techniques, Tools

Methods

Scrum
Extreme Programming
Waterfall

Techniques

Equivalence Classes
Boundary Value Analysis
Cause-Effect-Graphs
Stubs and Mocks

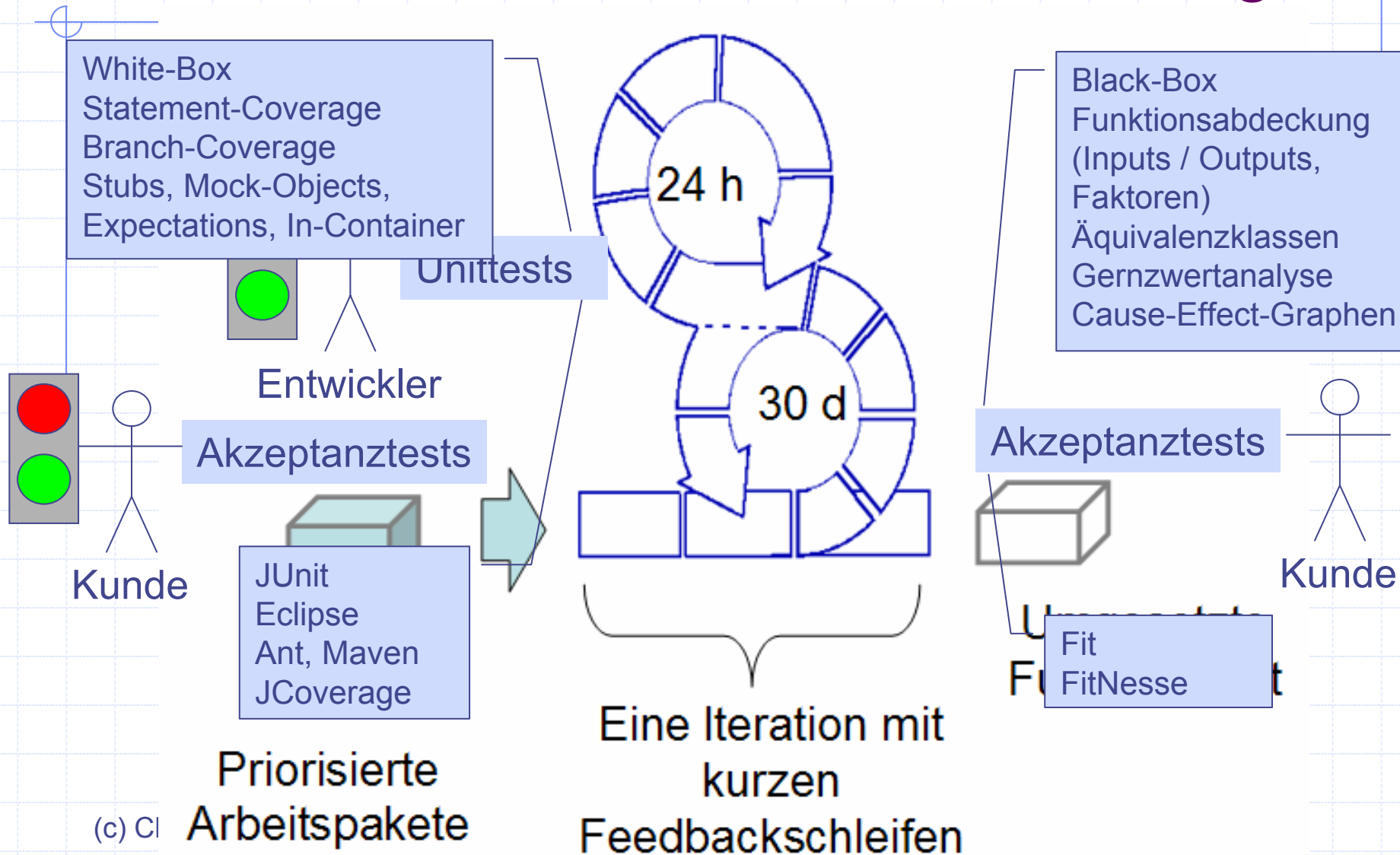
TDD
Black-Box Testing
White-Box Testing

Tools

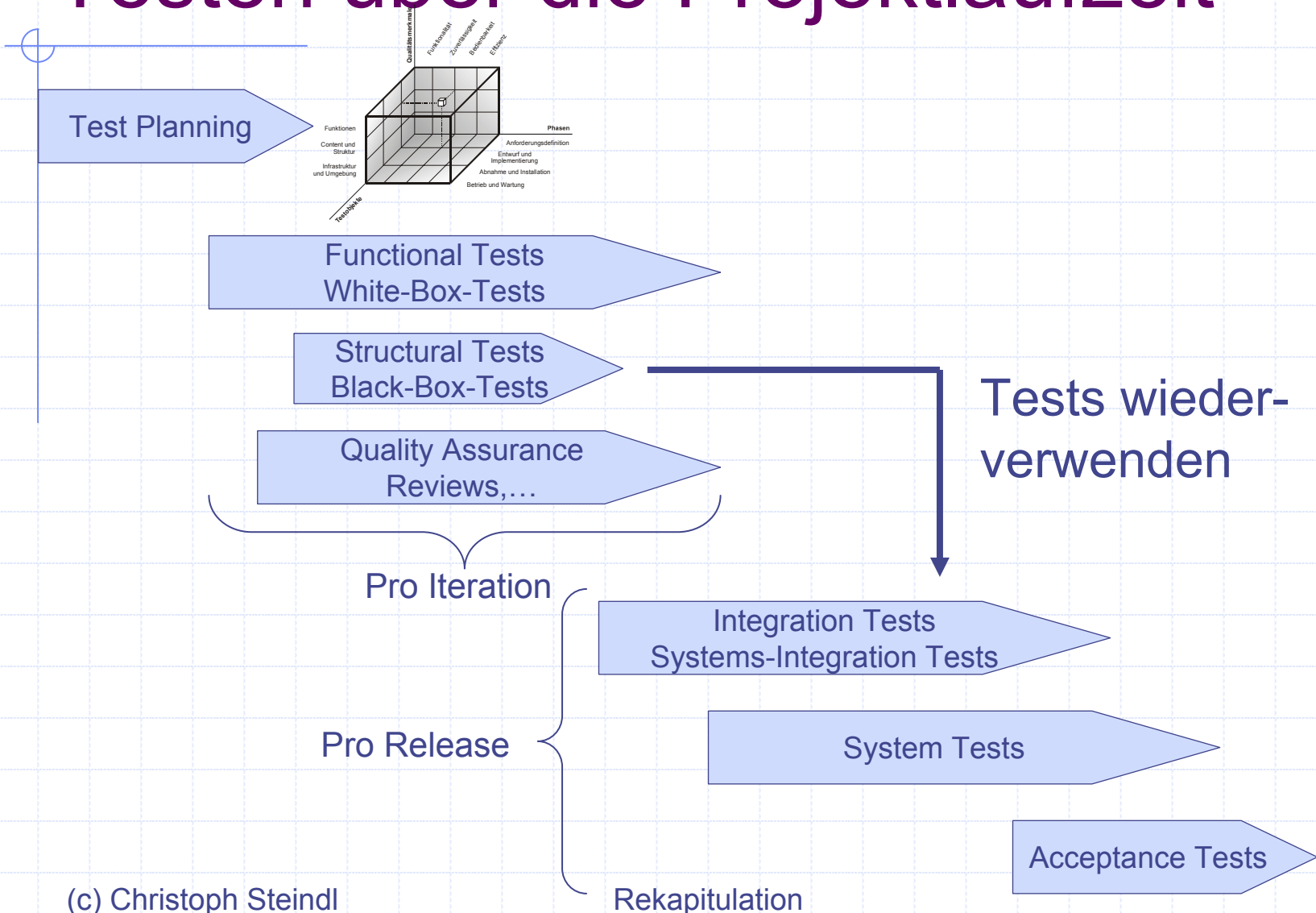
Ant
Clover, Jcoverage
Cruisecontrol
Gump

Junit
Maven
ConTest
Fit, FitNesse

Testen bei iterativer SW-Entwicklung



Testen über die Projektlaufzeit



Agile Engineering Practices

Before

After

1. Having a source code control system
 - E.g. CVS
2. Doing code reviews before checking in code
 - Pair programming
 - Code reviews
3. Checking in at least daily (even if it leads to build failures)
4. Having daily builds
5. Doing unit tests
6. Having an automated test harness for unit tests
 - E.g. Junit
7. Using test driven development at the automated test harness level
8. Doing continuous builds
 - Continuously after unit tested and checked in
 - E.g. CruiseControl
9. Doing acceptance test driven development
 - Apply the acceptance tests once code is checked in
 - E.g. FIT, Fitnesse
10. Refactoring