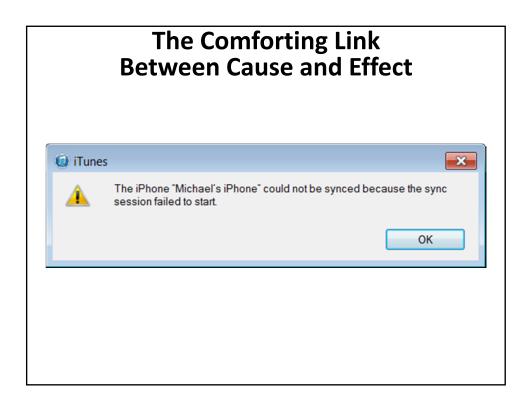
Testing is More Than Checking

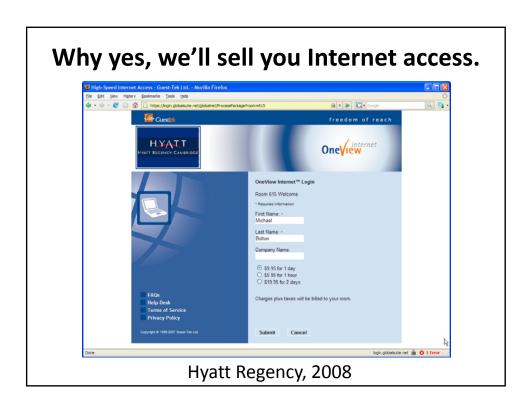
Michael Bolton
DevelopSense
http://www.developsense.com
@michaelbolton
Special acknowledgements to Cem Kaner, James Bach, and Jerry Weinberg

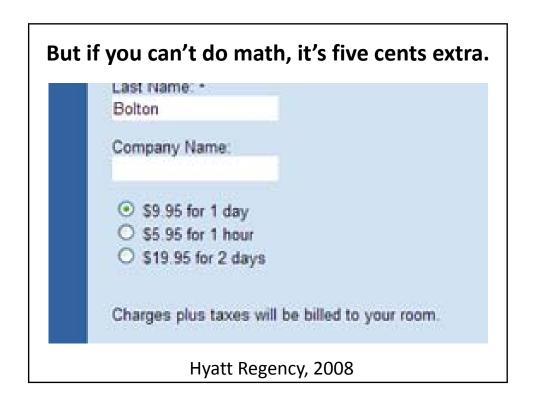




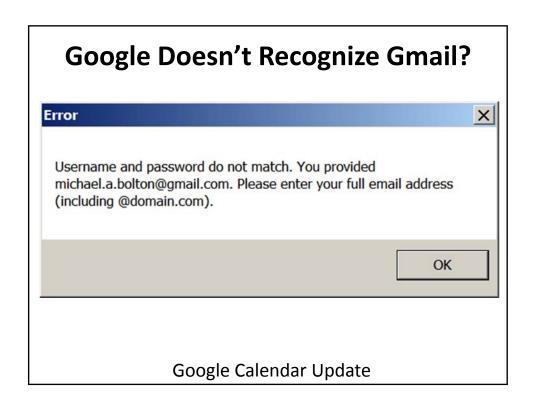
Disappearing Aircraft? Flight Itinerary Flight From Stops Aircraft Fare Type Las Vegas, Mccarran Int'l (LAS) Sat 16-Oct 2010 14:54 - Terminal 2 AC597 Toronto, Pearson Int'l (YYZ) 1 319 Tango Plus W () AC597: This flight includes a stop in null. AC5233* Las Vegas, Mccarran Int'l (LAS) San Francisco, San Francisco Tue 19-Oct 2010 Int'l (SFO) 19:15 - Terminal 1 Tue 19-Oct 2010 320 Tango Plus aircanada.com



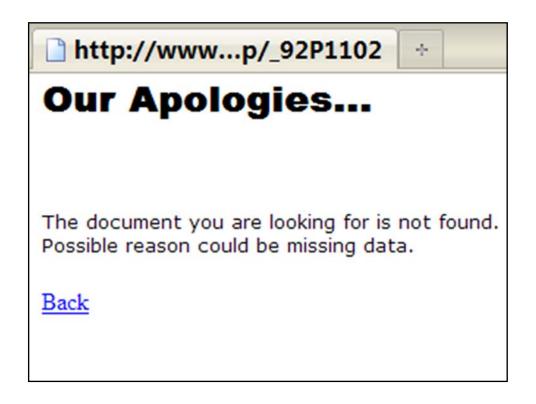


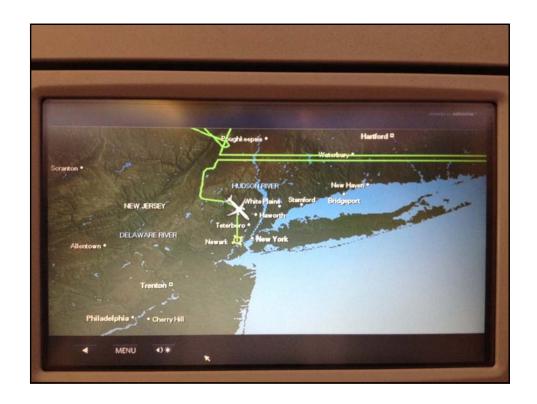












The Key Questions of Testing

Is there a problem here?



Are we okay with this?

Call this "Checking" not Testing

operating a product to check specific facts about it...

means

Observe

Evaluate

Report

Interact with the product in specific ways to collect specific observations.

Apply algorithmic decision rules to those observations.

Report any failed checks.

A Check Has Three Elements

- 1. An observation linked to...
- 2. A decision rule such that...
- 3. both observation and decision rule can be applied algorithmically.

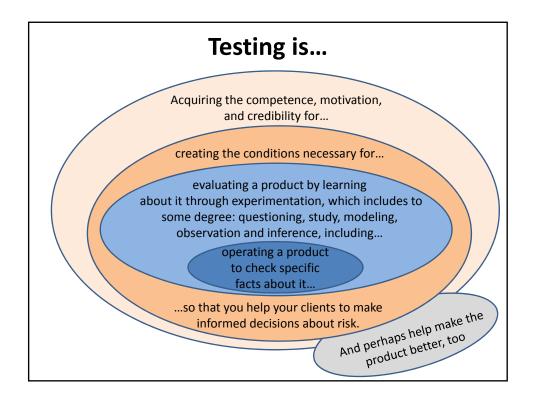
A *check* can be performed



by a machine that can't think (but that is quick and precise)



by a human who has been instructed *not* to think (and who is slow and variable)



Tools Can Do FAR More Than Checking

- Test generation (data and script generators)
- System configuration (setup; rapid changes)
- Test execution (harnesses and test scripts)
- Logging (action capture, video capture)
- Probes (identifying internal states)
- Monitoring (coverage analysis, profiling)
- Visualization (blink testing, highlighting)
- Test management (but keep tools lightweight)
- and yes, oracles (automated checking)

BUT Testing CANNOT Be Encoded

"Test Cases Are Not Testing:
Toward a Culture of Test Performance"
James Bach & Aaron Hodder

http://www.testingcircus.com/documents/TestingTrapeze-2014-February.pdf

What Is Testing?

- Excellent testing is not merely a branch of computer science
 - testing includes computer science, mathematics, technical domains
 - BUT... focus only on programs and functions, and you leave out questions of value and other relationships that include people
- To me, excellent testing is more like anthropology interdisciplinary, systems-focused, investigative, storytelling



Biology



Archaeology



Language



Culture

Why Testing Cannot Be Encoded Harry Collins on Software Testing

"Computers and their software are two things. As collections of interacting cogs they must be 'checked' to make sure there are no missing teeth and the wheels spin together nicely. Machines are also 'social prostheses', fitting into social life where a human once fitted. It is a characteristic of medical prostheses, like replacement hearts, that they do not do exactly the same job as the thing they replace; the surrounding body compensates.

Why Testing Cannot Be Encoded Harry Collins on Software Testing

"Contemporary computers cannot do just the same thing as humans because they do not fit into society as humans do, so the surrounding society must compensate for the way the computer fails to reproduce what it replaces. This means that a complex judgment is needed to test whether software fits well enough for the surrounding humans to happily 'repair' the differences between humans and machines. This is much more than a matter of deciding whether the cogs spin right."

Abstract, "Machines as Social Prostheses", EuroSTAR 2013

Driving is partly technical, but it's also highly social.



Dear Google...
I've just been to China.



Good luck with your car thing. Love, Michael

http://www.china-mike.com/wp-content/uploads/2010/12/chinese-traffic-chaos-small.jpg

Plus what happens when the Google Car meets the Microsoft Car?



A Computer Program

A set of instructions for a computer.

See the Association for Software Testing's Black Box Software Testing Foundations course, Cem Kaner & James Bach

A House



A set of building materials, arranged in the "House" design pattern.

A House



Something for *people* to live in.