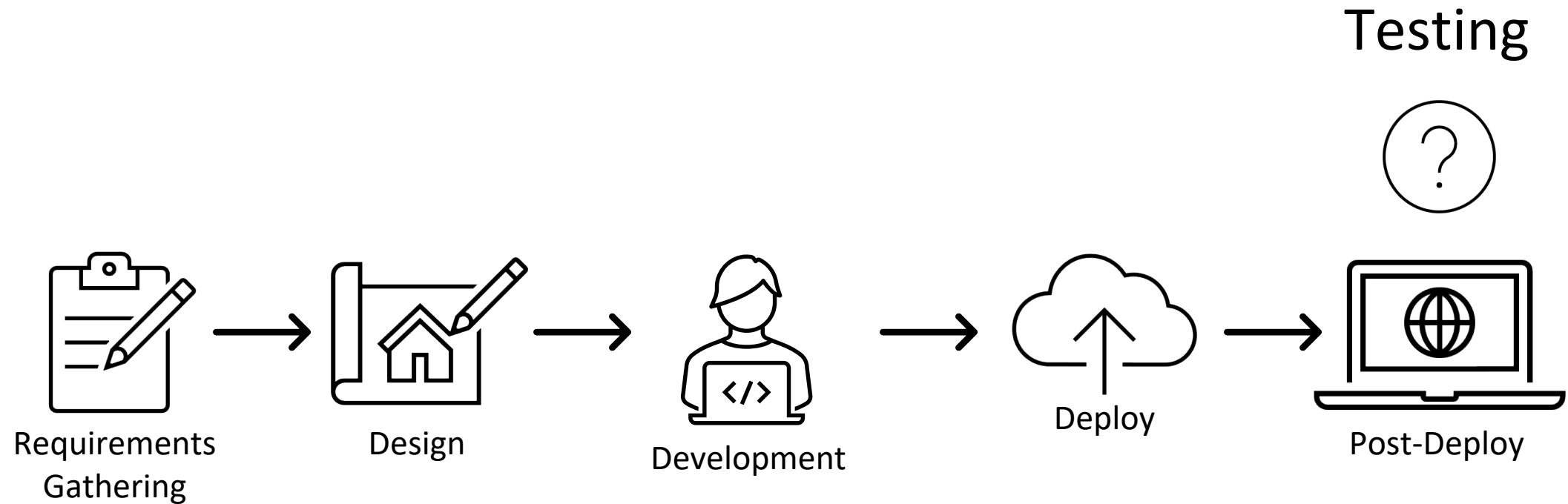


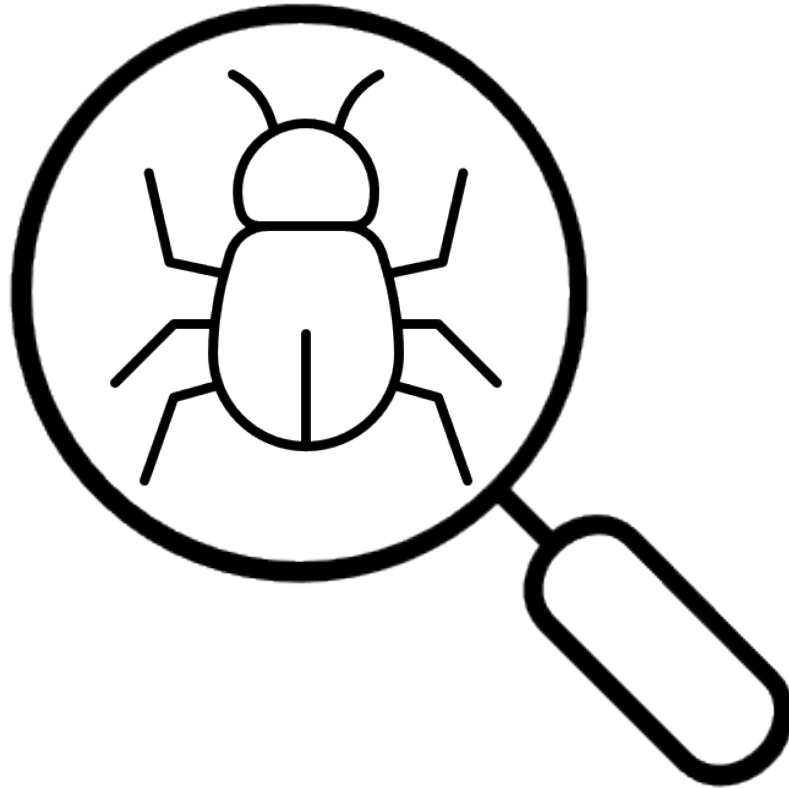
# Test Early, Fail Fast.... Shift Testing Left

Presented by Douglas Stewart

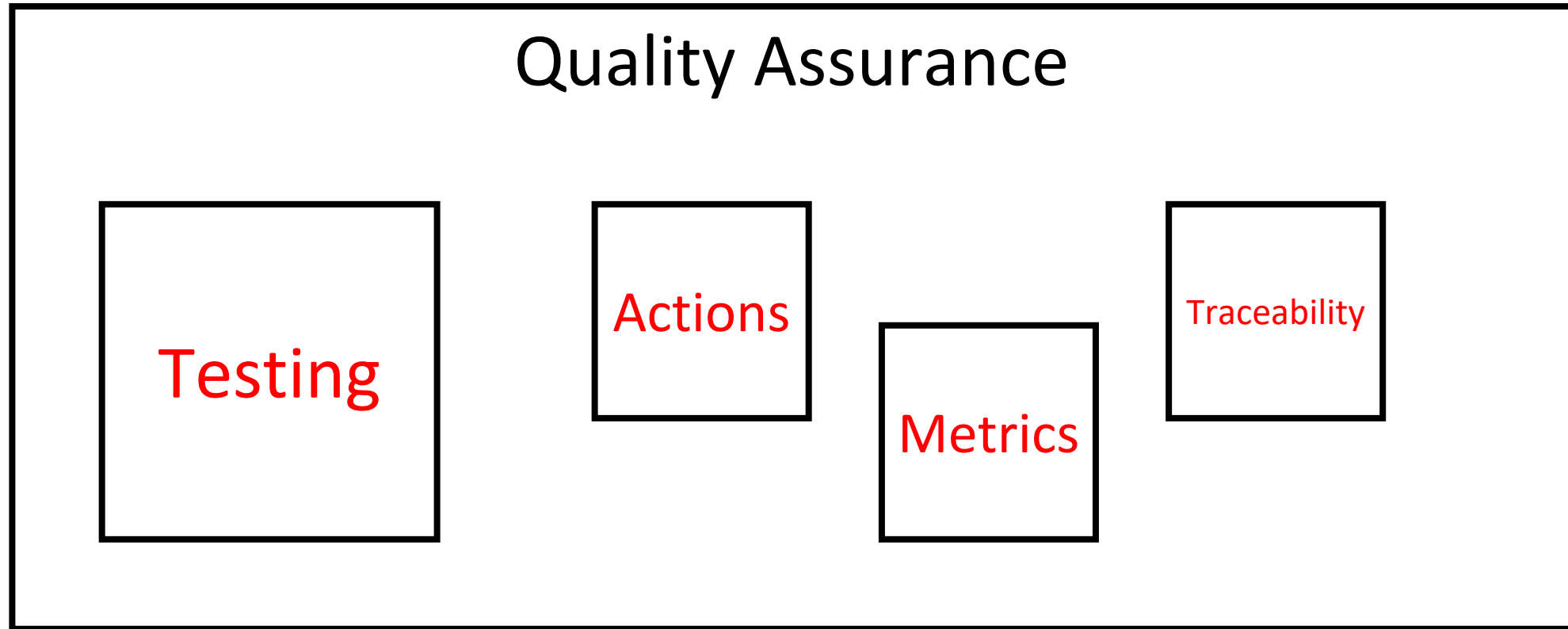
# The “Right” Way?



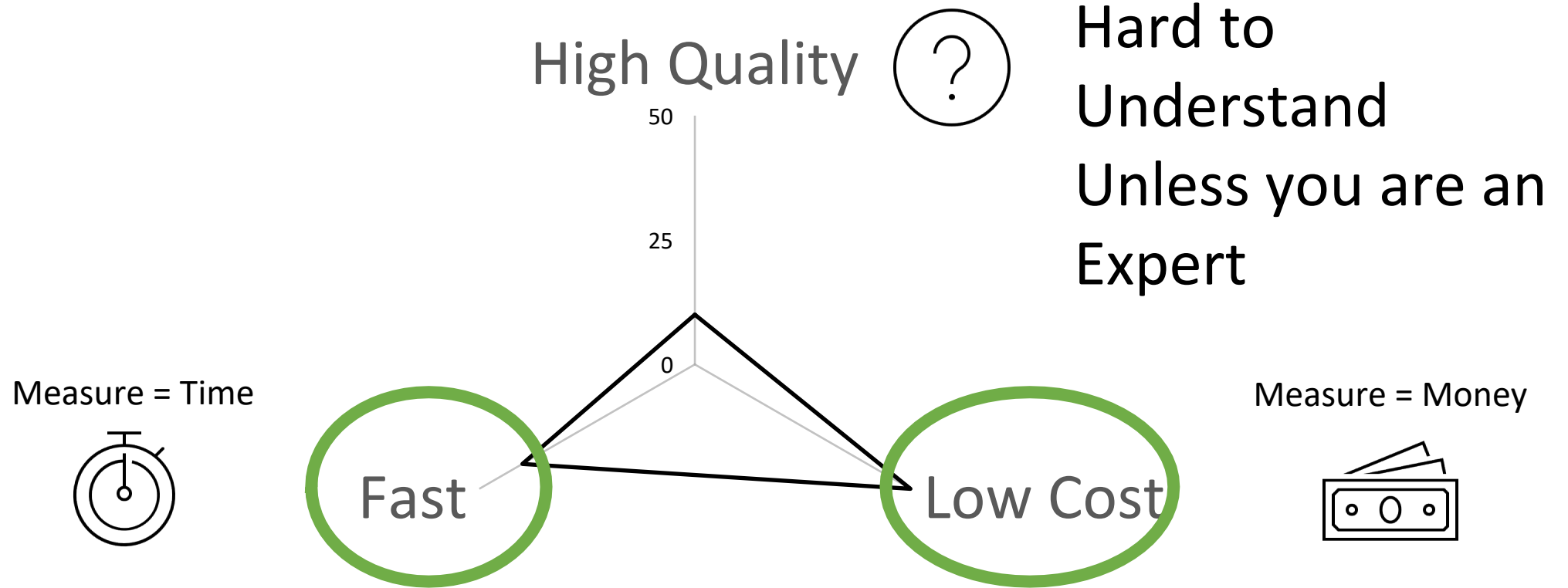
# #1 Duty of Testing



# Quality Assurance vs. Testing

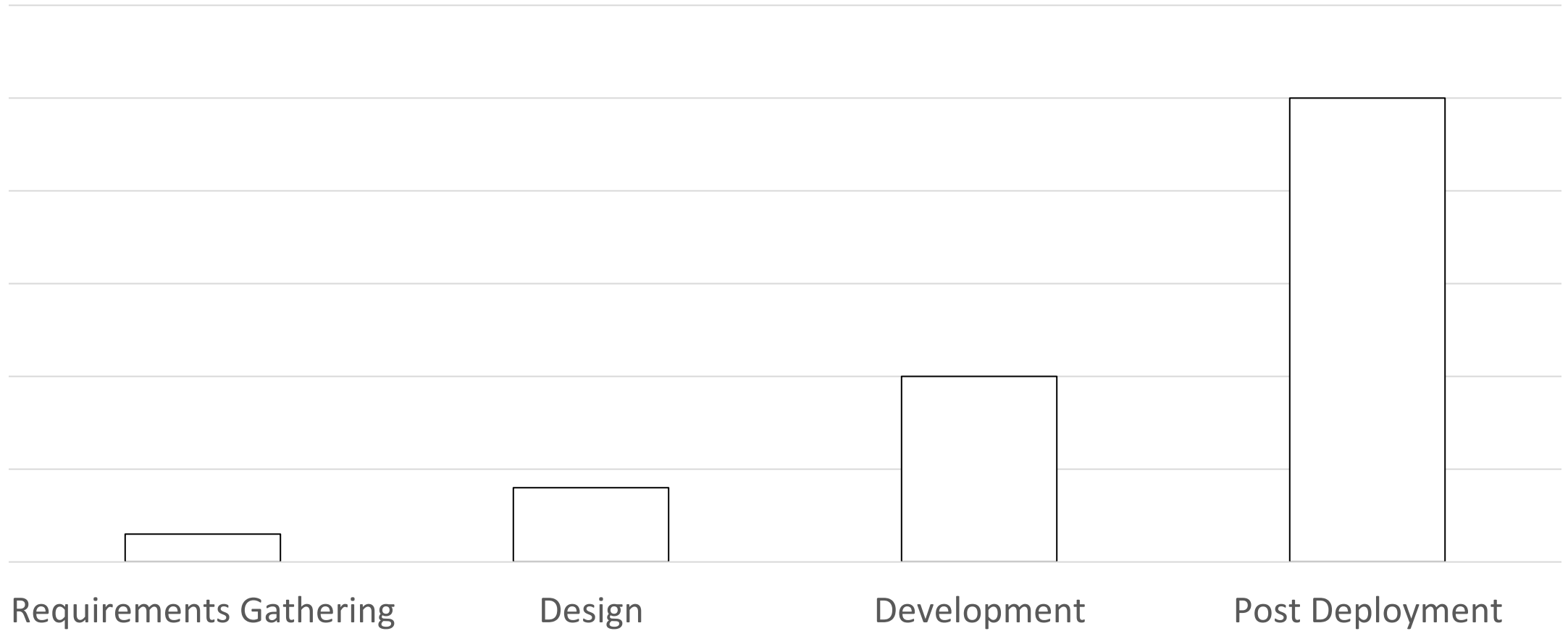


# Pick Any 2



Easy for Project Management to Understand

# Relative “Cost” of Finding Bugs



\* For Illustration Purposes Only

MVP != Low Quality

Requirement

“I want a vehicle to transport me from  
point A to point B”

MVP != Low Quality

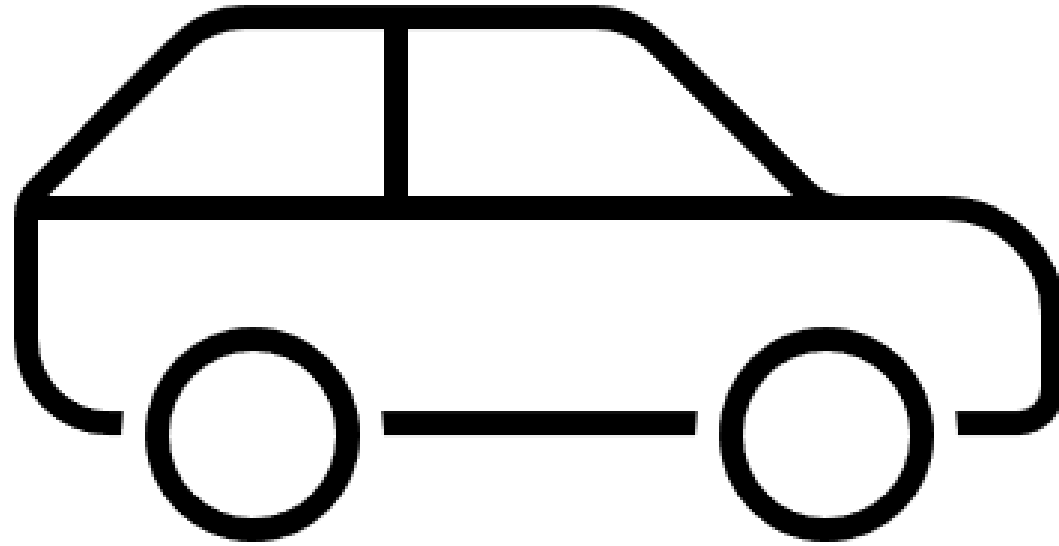




MVP != Low Quality



MVP != Low Quality



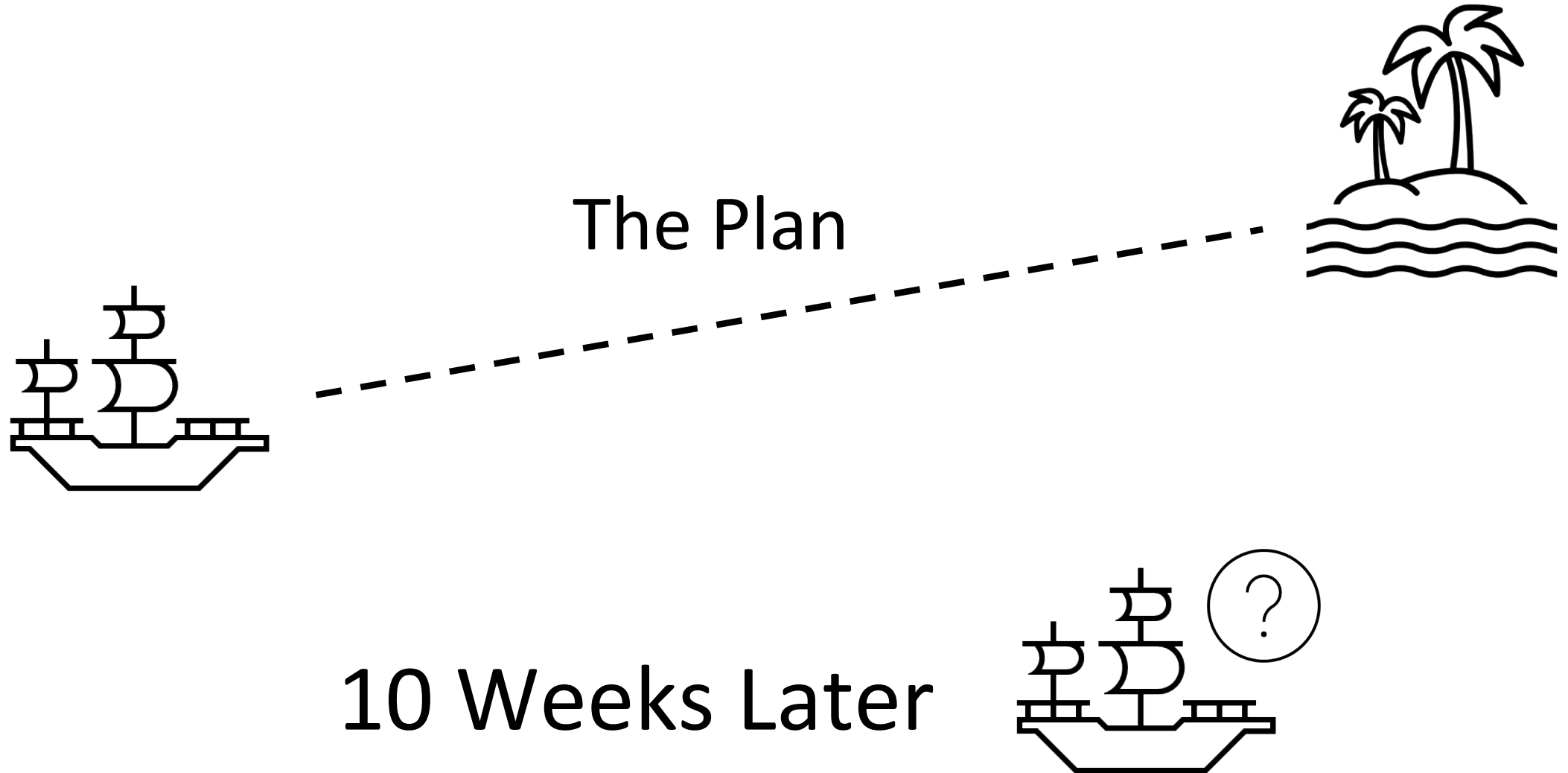
# Can You Afford Testing on the Right?

- High Technical Debt
- Difficult/Impossible to Fix Certain Bugs
- Poor Customer Confidence in Product
- Testing “Later” May Never Come
- Frustration of Poor Quality Environment Leads to Development Fatigue

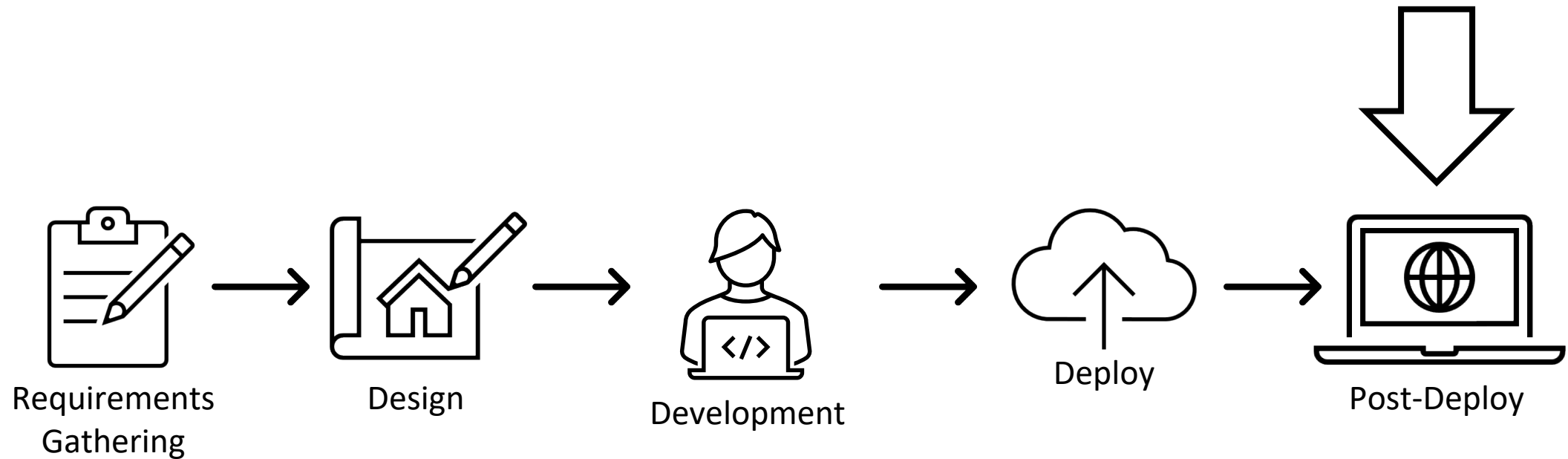


- Perceived Quick to Market (Production)
- Let Your Users Act as Testers
- Low Upfront Costs

# Testing Provides Feedback to Drive Agile

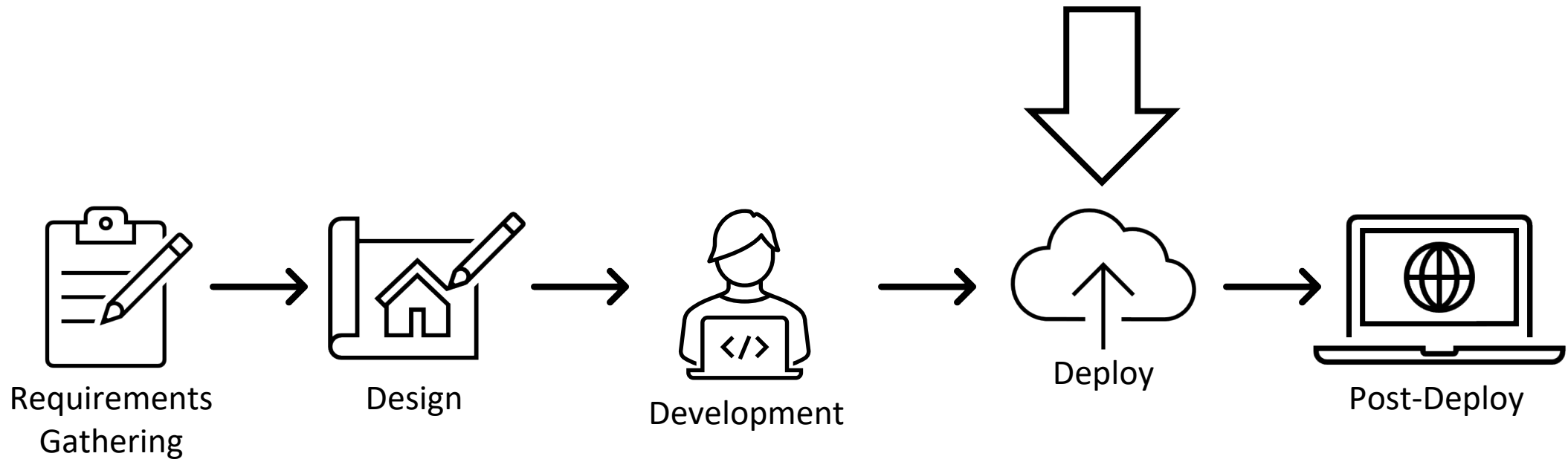


# Moving Left



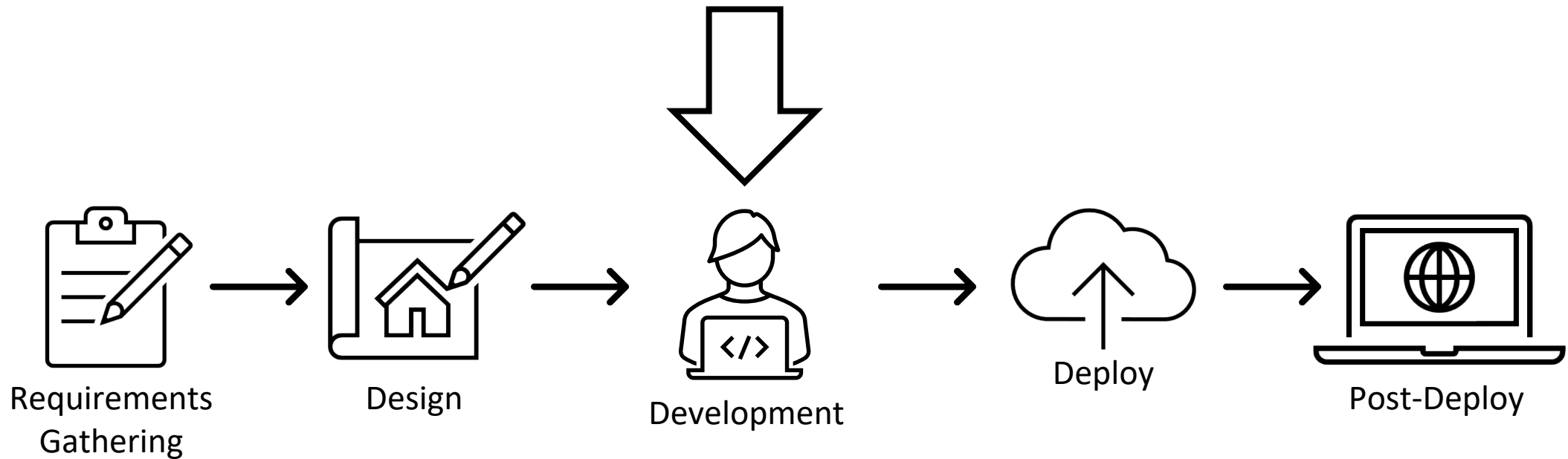
Environment Testing / Functional  
Regression Testing / UAT

# Moving Left



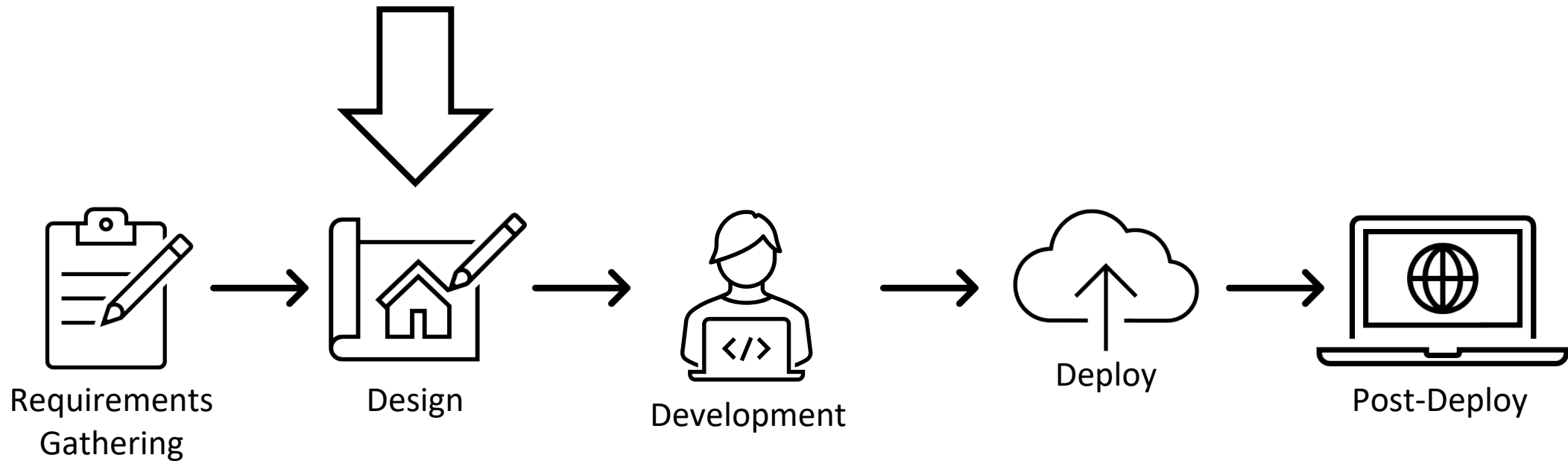
## Continuous Deployment

# Moving Left



TDD / Unit Testing / Exploratory Testing / Spot-  
Check Functional Regression / Peer Review

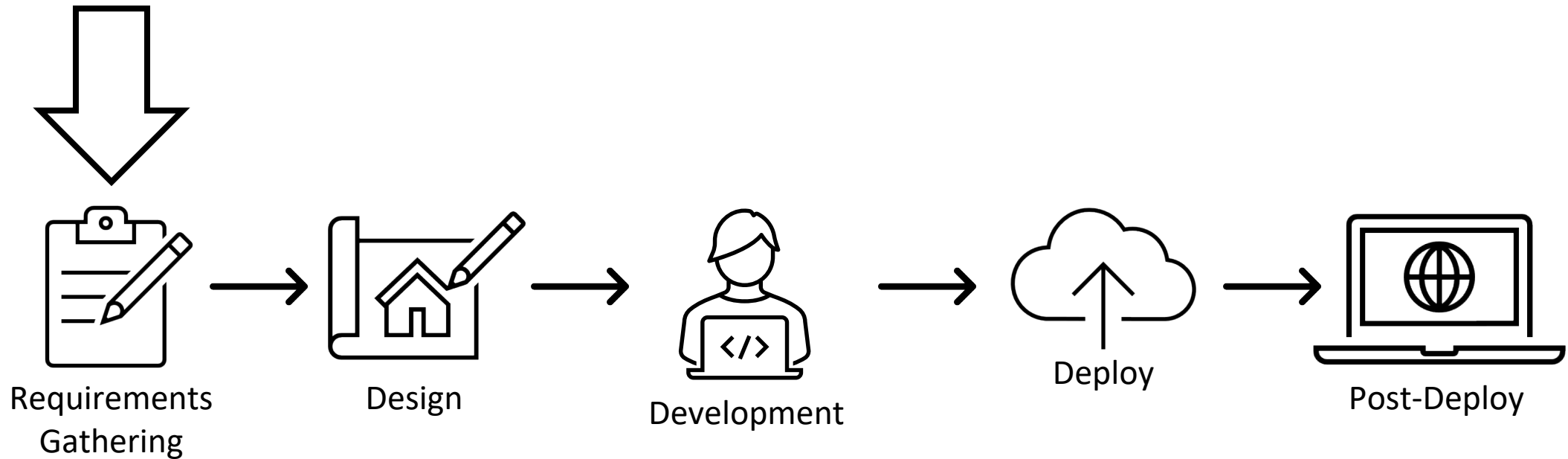
# Moving Left



Requirement-Based Testing Refinement /  
Design with Testing In-Mind

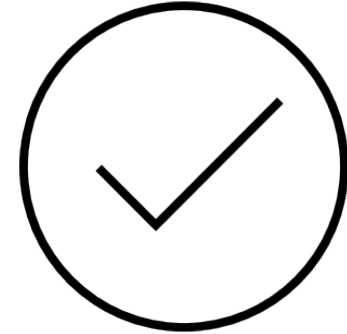
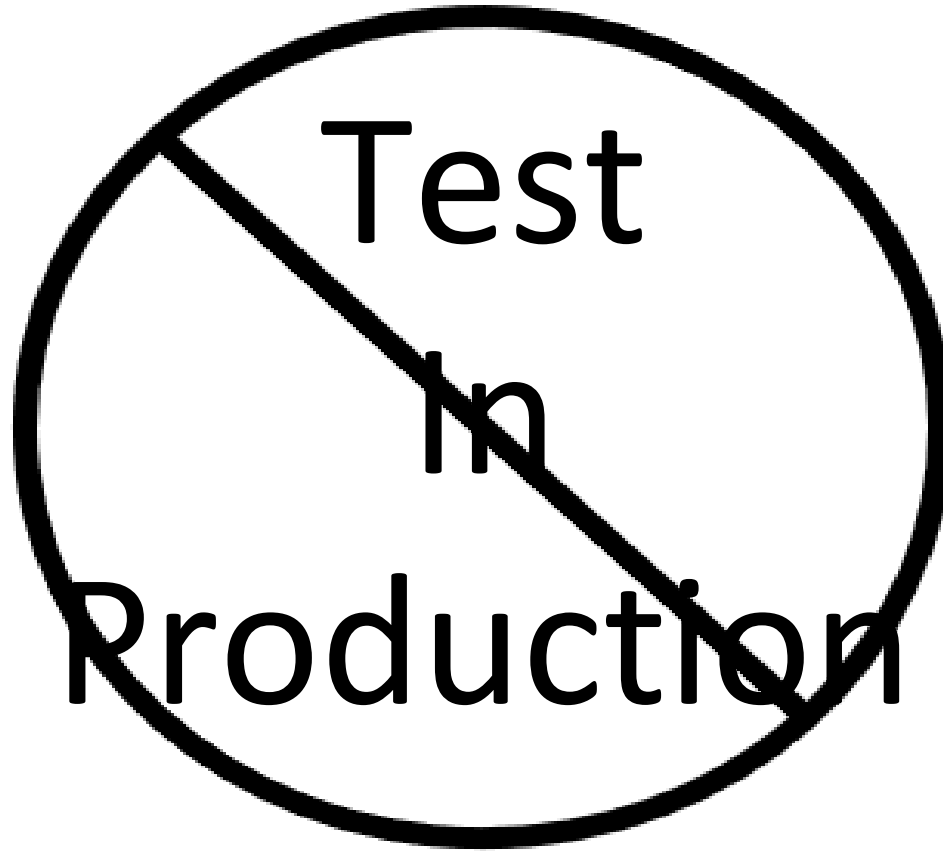


# Moving Left



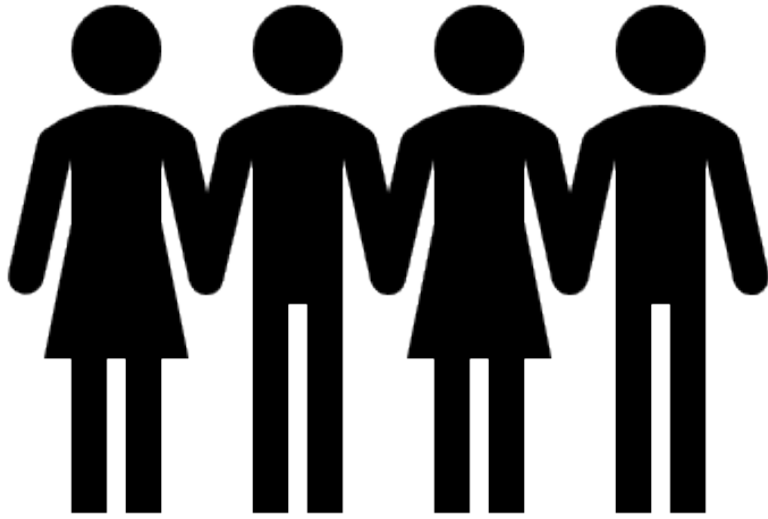
## Requirement-Based Test Development

# Stop Testing in Production

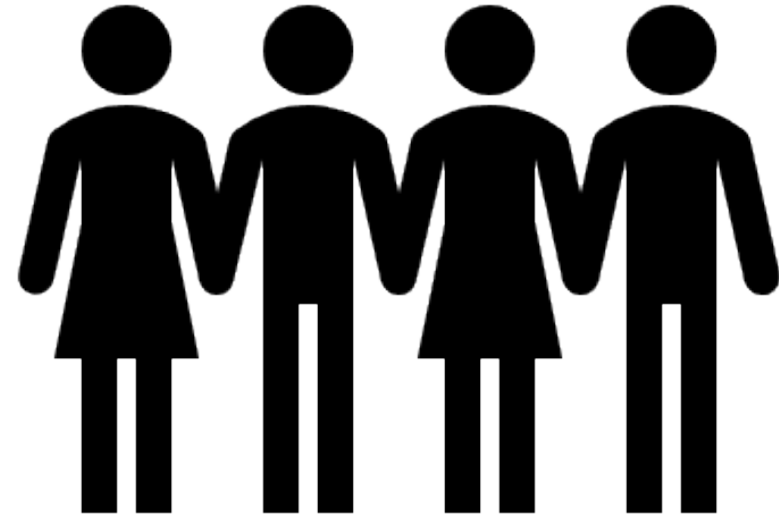


- Smoke Testing
- Synthetic Transactions
- Health Monitoring

Avoid “Us vs. Them”

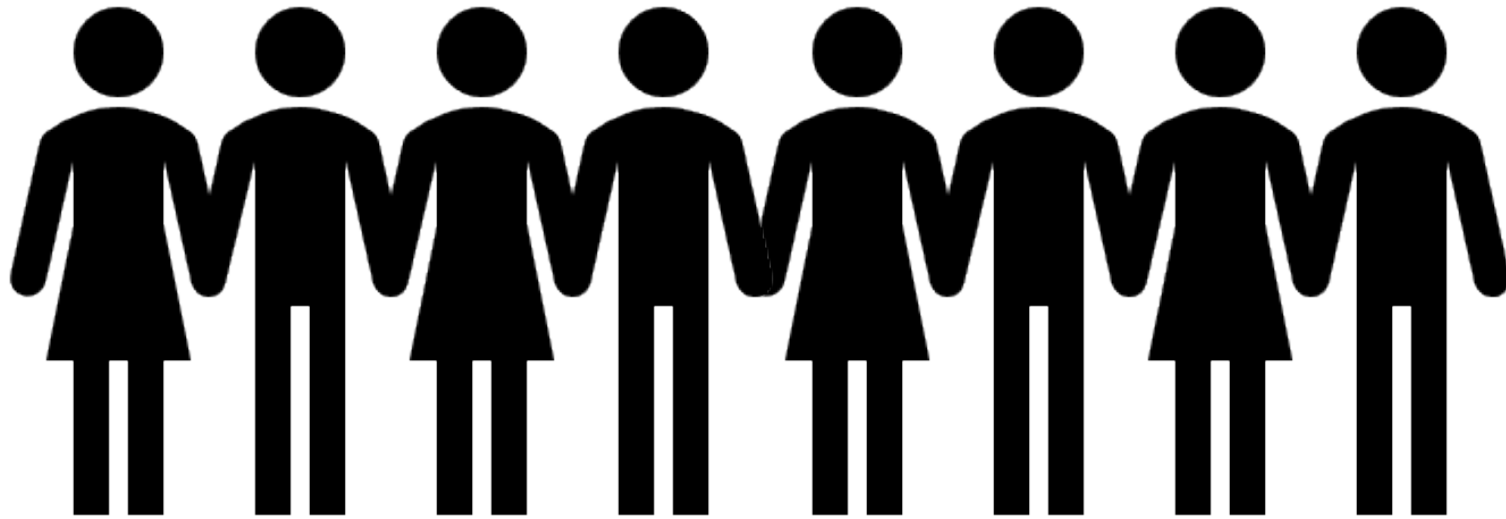


QA



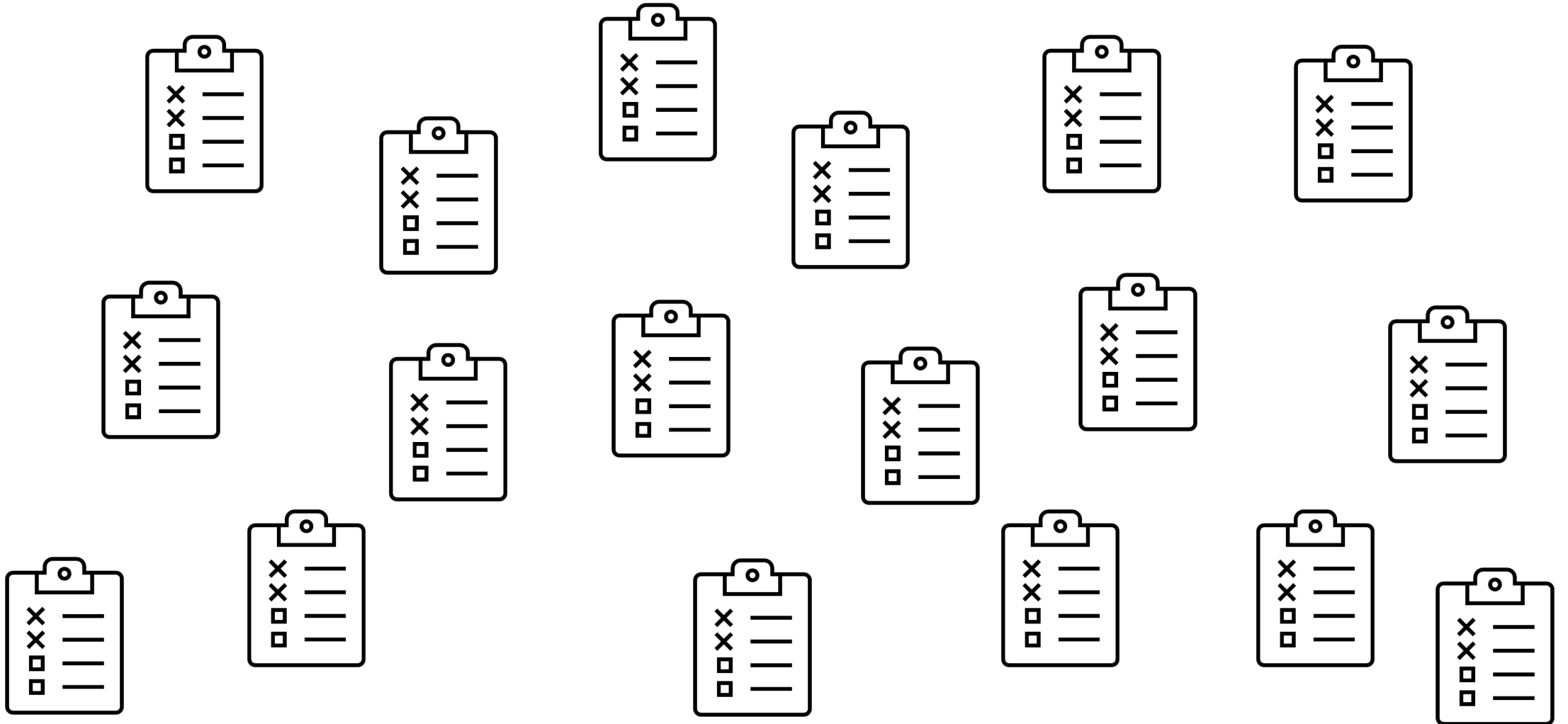
Development

Avoid “Us vs. Them”

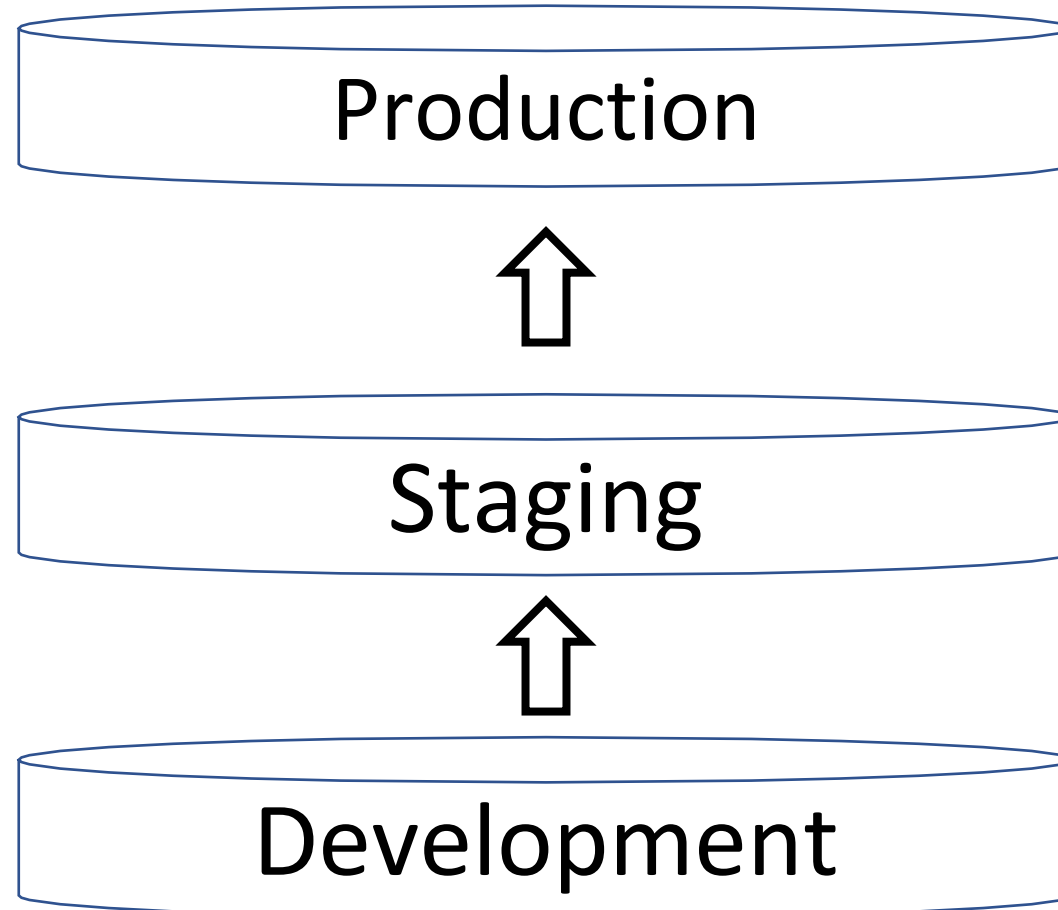


The Team

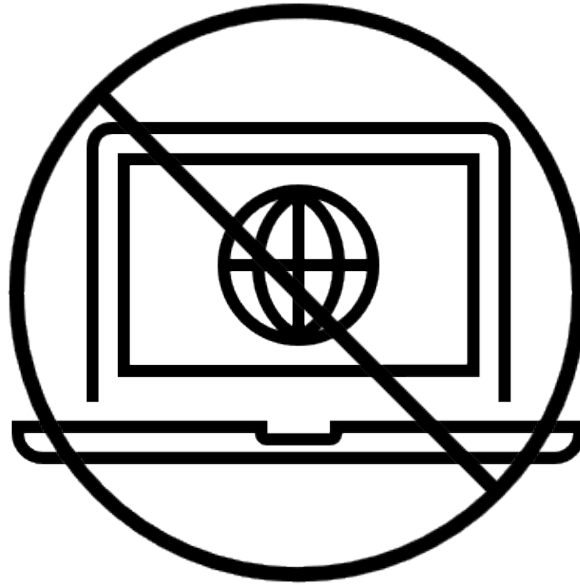
# Use Test Management Software



# Use Environment Phases

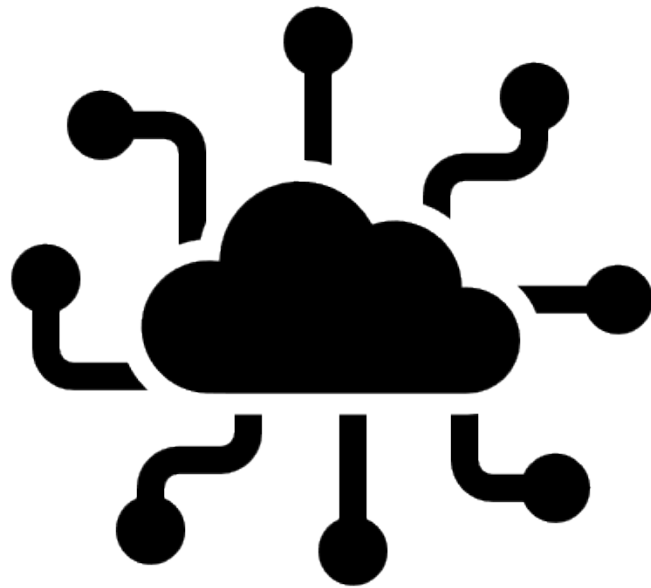


# Make Automated Functional Testing Easier



Avoid Obligating Testing User  
Interface for Functionality

# Make Automated Functional Testing Easier



## Have Functionality Driven by APIs