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Testing A Practical Guide
For Testers And Teams
Lisa Crispin
Agile Testing A Practical
Guide For Testers And
Teams Lisa Crispin

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~~Agile Testing A Practical Guide for
Testers and Agile Teams Agile Testing
a Practical Approach: An Agile~~

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Testing A Practical Guide

Overview Appendix A: What We've Learned Since Agile Testing -- Janet Gregory and Lisa Crispin. Agile

Testing in Context -- Janet Gregory

What Is Agile Testing? A Software Testing FAQ and Definition Overview

Agile Testing Essentials LiveLessons - Video Course or Agile Books? Build it,

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test it, run it - together! Episode 164:

Agile Testing with Lisa Crispin Lisa

~~Crispin: Agile Testing /u0026~~

~~Technical Debt Principles to Guide~~

~~Testing: Modern and Agile - Lisa~~

~~Crispin~~

JIRA : A Complete Tutorial for

Beginners || JIRA Agile Test

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~~Management A Practical Approach to
Large Scale Agile Development by
Gary Gruver~~ Test case writing the

agile way ISTQB Agile Tester

Extension | Introduction ISTQB Agile

Tester Extension | 1.2.1 Agile

Software Development Approaches

~~What is Agile?~~ ISTQB Agile Tester

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Extension | 2.1.3 Test Levels in Agile

How To Write TEST CASES In Manual
Testing | Software Testing

Test Planning a Lost Art | Agile Test
Planning | AGILE Test Plan

~~Testing by Naresh Jain~~ Scrum vs
Kanban - Wat is het verschil? +

GRATIS CHEAT SHEET ISTQB Agile

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Tester Extension | 1.1.2 Whole Team Approach Agile Software Development Process Model What is Agile? | Agile Methodology | Agile Frameworks - Scrum, Kanban, Lean, XP, Crystal | Edureka How Testing is Different in an Agile Project Selena Delesie: Practical Agile Test Leadership What

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is Agile Testing? | Agile Scrum Testing
Methodologies | Software Testing
Tutorial | Edureka Software Testing
Training | Agile Test Management A
Collaborative Approach Manual
~~Testing Project Training - Session 1 -~~
~~Scrum in Agile Methodology | Agile~~
~~Testing Quadrants Robert Meaney:~~

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~~Building Software That is Easy to Test
Agile Testing A Practical Guide~~

Agile Testing: A Practical Guide for Testers and Agile Teams by Lisa Crispin and Janet Gregory is an invaluable resource for testers who are or will be making the transition from traditional waterfall testing to

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testing in a Scrum, XP, or other agile development methodology. This book is comprehensive in its treatment of the subject.

~~Agile Testing: A Practical Guide for Testers and Agile ...~~

Two of the industry ' s most

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Experienced agile testing practitioners and consultants, Lisa Crispin and Janet Gregory, have teamed up to bring you the definitive answers to these questions and many others. In Agile Testing, Crispin and Gregory define agile testing and illustrate the tester ' s role with examples from real

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For Testers And Teams
Lisa Crispin

agile teams. Teach you how to use the agile testing quadrants to identify what testing is needed, who should do it, and what tools might help.

~~Agile Testing: A Practical Guide for Testers and Agile ...~~

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Agile Software Testing: A Practical Guide - Kindle edition by Dumitrascu, Sorin. Download it once and read it on your Kindle device, PC, phones or tablets. Use features like bookmarks, note taking and highlighting while reading Agile Software Testing: A Practical Guide.

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~~Agile Software Testing: A Practical
Guide, Dumitrascu ...~~

Agile testing is a useful book, a decent introduction to somewhat neglected aspect of agile software development. It is also a book that could have benefitted from a sharper focus and

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For editing. There are plenty of books on agile for project managers and programmers, testers are not so fortunate. Strange when you think about it.

~~Agile Testing: A Practical Guide for Testers and Agile ...~~

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Agile Testing: A Practical Guide for Testers and Agile Teams. Testing is a key component of agile development. The widespread adoption of agile methods has brought the need for effective testing...

~~Agile Testing: A Practical Guide for~~

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Testers and Agile ...

Agile Testing: A Practical Guide for
Testers and Agile Teams How to get
testers engaged in agile development
Where testers and QA managers fit on
an agile team What to look for when
hiring an agile tester How to
transition from a traditional cycle to

Online Library Agile Testing A Practical Guide For Agile Development Teams How to complete testing ... Lisa Crispin

~~Agile Testing: A Practical Guide for
Testers and Agile ...~~

Agile Testing: A Practical Guide for
Testers and Agile Teams By Lisa
Crispin, Janet Gregory Published Dec

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30, 2008 by Addison-Wesley
Professional. Part of the Addison-
Wesley Signature Series (Cohn) series.

~~Agile Testing: A Practical Guide for
Testers and Agile ...~~

Agile testing : a practical guide for
testers and agile teams / Lisa Crispin,

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For Testers And Teams
Janet Gregory. — 1st ed. p. cm.

Includes bibliographical references
and index. ISBN-13:

978-0-321-53446-0 (pbk. : alk. paper)

ISBN-10: 0-321-53446-8 (pbk. : alk.

paper) 1. Computer software—

Testing. 2. Agile software

development. I. Gregory, Janet. II.

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Title. QA76.76.T48C75 2009

Lisa Crispin

~~Agile Testing: A Practical Guide For
Testers And Agile Teams~~

AGILE TESTING is a testing practice that follows the rules and principles of agile software development. Unlike the Waterfall method, Agile Testing

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can begin at the start of the project
with continuous integration between
development and testing.

~~What is Agile Testing? Methodology,
Process & Life Cycle~~

The vision for this practice guide is to
equip project teams with tools,

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situational guidelines, and an understanding of the available agile techniques and approaches to enable better results. Project teams are using agile approaches in a variety of industries beyond software development.

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AGILE PRACTICE GUIDE—Agile
Alliance

Agile testing is a continuous process that 's integral to Lean and Built-In Quality. Agile Teams and Agile Release Trains (ARTs) can 't go fast without high quality and they surely can 't implement a Continuous

Online Library Agile Testing A Practical Guide For Testers And Teams Delivery Pipeline and achieve Release on Demand without continuous, and mostly automated testing.

~~Advanced Topic Agile Testing~~
~~Scaled Agile Framework~~

Agile Testing: A Practical Guide for
Testers and Agile Teams dives deep

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into principles and practices for
succeeding with the Whole Team
approach to quality and testing. We
explain how to use models such as the
Agile Testing Quadrants to
successfully visualize and plan all
testing activities.

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~~Agile Tester - Agile Testing~~
Agile Testing: A Practical Guide for
Testers and Agile Teams (Addison-
Wesley Signature Series (Cohn) series)
by Crispin Lisa. Testing is a key
component of agile development. The
widespread adoption of agile methods
has brought the need for effective

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testing into the limelight, and agile projects have transformed the role of testers.

~~Agile Testing by Crispin Lisa (ebook)~~

This practical book is for testers who find themselves on an agile team, test and quality assurance managers in

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For Testers And Teams
organizations transitioning to agile
development, and agile teams learning
how to approach testing.

~~Agile Testing: A Practical Guide for
Testers and Agile Teams~~

The Agile Software Testing course
covers the methodologies and testing

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approaches but also the techniques and tools used in software testing in agile projects. The first section of this course is on Methodologies and Testing Approaches.

~~Agile Software Testing: A Practical
Guide eBook ...~~

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Agile testing is a software testing practice that follows the principles of agile software development. Agile testing involves all members of a cross-functional agile team, with special expertise contributed by testers, to ensure delivering the business value desired by the

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customer at frequent intervals,
working at a sustainable pace.

Specification by example is used to
capture examples of desired and
undesired behavior and guide coding.

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Get past the myths of testing in agile environments - and implement agile testing the RIGHT way. * * For everyone concerned with agile testing: developers, testers, managers, customers, and other stakeholders. * Covers every key issue: Values, practices, organizational and cultural

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challenges, collaboration, metrics, infrastructure, documentation, tools, and more. * By two of the world's most experienced agile testing practitioners and consultants. Software testing has always been crucial, but it may be even more crucial in agile environments that rely

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heavily on repeated iterations of software capable of passing tests. There are, however, many myths associated with testing in agile environments. This book helps agile team members overcome those myths -- and implement testing that truly maximizes software quality and value.

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Long-time agile testers Lisa Crispin and Janet Gregory offer powerful insights for three large, diverse groups of readers: experienced testers who are new to agile; members of newly-created agile teams who aren't sure how to perform testing or work with testers; and test/QA managers

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whose development teams are implementing agile. Readers will learn specific agile testing practices and techniques that can mean the difference between success and failure; discover how to transition 'traditional' test teams to agile; and learn how to integrate testers

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smoothly into agile teams. Drawing on extensive experience, the authors illuminate topics ranging from culture to test planning to automated tools. They cover every form of testing: business-facing tests, technology-facing tests, exploratory tests, context-driven and scenario tests, load,

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For Testers And Teams
stability, and endurance tests, and more. Using this book's techniques, readers can improve the effectiveness and reduce the risks of any agile project or initiative.

Janet Gregory and Lisa Crispin
pioneered the agile testing discipline

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with their previous work, Agile Testing. Now, in More Agile Testing, they reflect on all they've learned since. They address crucial emerging issues, share evolved agile practices, and cover key issues agile testers have asked to learn more about. Packed with new examples from real teams,

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this insightful guide offers detailed information about adapting agile testing for your environment; learning from experience and continually improving your test processes; scaling agile testing across teams; and overcoming the pitfalls of automated testing. You'll find brand-new

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coverage of agile testing for the enterprise, distributed teams, mobile/embedded systems, regulated environments, data warehouse/BI systems, and DevOps practices. You'll come away understanding

- How to clarify testing activities within the team
- Ways to collaborate with

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For Testers And Teams
Lisa Crispin

- How to design automated tests for superior reliability and easier maintenance
- How agile team members can improve and expand their testing skills
- How to plan “just enough,” balancing small

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For Testers And Teams
increments with larger feature sets
and the entire system • How to use
testing to identify and mitigate risks
associated with your current agile
processes and to prevent defects •
How to address challenges within
your product or organizational
context • How to perform

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exploratory testing using Teams

“ personas ” and “ tours ” •

Exploratory testing approaches that engage the whole team, using test charters with session- and thread-based techniques • How to bring new agile testers up to speed quickly—without overwhelming them

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Janet Gregory is founder of DragonFire Inc., an agile quality process consultancy and training firm. Her passion is helping teams build quality systems. For almost fifteen years, she has worked as a coach and tester, introducing agile practices into companies of all sizes and helping

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users and testers understand their agile roles. She is a frequent speaker at agile and testing software conferences, and is a major contributor to the agile testing community. Lisa Crispin, an experienced agile testing practitioner and coach, regularly leads conference

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workshops on agile testing and contributes frequently to agile software publications. She enjoys collaborating as part of an awesome agile team to produce quality software. Since 1982, she has worked in a variety of roles on software teams, in a wide range of industries.

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She joined her first agile team in 2000 and continually learns from other teams and practitioners.

A Comprehensive Collection of Agile Testing Best Practices: Two Definitive Guides from Leading Pioneers Janet Gregory and Lisa Crispin

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For Testers and Teams
Lisa Crispin

just pioneered agile testing, they have also written two of the field ' s most valuable guidebooks. Now, you can get both guides in one indispensable eBook collection: today ' s must-have resource for all agile testers, teams, managers, and customers. Combining comprehensive best practices and

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wisdom contained in these two titles, The Agile Testing Collection will help you adapt agile testing to your environment, systematically improve your skills and processes, and strengthen engagement across your entire development team. The first title, Agile Testing: A Practical Guide

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For Testers and Agile Teams, defines the agile testing discipline and roles, and helps you choose, organize, and use the tools that will help you the most. Writing from the tester ' s viewpoint, Gregory and Crispin chronicle an entire agile software development iteration, and identify

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and explain seven key success factors of agile testing. The second title, More Agile Testing: Learning Journeys for the Whole Team, addresses crucial emerging issues, shares evolved practices, and covers key issues that delivery teams want to learn more about. It offers powerful new insights

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into continuous improvement, scaling agile testing across teams and the enterprise, overcoming pitfalls of automation, testing in regulated environments, integrating DevOps practices, and testing mobile/embedded and business intelligence systems. The Agile

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Testing Collection will help you do all this and much more. Customize agile testing processes to your needs, and successfully transition to them. Organize agile teams, clarify roles, hire new testers, and quickly bring them up to speed. Engage testers in agile development, and help agile

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team members improve their testing skills Use tests and collaborate with business experts to plan features and guide development Design automated tests for superior reliability and easier maintenance Plan “ just enough, ” balancing small increments with larger feature sets and the entire

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system Test to identify and mitigate risks, and prevent future defects
Perform exploratory testing using personas, tours, and test charters with session- and thread-based techniques
Help testers, developers, and operations experts collaborate on shortening feedback cycles with

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For Testers And Teams
Continuous integration and delivery

Both guides in this collection are thoroughly grounded in the authors' extensive experience, and supported by examples from actual projects.

Now, with both books integrated into a single, easily searchable, and cross-linked eBook, you can learn from their

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experience even more easily.

Lisa Crispin

With Acceptance Test-Driven Development (ATDD), business customers, testers, and developers can collaborate to produce testable requirements that help them build higher quality software more rapidly.

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However, ATDD is still widely misunderstood by many practitioners. ATDD by Example is the first practical, entry-level, hands-on guide to implementing and successfully applying it. ATDD pioneer Markus Gartner walks readers step by step through deriving the right systems

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from business users, and then implementing fully automated, functional tests that accurately reflect business requirements, are intelligible to stakeholders, and promote more effective development. Through two end-to-end case studies, Gärtner demonstrates how ATDD can be

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For Testers And Teams
applied using diverse frameworks and languages. Each case study is accompanied by an extensive set of artifacts, including test automation classes, step definitions, and full sample implementations. These realistic examples illuminate ATDD's fundamental principles, show how

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ATDD fits into the broader development process, highlight tips from Gartner's extensive experience, and identify crucial pitfalls to avoid. Readers will learn to Master the thought processes associated with successful ATDD implementation Use ATDD with Cucumber to describe

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Testing A Practical Guide

software in ways business people can understand Test web pages using ATDD tools Bring ATDD to Java with the FitNesse wiki-based acceptance test framework Use examples more effectively in Behavior-Driven Development (BDD) Specify software collaboratively through innovative

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workshops Implement more user-friendly and collaborative test automation Test more cleanly, listen to test results, and refactor tests for greater value If you're a tester, analyst, developer, or project manager, this book offers a concrete foundation for achieving real benefits

Online Library Agile Testing A Practical Guide with ATDD now—and it will help you reap even more value as you gain experience.

How to Find and Fix the Killer
Software Bugs that Evade
Conventional Testing In Exploratory
Software Testing, renowned software

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testing expert James Whittaker reveals the real causes of today ' s most serious, well-hidden software bugs--and introduces powerful new " exploratory " techniques for finding and correcting them. Drawing on nearly two decades of experience working at the cutting edge of testing

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with Google, Microsoft, and other top software organizations, Whittaker introduces innovative new processes for manual testing that are repeatable, prescriptive, teachable, and extremely effective. Whittaker defines both in-the-small techniques for individual testers and in-the-large techniques to

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supercharge test teams. He also introduces a hybrid strategy for injecting exploratory concepts into traditional scripted testing. You 'll learn when to use each, and how to use them all successfully. Concise, entertaining, and actionable, this book introduces robust techniques that

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have been used extensively by real testers on shipping software, illuminating their actual experiences with these techniques, and the results they 've achieved. Writing for testers, QA specialists, developers, program managers, and architects alike, Whittaker answers crucial questions

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Such as:

- Why do some bugs remain invisible to automated testing--and how can I uncover them?
- What techniques will help me consistently discover and eliminate “ show stopper ” bugs?
- How do I make manual testing more effective--and less boring and unpleasant? •

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What 's the most effective high-level test strategy for each project? • Which inputs should I test when I can ' t test them all? • Which test cases will provide the best feature coverage? • How can I get better results by combining exploratory testing with traditional script or

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scenario-based testing? • How do I
reflect feedback from the
development process, such as code
changes?

Testing is a cornerstone of XP, as tests
are written for every piece of code
before it is programmed. This

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workbook helps testers learn XP, and XP devotees learn testing. This new book defines how an XP tester can optimally contribute to a project, including what testers should do, when they should do it, and how they should do it.

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Written by a leading expert in the field, this unique volume contains current test design approaches and focuses only on software test design. Copeland illustrates each test design through detailed examples and step-by-step instructions.

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This guide for programmers teaches how to practice Test Driven Development (TDD), also called Test First Development. Contrary to the accepted approach to testing, when you practice TDD you write tests for code before you write the code being tested. This text provides examples in

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Thoroughly reviewed and eagerly anticipated by the agile community, User Stories Applied offers a requirements process that saves time, eliminates rework, and leads directly to better software. The best way to

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For Testers And Teams' needs is to begin with "user stories": simple, clear, brief descriptions of functionality that will be valuable to real users. In User Stories Applied, Mike Cohn provides you with a front-to-back blueprint for writing these user stories and weaving them into

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For development lifecycle. You'll learn what makes a great user story, and what makes a bad one. You'll discover practical ways to gather user stories, even when you can't speak with your users. Then, once you've compiled your user stories, Cohn shows how to organize them,

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For Testers And Teams
Lisa Crispin

prioritize them, and use them for
planning, management, and testing.
User role modeling: understanding
what users have in common, and
where they differ Gathering stories:
user interviewing, questionnaires,
observation, and workshops Working
with managers, trainers, salespeople

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and other "proxies" Writing user stories for acceptance testing Using stories to prioritize, set schedules, and estimate release costs Includes end-of-chapter practice questions and exercises User Stories Applied will be invaluable to every software developer, tester, analyst, and

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For Testers And Teams
manager working with any agile
method: XP, Scrum... or even your
own home-grown approach.

Rely on this robust and thorough
guide to build and maintain successful
test automation. As the software
industry shifts from traditional

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waterfall paradigms into more agile ones, test automation becomes a highly important tool that allows your development teams to deliver software at an ever-increasing pace without compromising quality. Even though it may seem trivial to automate the repetitive tester ' s

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work, using test automation efficiently and properly is not trivial. Many test automation endeavors end up in the “graveyard” of software projects. There are many things that affect the value of test automation, and also its costs. This book aims to cover all of these aspects in great detail so you

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can make decisions and create the best test automation solution that will not only help your test automation project to succeed, but also allow the entire software project to thrive. One of the most important details that affects the success of the test automation is how easy it is to maintain the automated

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tests. Complete Guide to Test

Automation provides a detailed hands-on guide for writing highly maintainable test code. What You 'll

Learn Know the real value to be expected from test automation

Discover the key traits that will make your test automation project succeed

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Be aware of the different considerations to take into account when planning automated tests vs. manual tests Determine who should implement the tests and the implications of this decision Architect the test project and fit it to the architecture of the tested application

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Design and implement highly reliable automated tests Begin gaining value from test automation earlier Integrate test automation into the business processes of the development team Leverage test automation to improve your organization's performance and quality, even without formal authority

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Understand how different types of automated tests will fit into your testing strategy, including unit testing, load and performance testing, visual testing, and more Who This Book Is For Those involved with software development such as test automation leads, QA managers, test automation

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For Testers And Teams
Developers, and development

managers. Some parts of the book
assume hands-on experience in

writing code in an object-oriented
language (mainly C# or Java),

although most of the content is also
relevant for nonprogrammers.

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