

How would you test this?

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Last Tuesday I went to XPWestMichigan, where we talked about craft in *software development*. One of points raised was that developers don't spend enough time reading code, or working in pairs with someone else to gain experience.

I would argue that the same problem occurs in testing – how many times have you seen a given piece of software, along with a discussion of the strategy used to test it?

“Not often enough” is the first thing that comes to my mind.

So how about a testing challenge?

No, not the [Triangle problem](#). A real test challenge that you might experience on a real web 2.0 application, like, say, [Socialtext](#).

Say, for example. we already have a web 2.0 application, something like twitter or myspace or facebook. The basic application is a wiki; a series of editable web pages. These wikis are organized in Workspaces. Workspaces are distinct and independent; I have can have a ‘hello’ page in one workspace, and a ‘hello’ page in another, and the two could never meet. If two users overlap by a workspace, they can see each other’s activity.

Likewise, Workspaces can belong a Network, which generally line up with companies. (A big company, say GE, might have a GE account and then workspaces for each line of business, a general HR workspace, an executive workspace, and so on.) Belonging to a workspace in another Network implies you are a member of that Network.

Users can edit pages, comment on pages, tag a page, search by text, name or tag. They also have a profile, which they can save or tag, and can search the profiles. The software also has a digital dashboard that allows the user to see summaries, metrics, and other data at a glance. One of those widgets is the activities widget, which summarizes what the users (*that you can see*) have done in the software:

Activities

Private to: [envelope icon] Insert: [person icon]

[Empty text box for signal] Post 140

Post Signals to **all my networks**

Showing edits	from everyone	within all my networks
all events	everyone	networks
signals	people I follow	ialtext (primary)
contributions	my conversations	ialtext Design
edits		Socialtext Dev
comments	p 24 2009 in Dev T	palo-alto-07-2005
page tags		qat
people events	p 24 2009 in Dev T	s2-demo

Kris Duggan 11 minutes ago to Socialtext
thanks Alan!!! karma received, and rubbed onto the fax machine

auto builder 13 minutes ago
edited **Auto Build** in Dev Log files.

Luke Closs 14 minutes ago to Socialtext
Ross Mayfield did you invite Kimberley DePaco into socialdev?
She may be a good resource to help improve our dev docs

Alan Lepofsky 14 minutes ago to Socialtext
sending good karma to our Sales team as the end of the quarter approaches

Gabe Wachob 16 minutes ago
edited **Story: Search for Signals** in Dev Tasks, saying "load failure message complete".

auto builder 27 minutes ago
edited **Auto Build** in Dev Log files.

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The widget has drop-downs to filter what activities you want to see; in the picture, I've displayed all of them at the same time. Now let me explain a little more about these activities:

A user can also send a signal, which is a 140-character or smaller message. You send signals by filling out the empty space at the top of the widget. The signal can be replied to or have a name mentioned – reply is the enter-like signal at right. If *you* are mentioned in the signal, the message

appears highlighted. Messages can also be private (the envelope like symbol at right); private messages will only be seen by you and the recipient, and will appear with a great background.

Contributions can be page edits or comments. Each person also has a profile. Profiles can be edited (by the user themselves, only) or tagged (by anyone). Or tags can be deleted; all three of those create a 'people event.'

You can also choose to follow people, though who you follow or stop following is not listed as a people event.

If someone edits a page that you have previously edited, that creates a 'conversation' event. Likewise, you can watch a page (which is not displayed as an event) and if someone edits or comments on that page, it is also a conversation.

I think that's enough about the activities widget for now.

Three big questions:

(1) Describe your 'test strategy' at a high level. What kind of activities would you do? How long would those take you? What would your goals be?

(2) What would be the kinds of things you would test for (your 'test cases'). I don't need every single test case; some of them can be generated with simple multiplication. Some can not.

(3) What else do you want to know?

Keep in mind, this is an agile shop that delivers working software every two weeks. The developers coded four pieces of functionality like this in this two weeks, and they will deliver four more in two more weeks. Your test team is three people, one of whom is a manager.

I don't think there is one "correct" answer; I'm in it for the discussion. Batter up ...