



The Angels & Devils of Software Testing


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Guideword Heuristics for Evil: The Seven Deadly Sins



 **Pride** We do better work than anyone else, and we're eager to show it.

 **Envy** We want all of the resources that belong to other people.

 **Lust** We have extreme and perverse desires, especially for power.

 **Gluttony** Given anything useful or practical, we'll gorge on it.

 **Avarice** Not only do we want things, we want it all.

 **Wrath** We're consistently angry and unpleasant.

 **Sloth** We're fundamentally lazy, and will resist work whenever possible.

Testing is Confirmation



- We must test according to documented requirements
- Testing is a process of validation and verification
- We must confirm that the product works
- Exploration and investigation are luxuries that we cannot afford
- Each test must define a clear pass/fail result



Testing is Discovery

- Testing is a process of exploration and investigation, not just confirmation
- It's easy to confirm that the product works; we need to find out how it *might fail*
- Instead of thinking merely of *pass vs. fail*, we must ask *is there a problem here?*
- Finding the *unexpected results* has more value than verifying the expected results



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