SNS COLLEGE OF TECHNOLOGY

Coimbatore-37.
An Autonomous Institution

COURSE NAME : 19CST201-Agile Software Engineering

II YEAR/ III SEMESTER

Topic: Agile Testing Principles & Methodologies

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Introduction

- **Continuous testing** in agile testing the testing is done continuously to be in pace with the development.

- **Continuous feedback** while testing is performed continuously, testers also ensure to provide continuous feedback based on their testing to the developer, so that developers can make changes at the early stages.

- **Involving the whole team** agile testing involves all testers, developers and business analysts testing the software.

- **Quick feedback** Agile testing offers continuous and quick feedback from the business teams. Getting early feedback reduces time delays because of delayed feedbacks and development.

Steps

- **High-level software quality** since agile testing supports regular testing and feedback, the corrections are also done in the same iteration ensuring a higher level of software quality.

- **Less documentation** Agile supports reusable checklists and it focuses on current customer needs instead of broad, documented requirements and instructions.

- **Test-drive**n in agile testing the product is evaluated at the time of implementation.

- **Customer satisfaction** In agile testing the customers are exposed to the software during the development only. It gives them the chance to adapt and update the requirement at the development phase only, ensuring higher satisfaction of the customers.

Steps

- **Waterfall**
- **Scrum**
- **V model**
- **Spiral Model**
- **Extreme programming**

References

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- Robert C.Martin, " Agile Software Development, Principles, Patterns and Practices", Prentice Hall, 2nd Edition, 2014.

- Alistair Cockburn, "Agile Software Development: The Cooperative Game", Addison Wesley, 2nd Edition,2015.

- Mike Cohn, "User Stories Applied: for Agile Software", Addison Wesley, 2nd Edition,2015.