CRUSSPIC STMPL QUALITY CHARACTERISTICS

Capability, reliability, usability, security, scalability, performance, installability, compatibility supportability, testability, maintainability, portability, ocalisability

http://bit.ly/htsm_m

RIMGEA BUG ADVOCACY

replicate it, isolate it, maximise it, generalise it, externalise it, and say it clearly & dispassionately http://bit.ly/rimgea_m

FIBLOTS

MODEL WORKLOADS/PERF. TEST

frequent, intensive, business critical, legal, obvious, technically risky, stakeholder mandated http://bit.ly/fiblots m

DVLA PC

API MAINTAINABILITY

diagnostic, versioning, logging, accessibility purpose, consumer http://bit.ly/api_m

WWWWHKE

REQUIREMENTS ANALYSIS

who, what, when, where, why, how, knowledge, experience

http://bit.ly/wwwwwhke_m

MR Q COMP GRAB R&R **EXPLORATION & TACTICS**

modelling, resourcing, questioning, chartering, observing, manipulating, pairing, generating/ elaborating, refocusing, alternating, branching/ backtracking, conjecturing, recording, reporting

http://bit.ly/mrqcomp_m

MCOASTER REPORTING

mission, coverage, obstacles, audience, status, techniques, environment, risk http://bit.ly/mcoaster m

FEW HICCUPPS CONSISTENCY

familiarity, explainability, world, image, comparable products, claims, users' desires, product, purpose, statutes

http://bit.ly/fewhiccupps_m

PAPAS BE @ SFO **API FUNCTIONALITY**

paging, authentication, parameters/query strings, authorisations, security, behave, error handling, state, filter, order http://bit.ly/api m

FCC CUTS VIDS TOURING

feature, complexity, claims, configuration, user, testability, scenario, variability, interoperability, data, structure

http://bit.ly/fcccutsvids_m

RCRCRC

REGRESSION TESTING

recent, core, risk, configuration, repaired, chronic http://bit.ly/rcrcrc m

PAOLO DEVICE ORIENTATION

portrait, audio, objects, landscape, overlay http://bit.ly/paolo_m

SFDIPOT TEST STRATEGY

structure, function, data, interface, platform, operation, time http://bit.ly/sfdipot_m

SPIES

INTERNATIONALISATION

special characters, pages & content, integrations error messages, special events http://bit.ly/spies_m

DEED HELP GC **API CONSUMABILITY**

domain specific names, examples, easy to learn, documentation, hard to misuse, easy to use, lead to readable code, principle of least astonishment/ surprise, guessability, consistency

http://bit.ly/api_m

SEED NATALI

GUI STEP AUTOMATION

synchronise, exists, enabled, displayed, number of arguments, types of arguments, log, investigate http://bit.ly/seednatali_m

IVECTRAS PERF. TEST CLASSIFICATION

investigation or, validation of, end-to-end or, component response times and/or, resource consumption under, anticipated or, stressful conditions

http://bit.ly/ivectras_m

Mnemonic data compiled from Karen N. Johnson's card deck, Lynn McKee's QP webpage and Moolya.

Del Dewar, http://www.findingdeefex.com/

GRATEDD SCRIPTS TEST STRATEGY

goals, risks, approach, tradeoffs, environments, dependencies, data, stakeholders, coverage models, resources, information needs, prioritisation. tooling, schedule

http://bit.ly/grateddscripts_m

MUTII

market, users, tasks, information, implementation http://bit.ly/mutii m

TESTING

CCD IS EARI

analyse, report, iterate http://bit.ly/ccdiseari_m

FAILURE

ERROR HANDLING

functional, appropriate, impact, log, ui, recovery emotions http://bit.ly/failure_m

COP FLUNG GUN MOBILE APPLICATIONS

communication, orientation, platform, function, location, user scenarios, network, gesture, quidelines, updates, notifications http://bit.ly/copflunggun_m

ICEOVERMAD API TESTING

integration, consumers, endpoints, operations volume, error handling, restful, modularity, authentication, definitions http://bit.ly/iceovermad_m

I SLICED UP FUN **MOBILE APPLICATIONS**

inputs, store, location, interactions/interruptions communications, ergonomics, data, usability platform, function, user scenarios, networks http://bit.ly/islicedupfun_m

PROOF

SESSION BASED TEST DEBRIEF

past, results, obstacles, outlook, feelings http://bit.ly/proof_m

SPIFFY MICROTEST

small, precise, isolated, fast, frequently run http://bit.ly/spiffy_m

CIDTESTD

PROJECT ENVIRONMENT

customers, info, dev relations, team, equipment & tools, schedule, test items, deliverables http://bit.ly/htsm_m

SACKED SCOWS LEARNING

scouting obsessively, authentic probs, cognitive savvy, knowledge attracts knowledge, experiment disposable time, stories, contrasting ideas, other minds, words and pictures, systems thinking

http://bit.ly/sackedscows_m

DUFFSSCRA TEST TECHNIQUES

domain, user, function, flow, stress, scenario, claims, risk, automatic http://bit.ly/htsm_m

SLIME TASK ORDERING

security, languages, requirements, measurement http://bit.ly/slime_m

TERMS TEST AUTOMATION

tools & technology, execution, requirements & risks, maintenance, security http://bit.ly/terms m

RSTLLL SMS TEXT APPLICATIONS

reply, sender, timestamp, list, links, language, ength http://bit.ly/rstlll_m

CRUMBS TEST AUTOMATION

confirmation, cov. criteria & complexity, risk, robustness & reliability, usefulness & usability, maintainability & manual effort, basis & bias, span, separation & security

http://bit.ly/crumbs_m

GO DARE=M TEST PLANS

"go for goal", deliverables, activities, resources, estimates, = represents balance, milestones http://bit.ly/godarem_m

PERF. TEST CORE PRINCIPLES

context, criteria, design, install, script, execute,