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# Introduction to Testing in Agile

Agile Testing: Adapting to Change for Quality Software

DEFINITION

Testing in Agile is a continuous process integrated into the development cycle, ensuring software quality. It emphasizes collaboration, flexibility, and rapid feedback.

KEY CONCEPTS

**Continuous Testing**

Testing occurs throughout the development process, not just at the end, to catch issues early.

**Collaboration**

Testers work closely with developers and stakeholders to align on requirements and expectations.

**User Stories**

Requirements are captured as user stories, guiding the testing process to focus on user needs.

**Automated Testing**

Automating tests helps speed up the testing process and ensures consistent results with each iteration.

**Feedback Loops**

Frequent feedback from stakeholders helps refine features and improve quality throughout development.

EXAMPLES

- Running automated tests after each code commit.
- Holding daily stand-ups to discuss testing progress.
- Using user stories to create test cases that reflect real user scenarios.

MEMORY TIPS

- ★ Remember 'CAT' for Continuous, Agile, and Team-focused testing.
- ★ Use 'FUC' for Feedback, User stories, and Collaboration in Agile.
- ★ Think of Agile testing as a 'loop' to signify continuous cycles of testing and feedback.

COMMON MISTAKES

- ✗ Testing only at the end of the development cycle.
- ✗ Ignoring collaboration with developers and stakeholders.
- ✗ Failing to update test cases as user stories evolve.

QUICK RECAP

Agile testing integrates testing throughout the development process, emphasizing collaboration and continuous feedback. Key concepts include user stories, automated testing, and maintaining flexibility to adapt to changes.