# Your **big** project Avoid the mistakes of others

Part 11

**Testing** 



### So why do we do testing?

- Surely the IT team tested the system at every stage during build
- The business isn't qualified to test the system its awfully boring
- Surely it will be tested at go live!
- I suppose it gives us an **opportunity to demonstrate** the system

## The views expressed on the previous slide are suicidal! **Testing is Critical** Allow a significant amount of time for testing!

### The whole purpose of testing is to break the system

- You are not testing to show how well it has been built
- You need to find every flaw and cure it
- You must use real data and simulate every day situations
- You must test, and then test, and then test again

## Create proper test scripts in line with the Best Practice operation

- The scripts must be designed to test the system from end-to-end
- The scripts must use real situations
- You must insist on the tests being run with real data loaded from the legacy system
- You must insist that the tests are done using realistic volumes of data
- You must either specify the correct answer or show how it is to be calculated



## Everyone who tests the system must be an expert user of the system

- This is an opportunity to test whether the training material you've created is good!
- You must test all parts of the system from end to end
  - You must test the programs, the data uploads, the links etc.
  - You must test the data loaded into the system
  - You must test compliance with Best Practice

### Rewards for those who break the system!

- They're the effective testers
- They're the thorough testers
- They don't have any friends in IT!

### Carry on to the end

- If you found an error early in the process it can be worth seeing how far you can get through the script – the correction of one error might create one later in the process!
- It can be useful to know what did work and no longer works!

### Understand the cause of every error

- System programs, links etc.
- Data compliance to Best Practice standards, data loads, data quality
- User errors they do happen



### **Correct the errors - properly**

- No fudges
- No shortcuts
- No 'it'll be alright on the night'
- No pressure from JFDIs
- The correction may take time, but this is time well spent as it protects your organisation from disaster

Errors corrected during testing are errors eliminated before golive!

### **Document every error**

- What it was
- Why it occurred
- The action taken to cure it
- The action taken to prevent a recurrence

### Your testing team

- You otherwise how do you know it is being done properly
- Members of your global team
- Members of the 'extended' Best Practice team they must understand what has to be delivered
- Subject Experts
- Local experts their buy-in is worth a great deal!

### Don't rush it

- Even if you overrun the schedule this stage is critical
- Don't be bullied by the JFDIs after their project bonus
- Getting this wrong, allowing errors to get through can kill your business

### If the local team wants to carry out tests

- Let them their OK is important
- It gets some of them trained early

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### Once everything is OK you can proceed to the next stage

- You must have the correct answers for every scenario
- Every program and link must work
- The data must be robust
- Every output must be correct
- Every report must be correct

### **Now Test Again**

- You heard me
- Do it with an audience as now you think your system might be robust

### Get agreement that it works

- In writing
- Preferably 'signed in blood'
- By everyone who matters

### For each roll-out

- You need to repeat the same testing process
- Program changes in line with TLS need thorough testing
- A different set of local data
- Another set of sign-offs

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