

# Are peer reviews synonymous with shift-left?

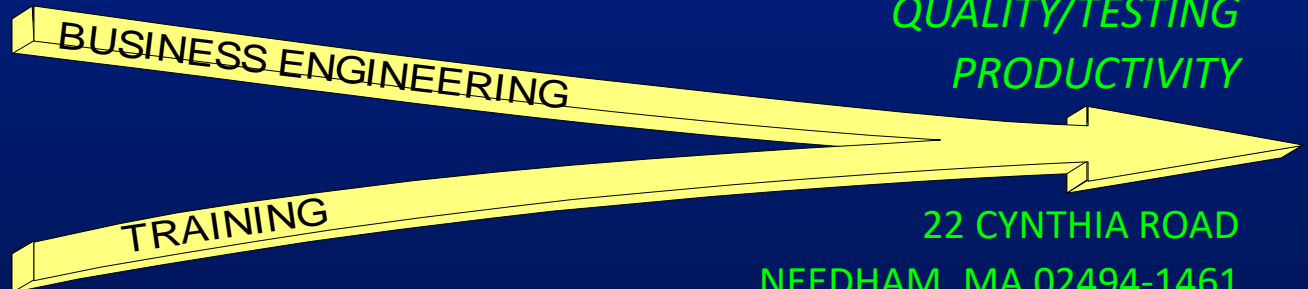
Robin F. Goldsmith, JD

GO PRO MANAGEMENT, INC.

SYSTEM ACQUISITION & DEVELOPMENT

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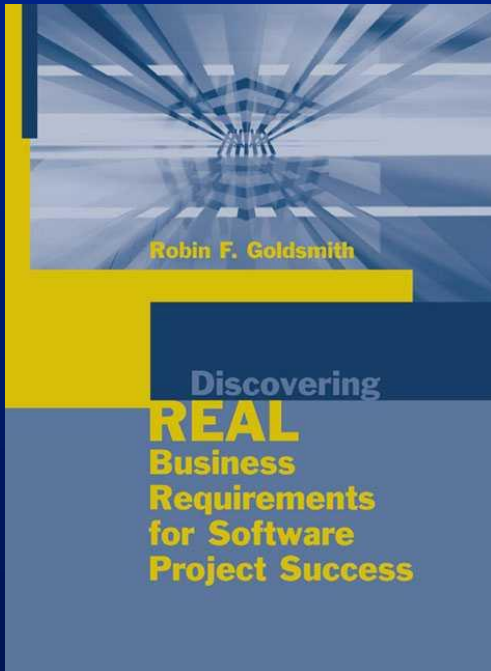
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# *Robin Goldsmith Online Seminars*

## *True Shift-Left Secrets to Truly Quicker, Cheaper, but Better Software*

Thur-Fri April 11-12, 2024 10:00 – 6:00 pm ET

## *Avoid Agile User Story Conversation Traps*

Thur. April 25, 2024 10:00-6:00 pm ET

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# What does “shift-left” mean to you?

*Quickly write* in the Q&A.

Do you do it?

If so, how? How well is it working?

# Do you use peer reviews?

Quickly write in the Q&A.

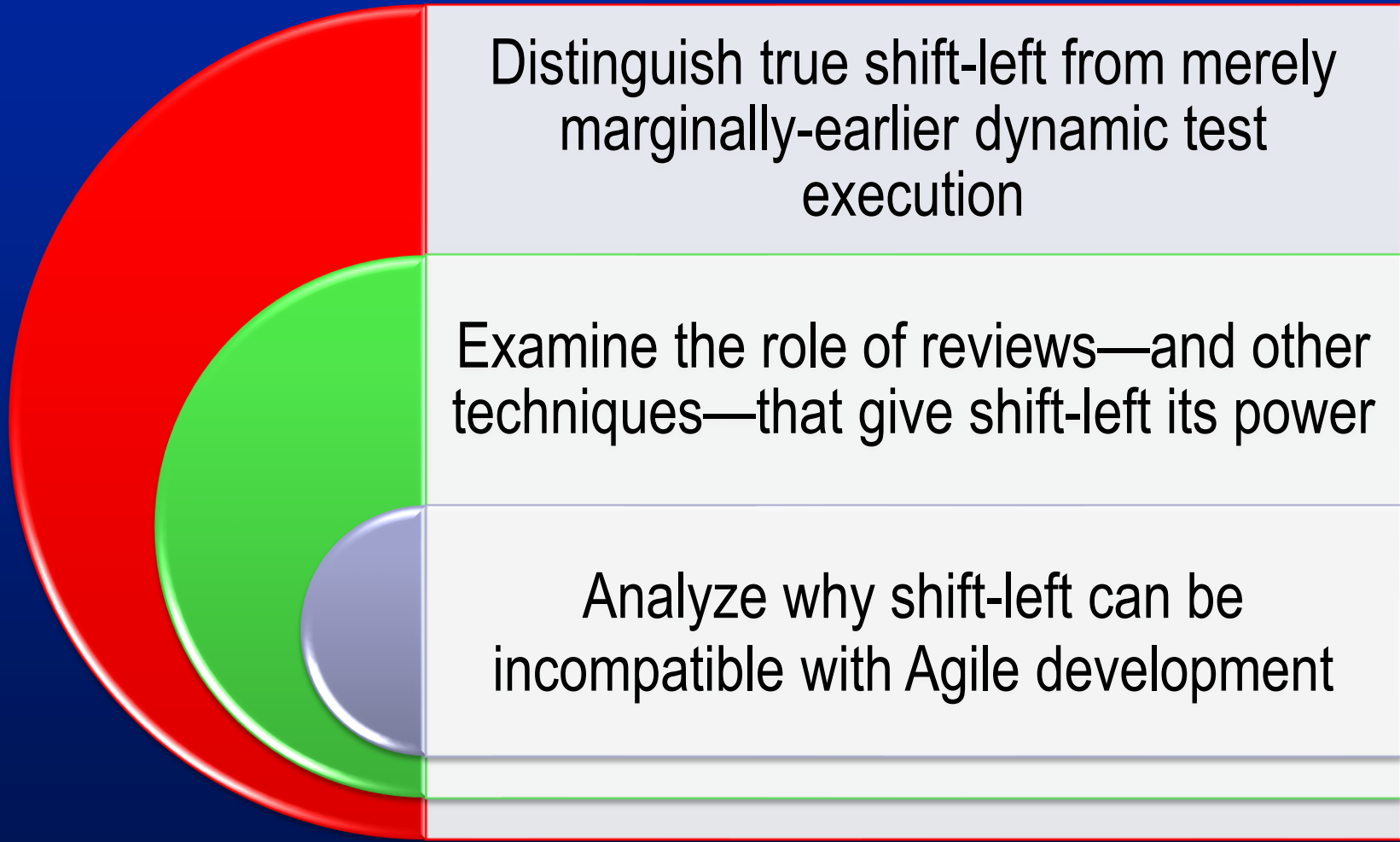
If so, are they synonymous with shift-left?

If not, how do they differ?

# Your Issues and Objectives

*Quickly write in the Q&A.*

# Objectives



# Typical Development Life Cycle

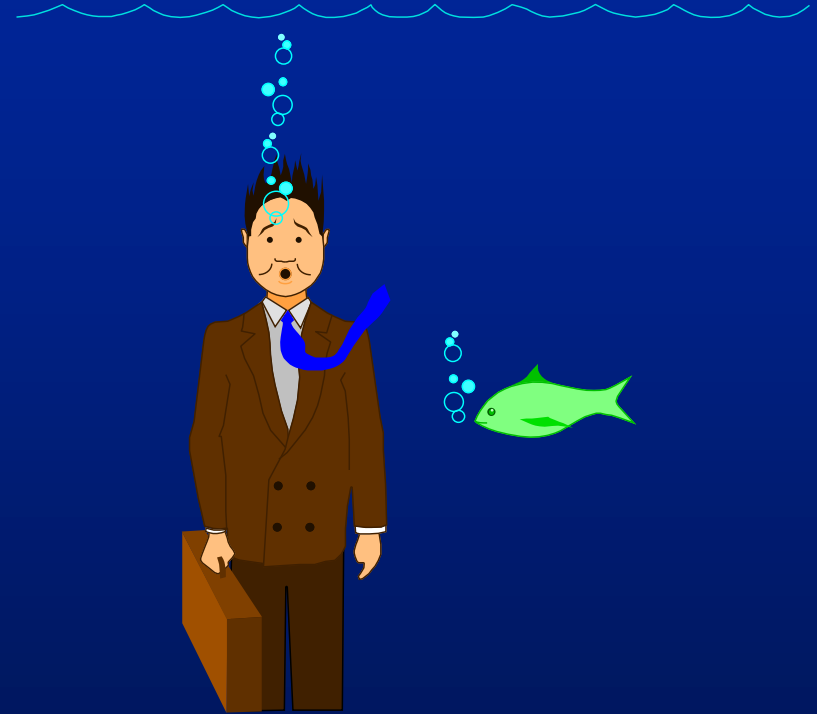


# Tail-End Testing Issues

Maximum  
number of  
defects

Minimal  
time to fix  
them

Maximal  
cost to fix  
each defect



***Too many missed  
and/or not fixed***



# Solution—Shift Testing Left Two Ways

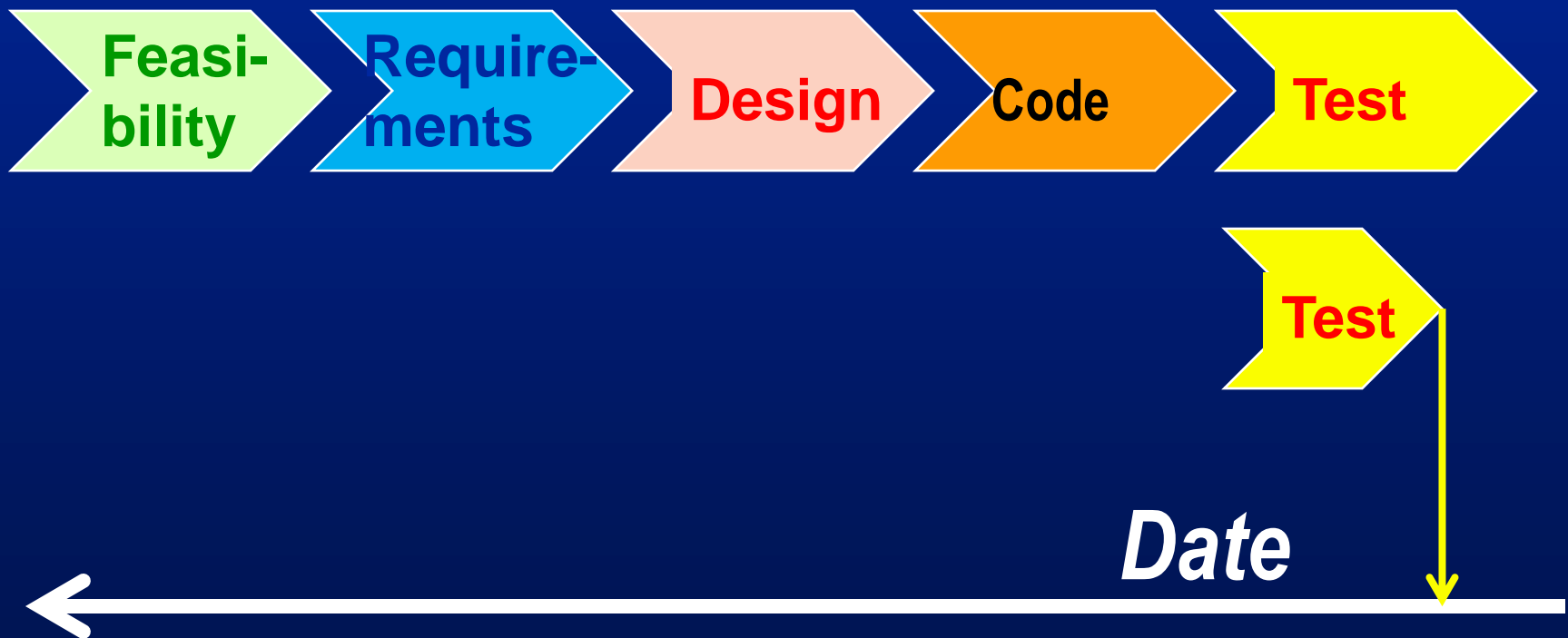


1 Shift Left **Phases**

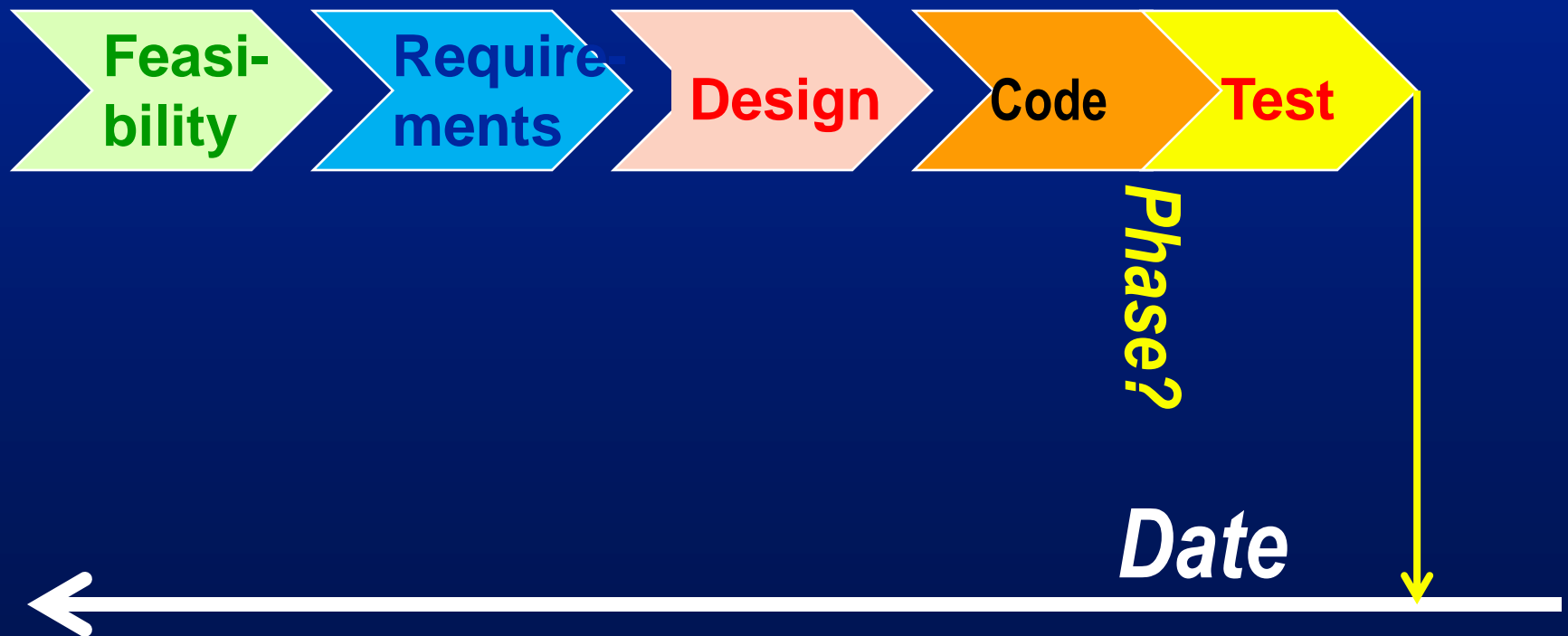
2 (Coding) **Date**



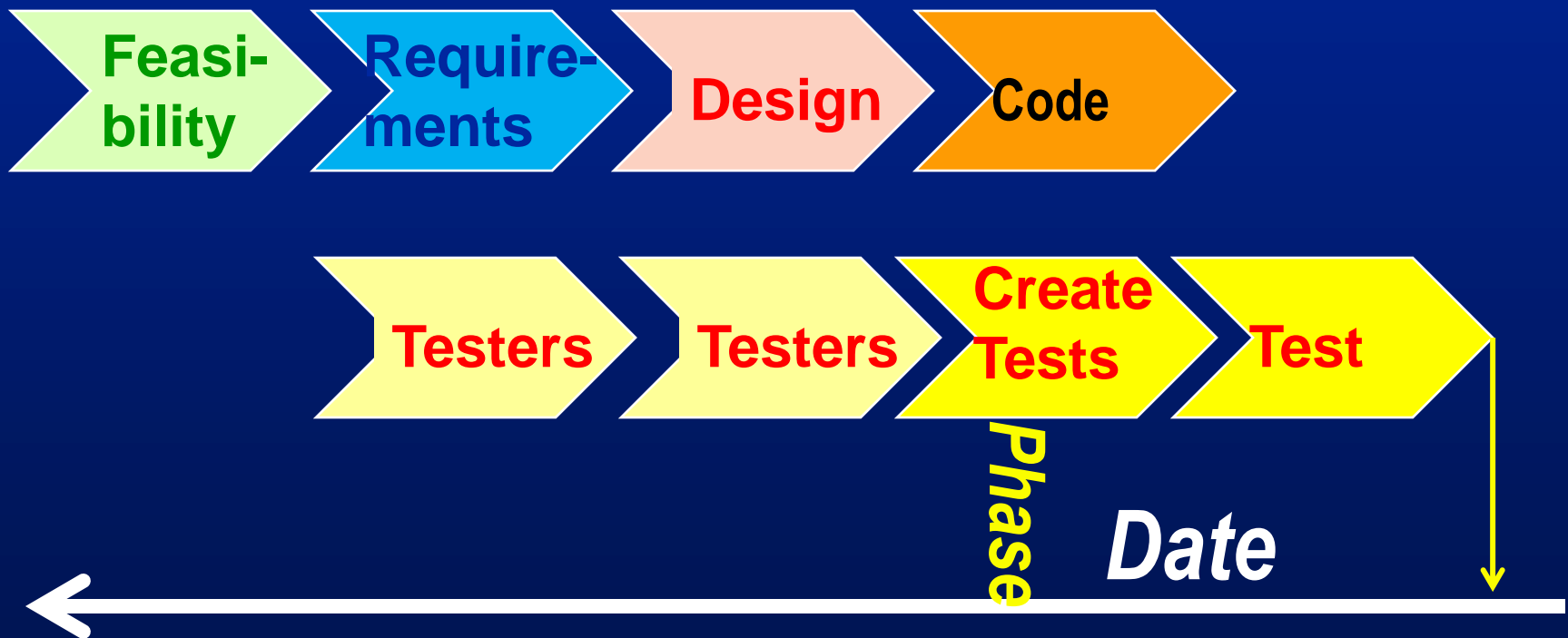
# Claimed Shift-Left Approaches: Automated Testing



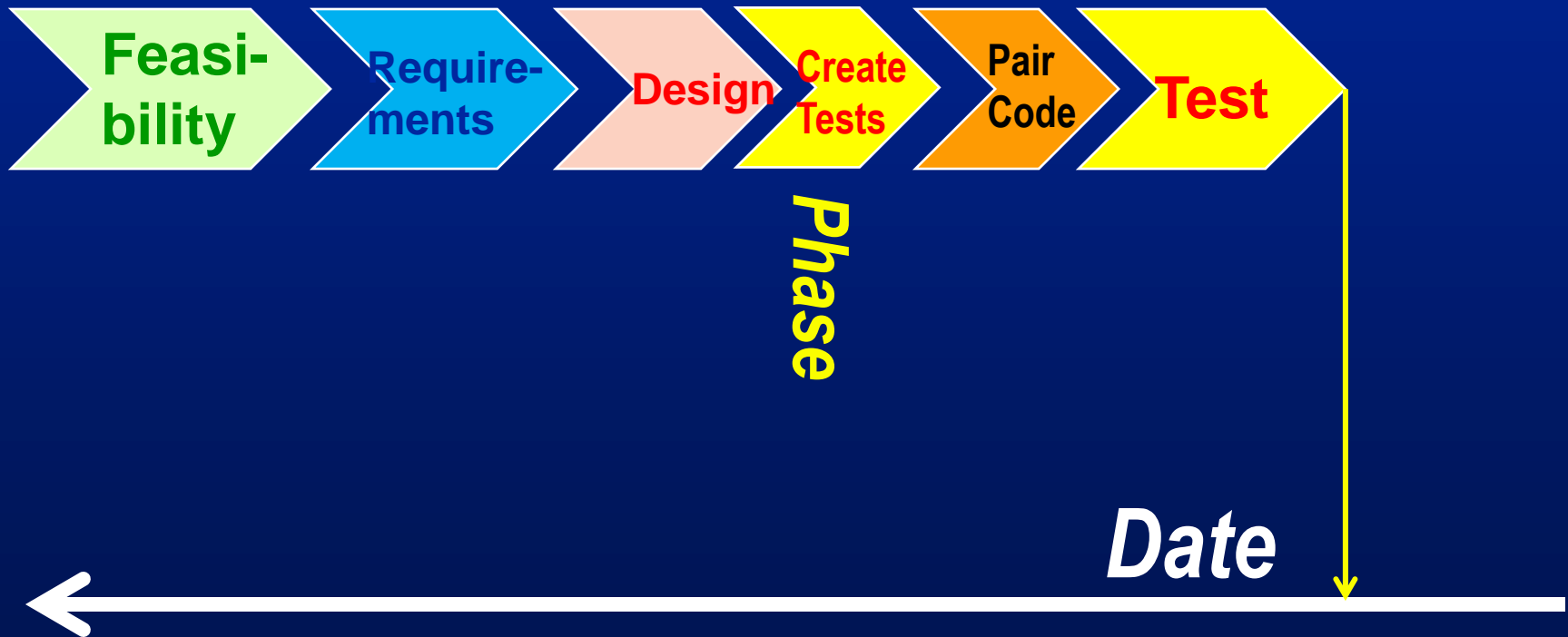
# *Rely on Developer to Test or Integrate QA/Testers with Developers*



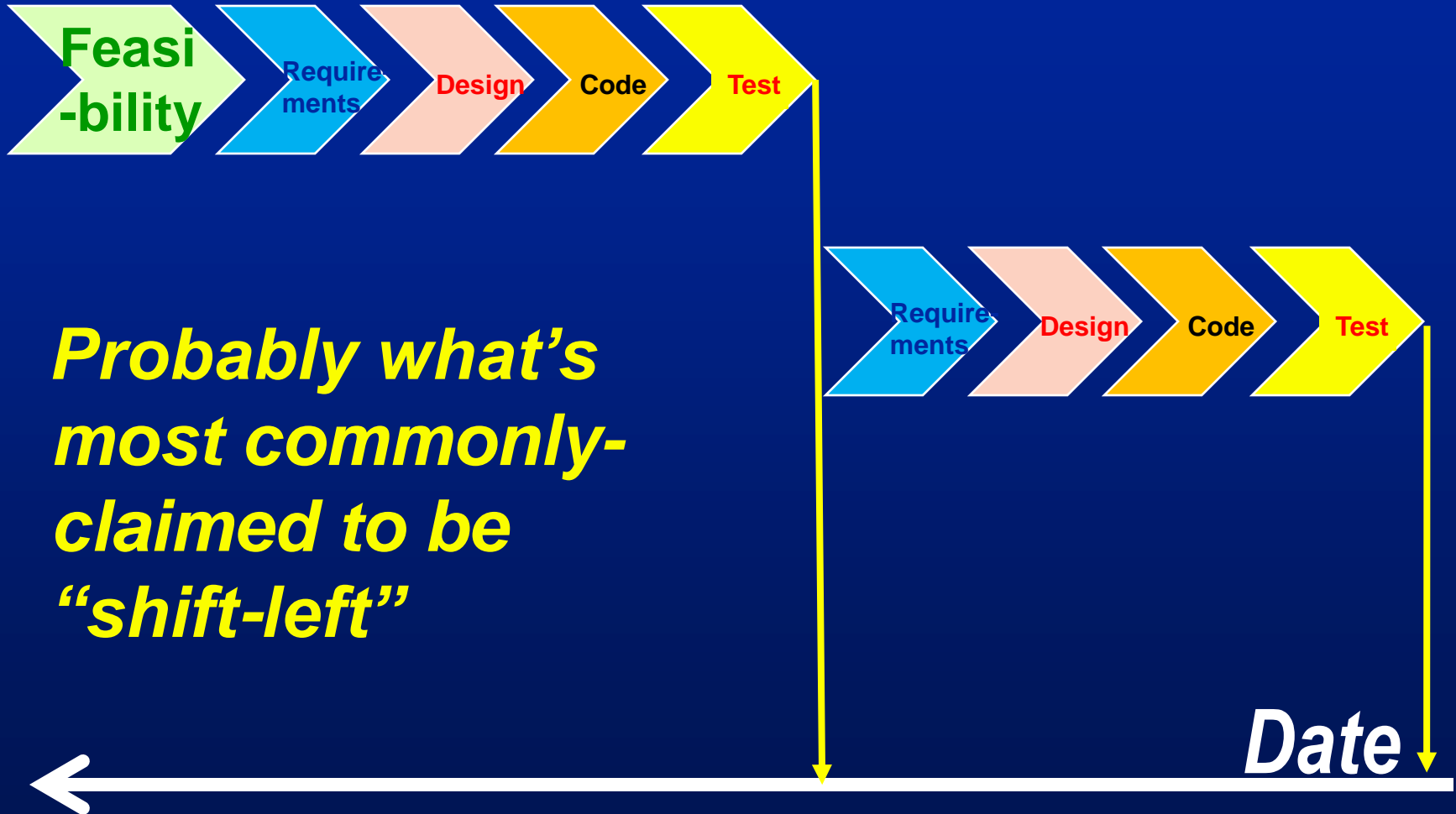
# *Involve Testers Observing Requirements and Design Definition*



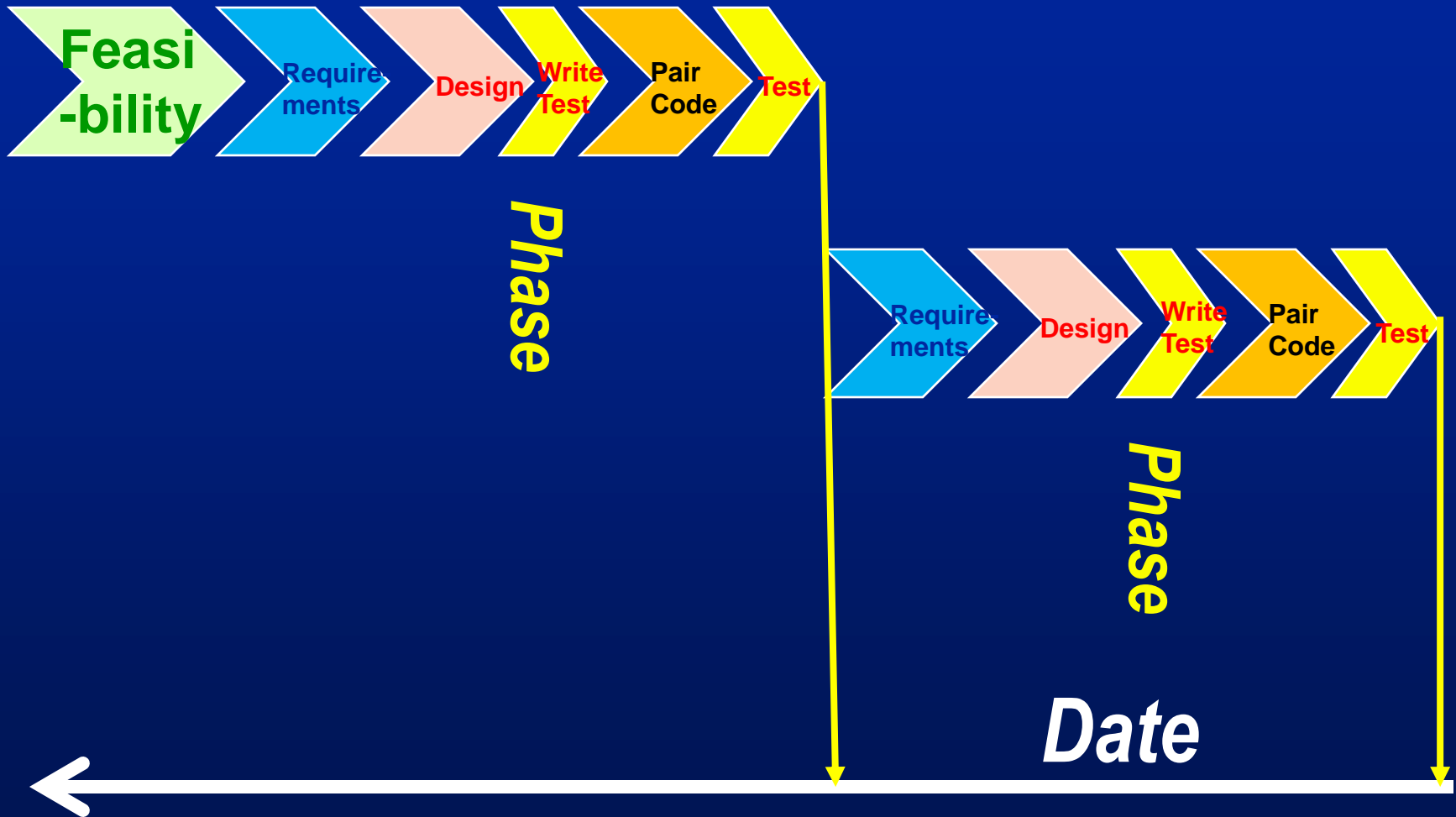
# Test-First Development



# Small Iterations



# Small Iterations Plus Test-First



# *Test-First Development Surely Beats Traditional Test-Last (or Never) Coding*

- Developer(s) decide how to test that code works and write code in the program being developed (Software Under Test—SUT) to perform the tests
- Then write program's regular, functional code
- Code works when included tests are passed



*Plus Pair Programming  
Constant review*

*Included tests are re-executed for every change*



# Test-First Development Is Good; but Has Some Seldom-Recognized Limitations

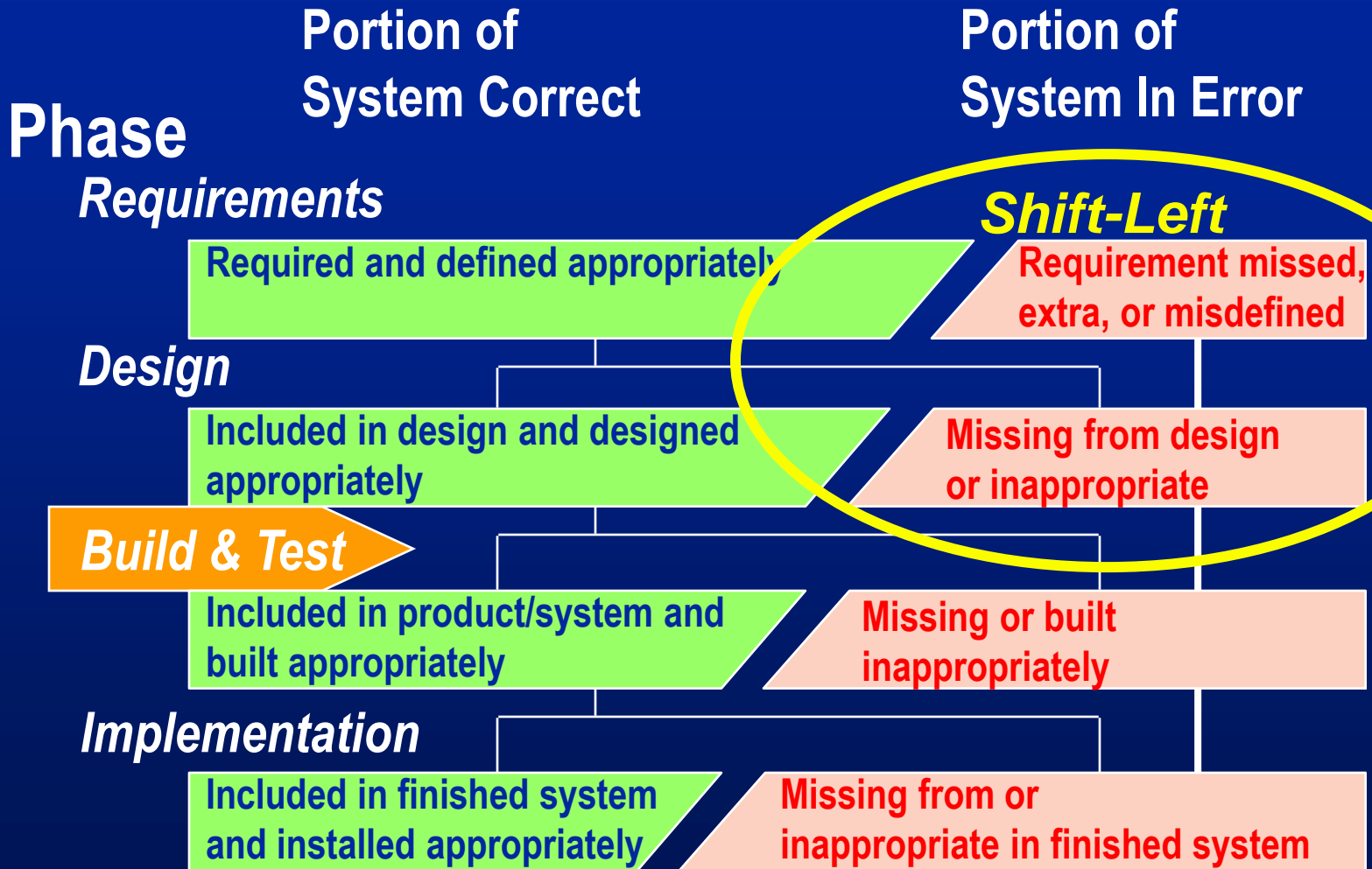
- ❑ Programmer/code-centric view can easily miss the bigger, more important issues to test
- ❑ Developer's (even the pair's) mindset defining tests is likely to be largely same as for the code
  - Mainly testing what is (going to be) written
  - Won't catch what developer doesn't understand adequately or overlooks
  - Developer still is unlikely to have a testing "break it" mindset or systematic test planning and design methods, so probably overlooks many conditions needing testing



- ❑ Agile's fanatical resistance to writing anything other than executable code, including tests, is high-effort with relatively low leverage payback

***Plus the religious-like "How dare you question my Agile techniques?"***

# Error Sources by Phase



# *IT (and Other?) Project Economics*

- Maintenance is 66-90% of system cost
- Maintenance is mainly completion/ correction of development (wrong/missed requirements)
- 2/3 of finished system errors are requirements and design errors
- Fixing a requirements error will cost
  - 10X+ during development/construction
  - 75-1000X+ after installation (maintenance)

***Do your organization's routine measures show these effects?***

***Big effects of true Shift-Left***

# Coding Is Smallest Source of Errors

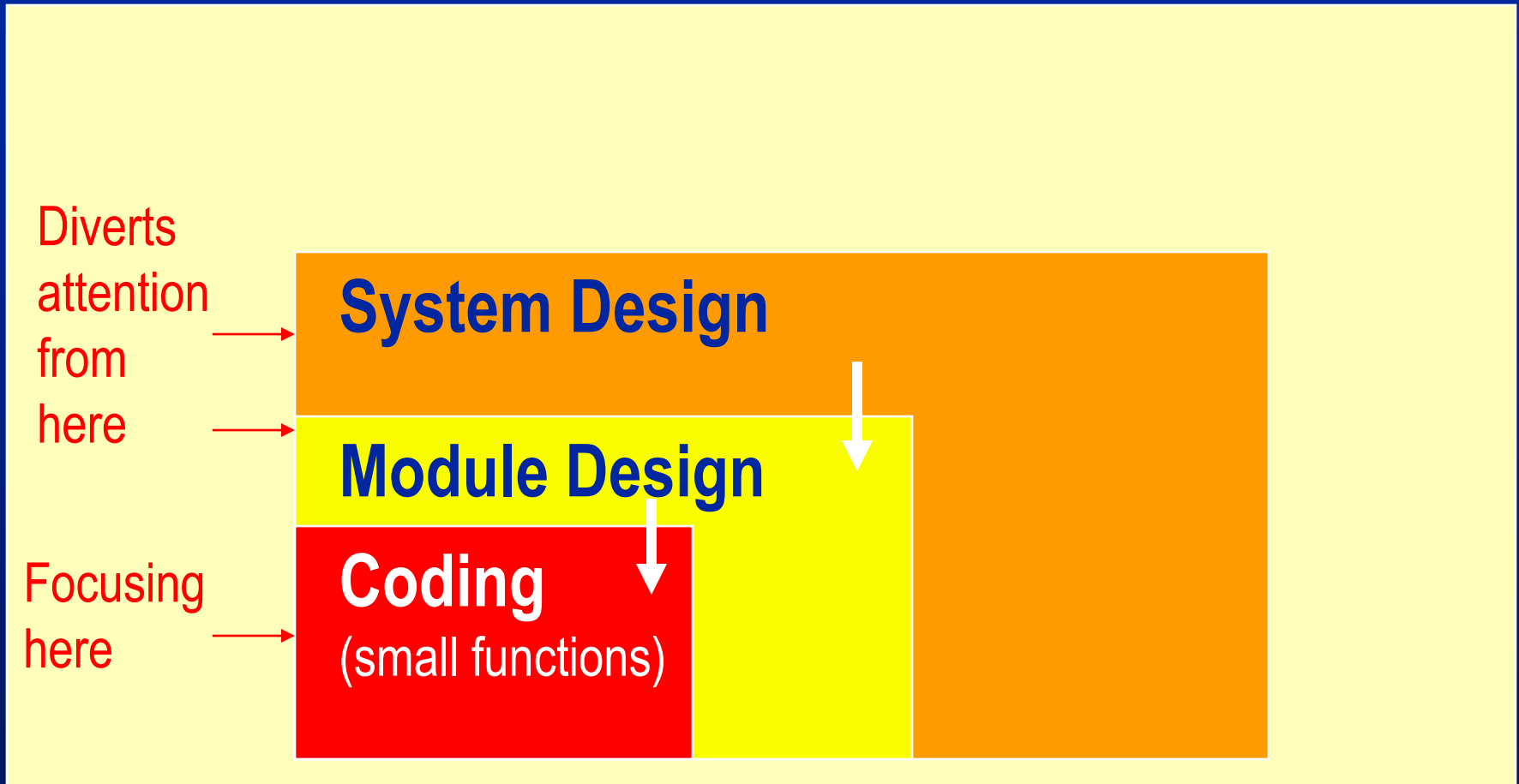
Focusing  
here



**Coding**  
(small functions)

*Agile's main focus*

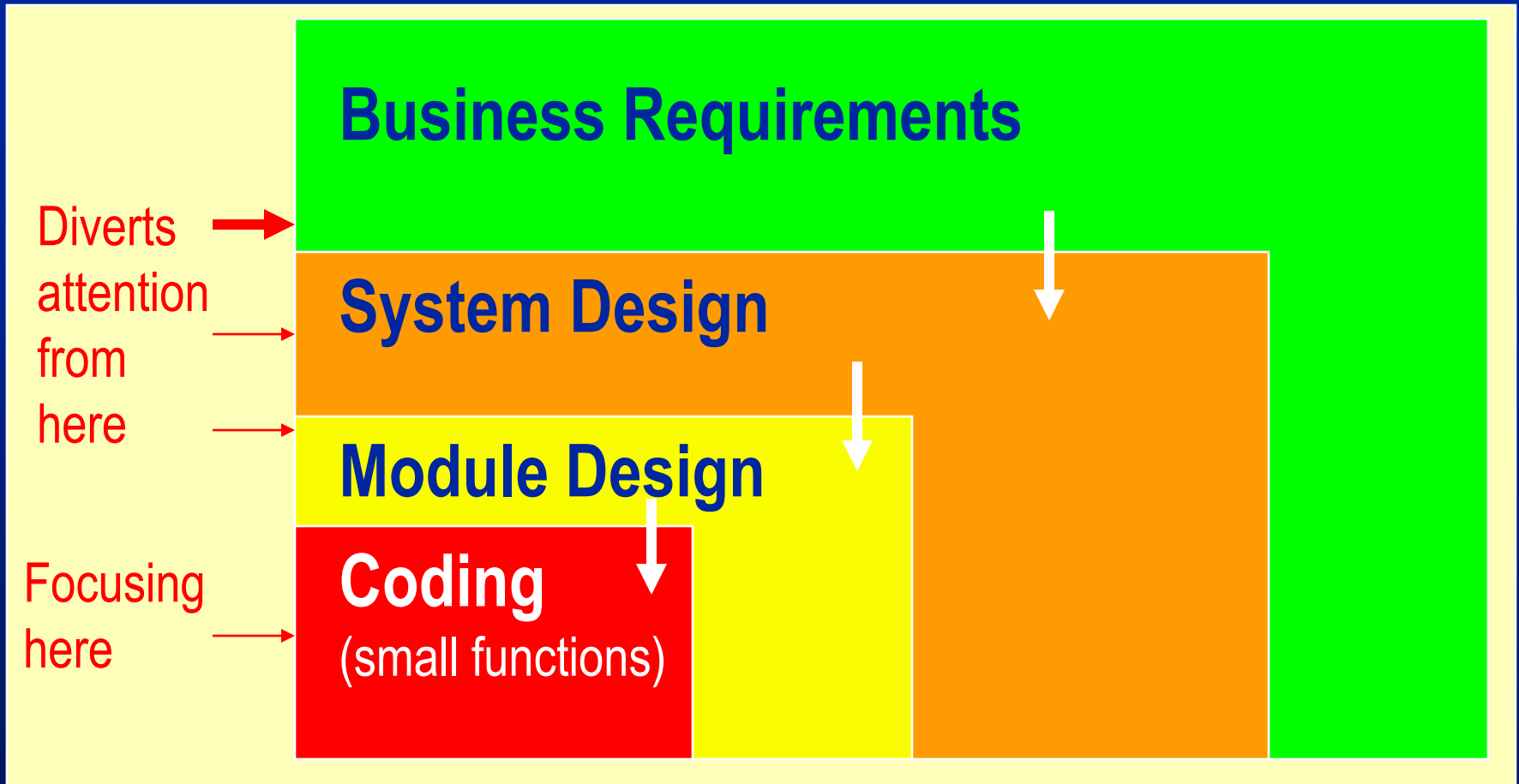
# Coding Is Smallest Source of Errors



**2/3 of errors in delivered code are in the design.**

*Does essentially having no design increase, decrease, or just mask that?*

# Coding Is Smallest Source of Errors



***Missed/incorrect/unclear business requirements  
are biggest source of design problems***

# Ways to Truly Shift-Left

- Improve definition of

- Requirements
- Design



- Static review of

- Requirements
- Design



- Dynamic Proactive

- Risk Identification
- Test Design



# Two Types of Requirements:

## Business/User

- Business/user language & view, conceptual; *exists* within the business environment
- Serves business objectives
- What business results must be delivered to solve a business need (problem, opportunity, or challenge) and provide value when delivered/satisfied/met

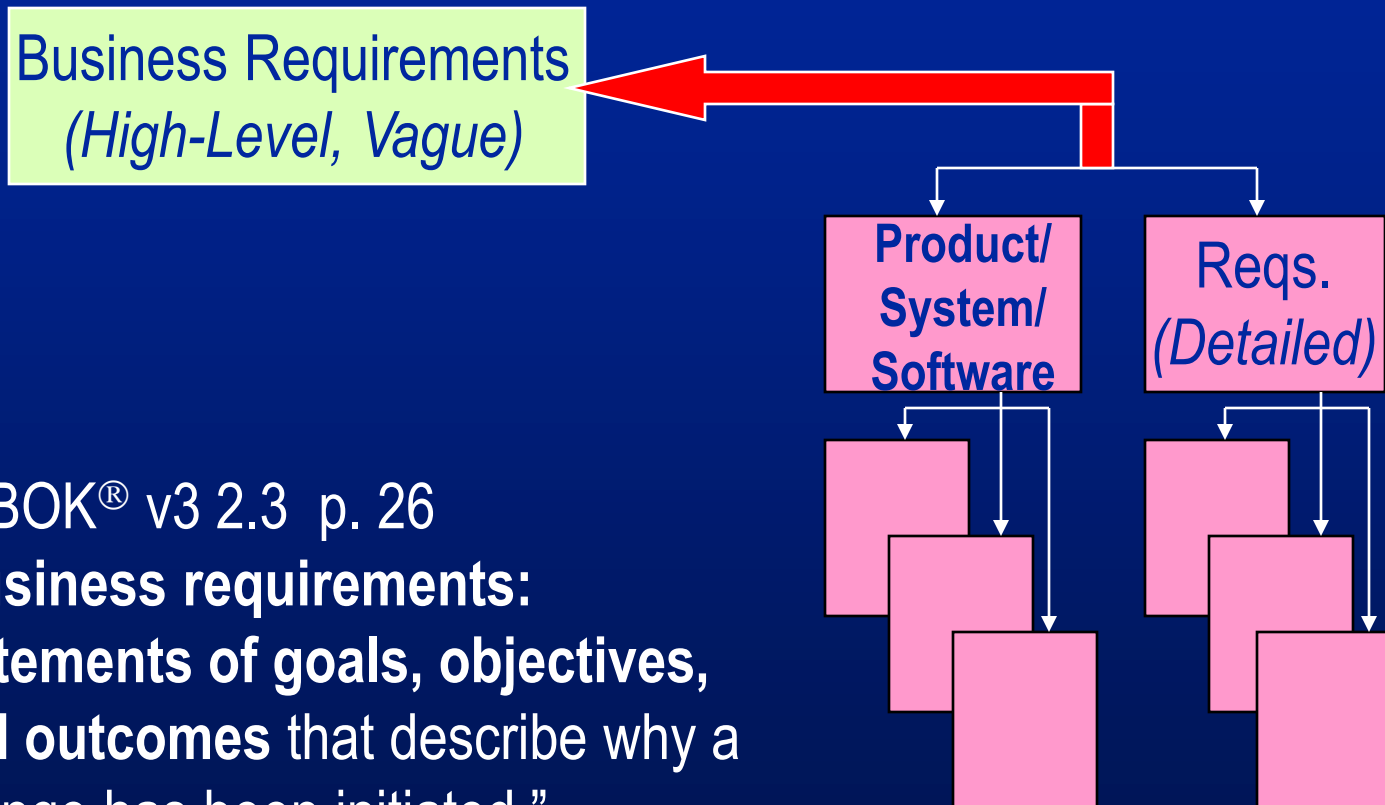
**Many possible ways to accomplish**

## Product/System/Software

- ❖ Language & view of a *human-defined product/system*
- ❖ **One of the possible ways** How (design) presumably to accomplish the presumed business requirements
- ❖ Often phrased in terms of external functions each piece of the product/system must perform to work as designed (Non/Functional Specifications)



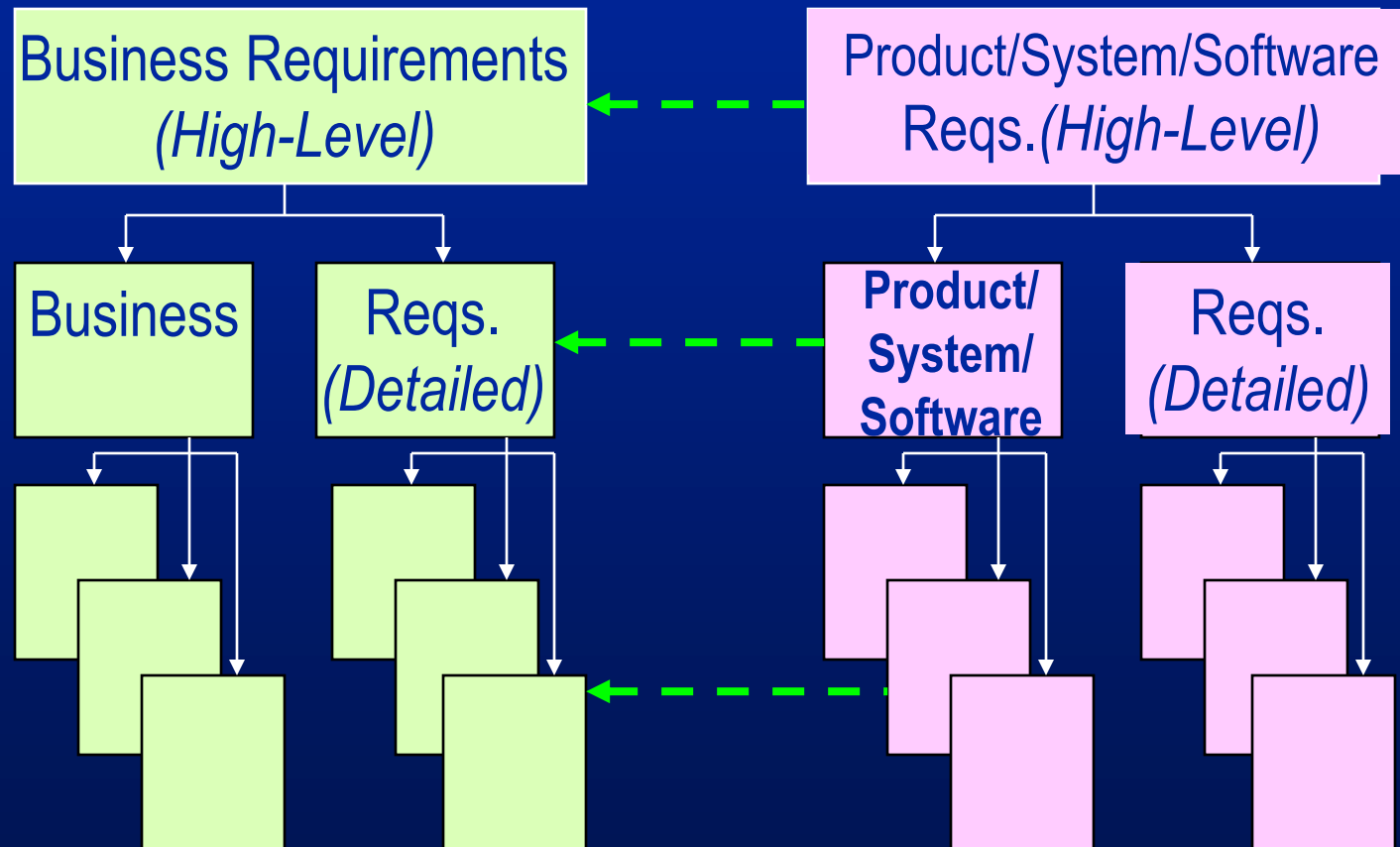
# Even Requirements “Experts” Think the Difference Is Just Level of Detail



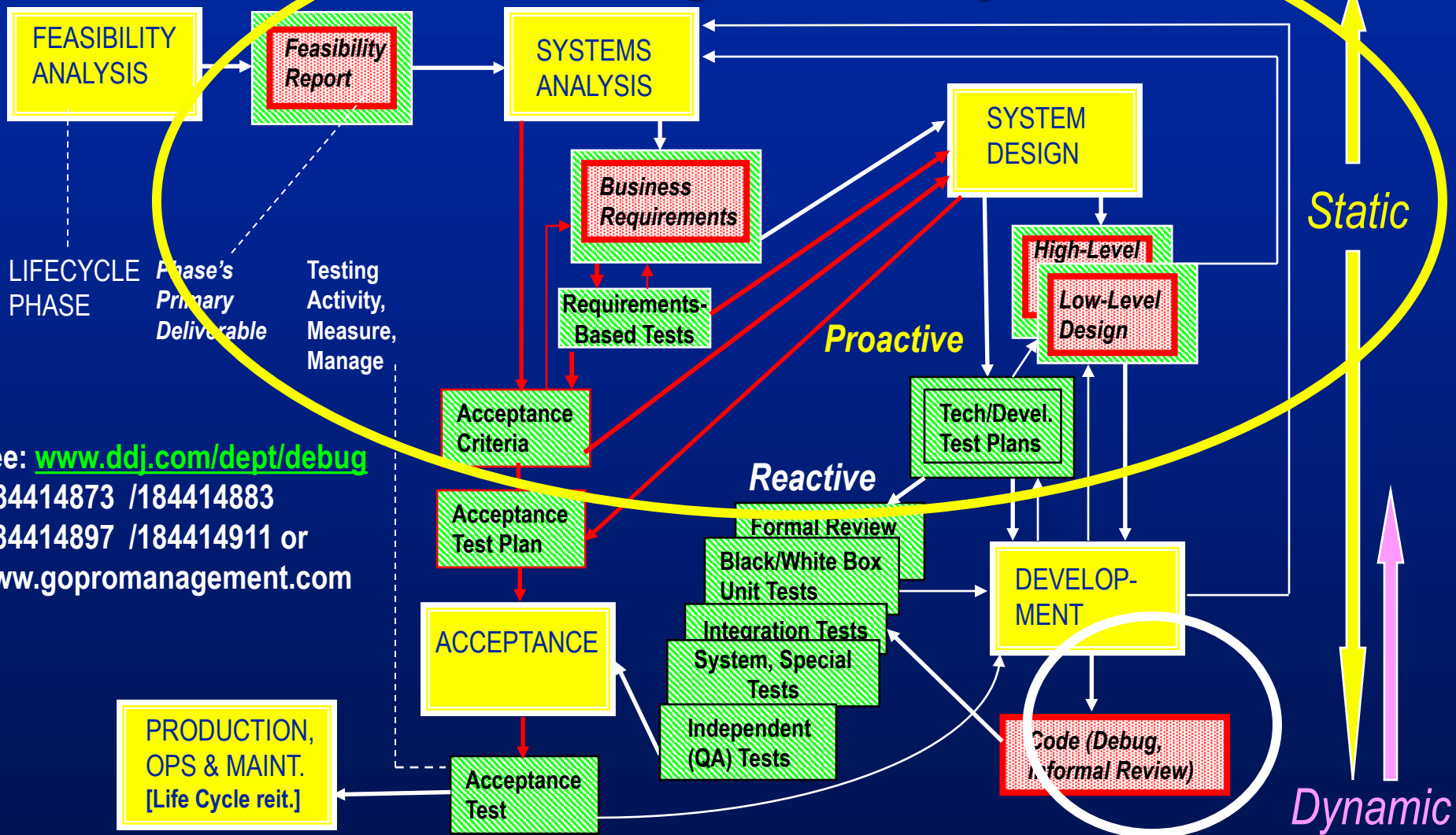
BABOK® v3 2.3 p. 26

**“Business requirements:  
statements of goals, objectives,  
and outcomes that describe why a  
change has been initiated.”**

# When Business/User Requirements Are Detailed First, Creep Is Reduced



# Proactive Testing™ Life Cycle



LIFECYCLE PHASE    Phase's Primary Deliverable    Testing Activity, Measure, Manage

See: [www.ddj.com/dept/debug](http://www.ddj.com/dept/debug)  
 /184414873 /184414883  
 /184414897 /184414911 or  
[www.gopromanagement.com](http://www.gopromanagement.com)

# Key Proactive Testing™ Concepts 1 of 2

- Develop iteratively—whatever size piece is coded should be designed and responsive to adequately defined REAL, *business* requirements, which in turn both should be tested
- Define more complete true user acceptance tests proactively at start, *keep independent of design*
- Use Proactive Testing™, in conjunction with more effective discovery and specification, techniques to improve the accuracy, completeness, and clarity/testability of the requirements and design
  - Write enough to help—but no more, and no less
  - Catch big-picture issues, keep refocusing based on risk

# Key Proactive Testing™ Concepts 2 of 2

- Let higher-level (than just code) testing planning/design thought processes drive development to ***But Agile...***
  - Economically anticipate and avert larger consequences of design issues that ordinarily cause rework
  - Plan for coding/testing early to avoid biggest rework risks as well as implementing immediately useful functionality
  - Increase awareness of more of the frequently-overlooked conditions that code/tests must address
- Plan/design tests early, prioritize, promote reuse
  - Concisely define, detect issues top-down at varying levels
  - Create and apply reusable test designs and test cases
  - Implement selectively based on risk

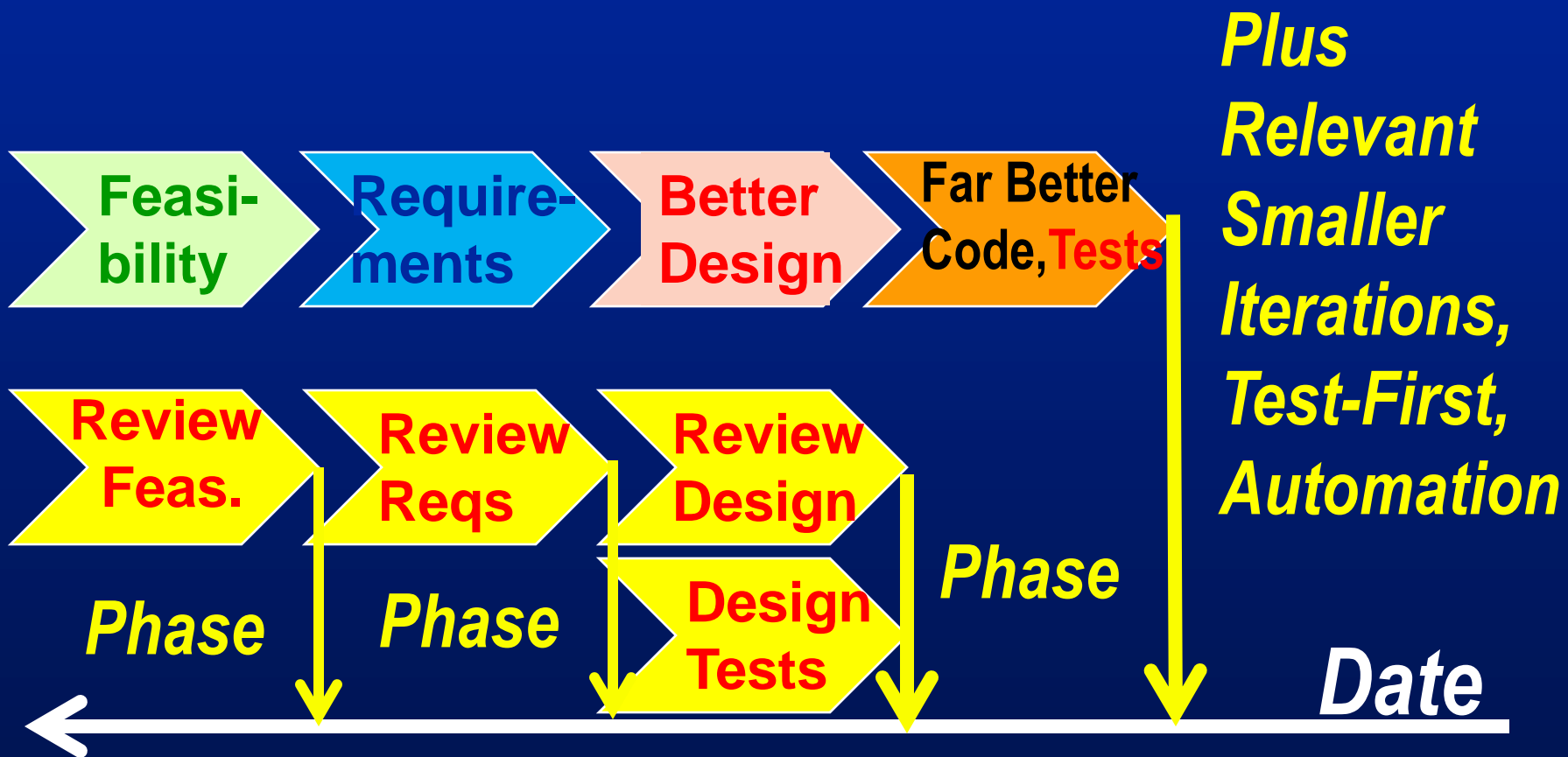
# Proactive Test Planning/Design vs. Test-First

Far lower  
overhead

Prevents  
errors in  
first place

*Can code  
tests first  
too*

# Proactive Testing™ Shifts Testing Left Both Ways



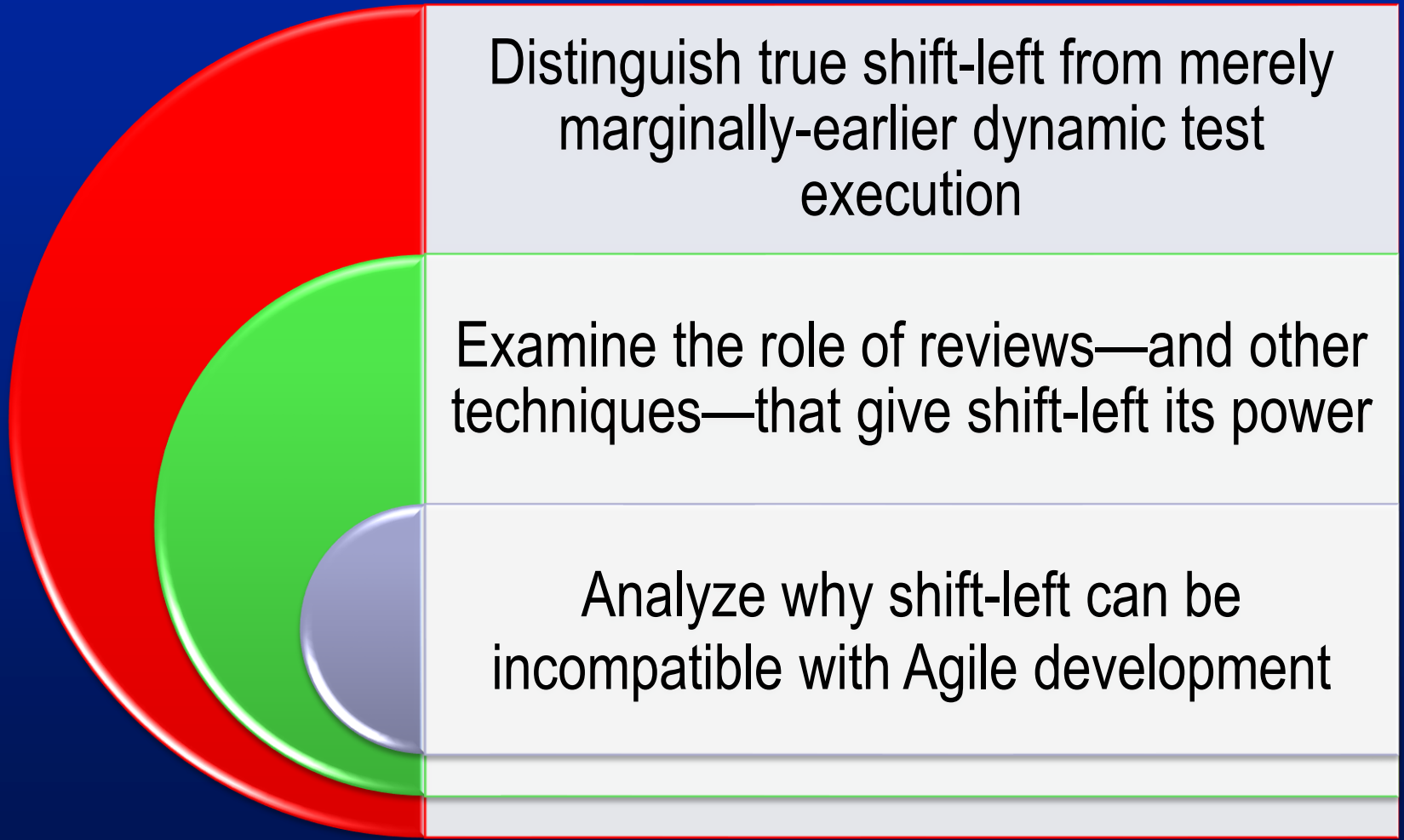
# Summary

- ❖ Most of what is claimed as “shift-left” is mainly coding-based timing gimmicks—okay but only marginally earlier
- ❖ Agile test-driven development shifts-left somewhat but still is largely coding-based and thus still relatively late
- ❖ Discovering REAL Business Requirements truly up-front prevents the major source of creep, overruns, and errors
- ❖ Proactive Testing™ truly early **static** techniques
  - ❖ 21+ ways to review requirements
  - ❖ 15+ ways to review designs
- ❖ Proactive Testing™ **dynamic** test design techniques
  - ❖ Detect and prevent many ordinarily-overlooked defects
  - ❖ Selectively test biggest and highest risks more and **earlier**

*Hard for Agile's  
rush to code*



# Objectives



**Proactive Systems/Software Quality Assurance (SQA)™**  
**Credibly Managing Projects and Processes with Metrics**  
**System Measurement ROI Test Process Management**

Feasibility  
Analysis

**Proactive User Acceptance Testing**

Systems  
Analysis

**Reusable Test Designs**

System  
Design

Develop-  
ment

**Defining and Writing  
Business Requirements**

Implement-  
ation

Operations  
Maintenance

**Test Estimation**

**Writing Right Agile User Stories  
and Acceptance Tests**

**Proactive Testing:  
Risk-Based Test Planning,  
Design, and Management**

**True Shift-Left**

**Risk  
Analysis**

**21 Ways to Test Requirements**

**Managing Software Acquisition and Outsourcing:**

> Purchasing Software and Services

> Controlling an Existing Vendor's Performance

**Making You a Leader**

# Robin F. Goldsmith, JD

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- President of Go Pro Management, Inc. consultancy since 1982, working directly with and training professionals in business engineering, requirements analysis, software acquisition, project management, quality and testing.
- Partner with ProveIT.net in REAL ROI™ and ROI Value Modeling™.
- Previously a developer, systems programmer/DBA/QA, and project leader with the City of Cleveland, leading financial institutions, and a “Big 4” consulting firm.
- Degrees: Kenyon College, A.B.; Pennsylvania State University, M.S. in Psychology; Suffolk University, J.D.; Boston University, LL.M. in Tax Law.
- Published author and frequent speaker at leading professional conferences.
- Formerly International Vice President of the Association for Systems Management and Executive Editor of the *Journal of Systems Management*.
- Founding Chairman of the New England Center for Organizational Effectiveness.
- Member of the Boston SPIN and SEPG’95 Planning and Program Committees.
- Attendee Networking Coordinator for STAR, Better Software, and Test Automation Conferences.
- Chair of record-setting attendance BOSCON 2000 and 2001, ASQ Boston Section’s Annual Quality Conferences.
- Member IEEE Std. 829-2008 for Software Test Documentation Standard Revision Working Group.
- Member IEEE P730-2014, 2024 standard for Software Quality Assurance Revision Working Group.
- Member IEEE P41062-2023 standard for Software Acquisition Working Group
- International Institute of Business Analysis (IIBA) Business Analysis Body of Knowledge (BABOKv2) subject expert.
- TechTarget SearchSoftwareQuality.com requirements and testing expert.
- Admitted to the Massachusetts Bar and licensed to practice law in Massachusetts.
- Author of book: **Discovering REAL Business Requirements for Software Project Success**
- Author of forthcoming book: **Cut Creep— Write Right Agile User Stories and Acceptance Tests**

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**Good looking!**  
**Entertaining!**  
**Wise! *Brilliant!***



**Leaders!**

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