Perfect Software

"Finally! A book about software testing written by someone who actually understands software testing. I consider Jerry to be the greatest living tester. Jerry tests everything. Jerry tests me. ... It's been forty-seven years since Weinberg first wrote on software testing, and his ideas today are still ahead of their time. Read this and get your head straight about testing."

-James Bach, consulting software tester, author of Lessons Learned in Software Testing

"This concise and cogent book-a gift to testersexplodes myths about what testing can and can't do. We'll each want at least two copies-one for our own bookshelves, and another to hand to our clients so that they can better understand precisely how we can help them."

-Michael Bolton, DevelopSense

"If the wiring in your brain needs a better programming and testing, read this."

> -Pradeep Soundararajan, consulting tester, author of Tester Tested! blog

"Perfect Software will be a tremendous asset to anyone who tests software and keeps having to explain what testing can and cannot do. Engagingly as always, Jerry Weinberg explains the essence of testing for anyone to understand. He makes a compelling case for doing enough testing-but not too much. I can't wait to give Perfect Software to all my clients!"

-Fiona Charles, test consultant and columnist

About the Author



Internationally respected for his Linnovative thinking on both human and technical issues, Weinberg is recognized as a pioneer of software testing, starting with Project Mercury in 1958. A highly influential author, lecturer, and consultant, he draws on experiences gained in all three roles,

as well as from a long technical career as a software developer and researcher. Jerry has written on topics ranging from computer systems and programming to education, problem solving, and writing.

Partial Contents

Why Do We Bother Testing?

We're Not Perfect Striving for Perfection Believing Tests Can Improve a Product

What Testing Cannot Do

We May Not Use the Information We Pay For Poor Testing May Be Worse than No Testing at All

Not Honoring Testers Why Not Just Test Everything? Testing Is, at Best, Sampling

What's the Difference Between **Testing and Debugging?** Pinpointing **Determining Significance**

Testing to Learn

Meta-Testing Believing Test Prove a Program

is Correct Information Immunity We Repress the Unacceptable We Rationalize the Unreasonable

What Makes a Test "Good"? You Can Only Assess Goodness After the Fact

You Can Estimate Not-Badness

Major Fallacies About Testing The Blaming Fallacy The Decomposition Fallacy The All Testing Is Testing Fallacy

Testing Is More than Banging Keys The White Glove Test The Dog Food Test Testing the Tester

Satir Interaction Model: Intake Making Meaning

Determining Significance Forming a Response

- **Testing Without Machinery Technical Reviews**
 - Instant Reviews **Testers as Reviewers**
- **Testing Scams** The Magic Tool
- The Demonstration Scam **Test Report Scams**
- Quantity-Means-Quality Scams Epilogue
- Bibliography
- Index



by Gerald M. Weinberg



ISBN: 978-0-932633-69-9 ©2008 200 pages softcover \$29.95 (includes \$6 UPS in US)

Weinberg Tackles Software Testing with Experiential Learning

Tveryone has a role to play in **L**software testing—even people outside a project team. Testers, developers, managers, customers, and users shape the process and results of testing, often unwittingly. Rather than continue to generate stacks of documents and fuel animosity, testers can cultivate rich opportunities and relationships by integrating an effective testing mentality into any process.

Terry Weinberg, author of The Psychology of Computer Programming and more than forty nonfiction books, sets out to disprove destructive notions about testing and testers in Perfect Software: And Other Illusions About Testing. Avoiding a dry textbook treatment of a highly technical pursuit, Weinberg provides clear

problem-solving advice in plain language, suitable for managers, customers, and users as well as developers and testers. Real-world software and management conflicts play out and instruct through short stories and retrospective Common Mistakes sections.

TA7e test because people are not perfect, and simply testing "more" does not guarantee better quality. This book guides test strategy development that's scalable for any project. Topics include: • Why Not Just Test Everything? • Information Immunity • What Makes a Test "Good"? • Major Fallacies About Testing • Determining Significance • Testing Without Machinery • and much more.

Read more about this book at www.dorsethouse.com/books/perf.html