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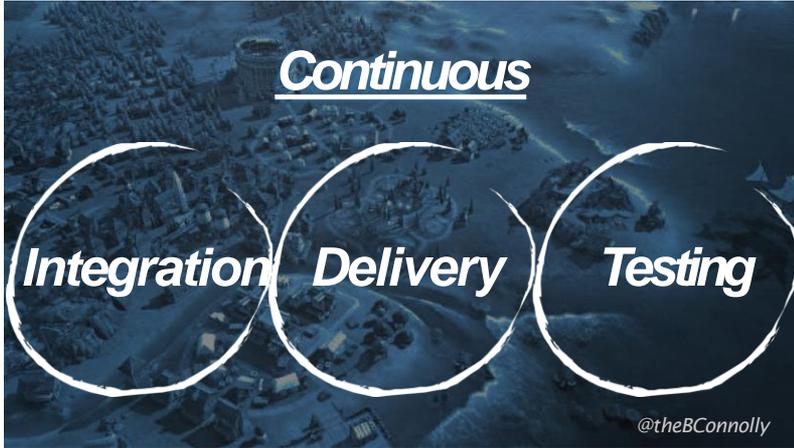
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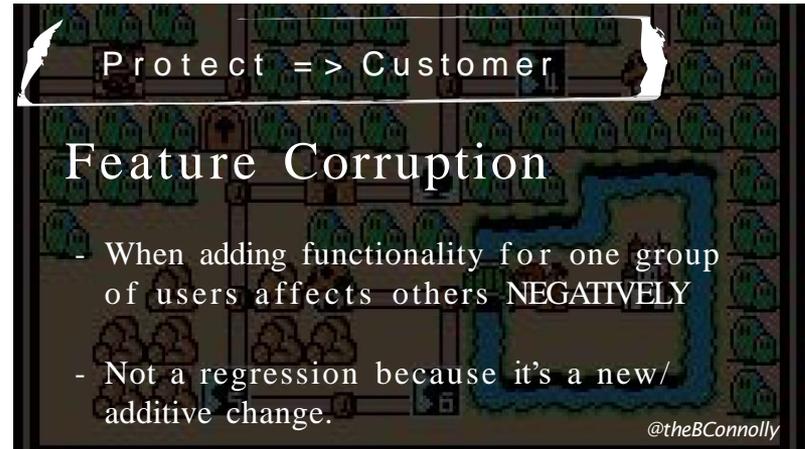
Know => Customer

## Application & Audience

- ⇒ Application Expertise
- ⇒ Persona / Permission Boundaries
- ⇒ Interactions & Motivations

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Protect => Customer

## Feature Corruption

- When adding functionality for one group of users affects others **NEGATIVELY**
- Not a regression because it's a new/additive change.

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Protect => Customer

## Feature Flags

=> You need it in production does your customer?

=> Do all of your customers?

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Verify => Customer

## Change Tolerance

=> Instability is indistinguishable from rapid change

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Verify => Customer

## Test In Production

If a bug is production but no customers can access it, is it still a bug?

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Verify => Customer

## User Analytics

- => It's not just about catching errors
- => Instrument to measure effects and usage

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Know => Architecture

## Environmental Impact

- => Local, Staging, Production
- => What Works Where?
- => What Doesn't?

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Know => Architecture

## Boundaries of Risk

- => Boundaries of components can be borders between developers

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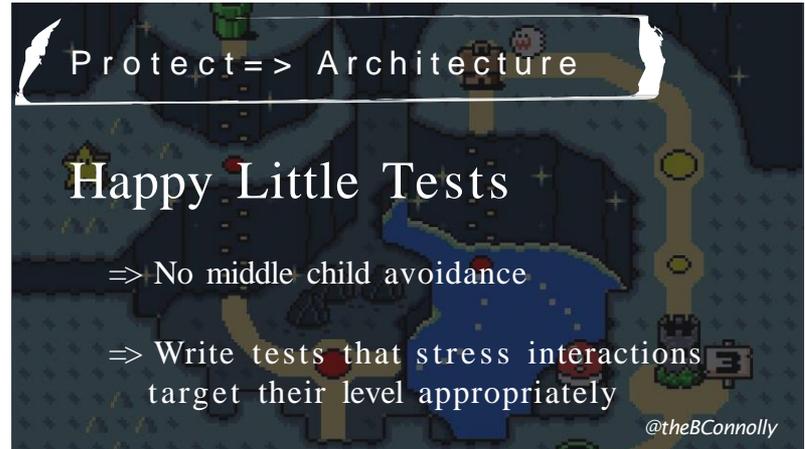
Protect=> Architecture

## Seams, Cracks & Gaps

- Seams=> where Information exchanged
- Cracks=> Where faults occur at the seams
- Gaps=> Missing coverage / holes in your strategy

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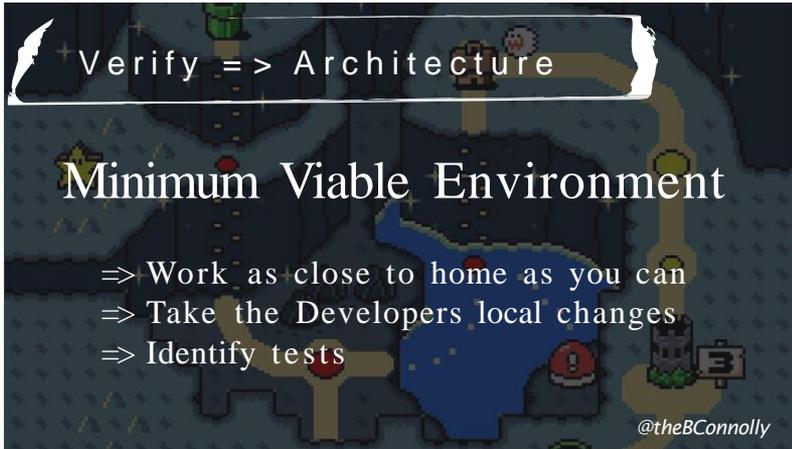
Protect=> Architecture

## Happy Little Tests

- => No middle child avoidance
- => Write tests that stress interactions target their level appropriately

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Verify => Architecture

## Minimum Viable Environment

- => Work as close to home as you can
- => Take the Developers local changes
- => Identify tests

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Verify => Architecture

## Health & Wellness

- => Monitoring
- => Surfacing information

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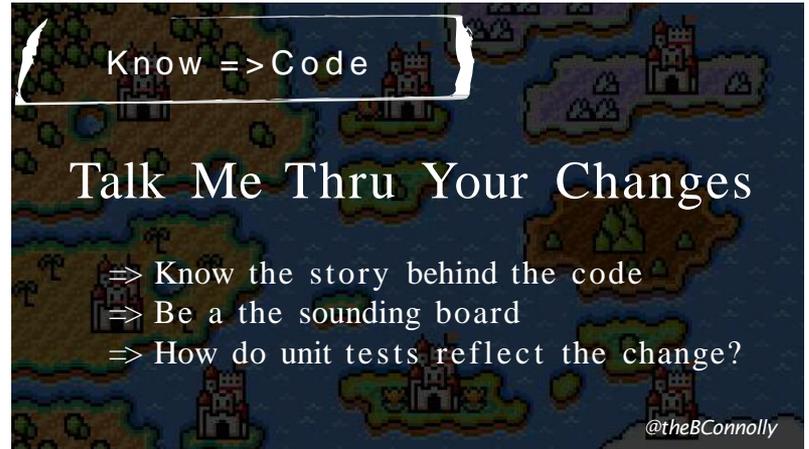
Know => Code

## Streets & Neighborhoods

- ⇒ Find your way around
- ⇒ Know the Rough Areas
- ⇒ Where “stuff” goes down

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Know => Code

## Talk Me Thru Your Changes

- ⇒ Know the story behind the code
- ⇒ Be a the sounding board
- ⇒ How do unit tests reflect the change?

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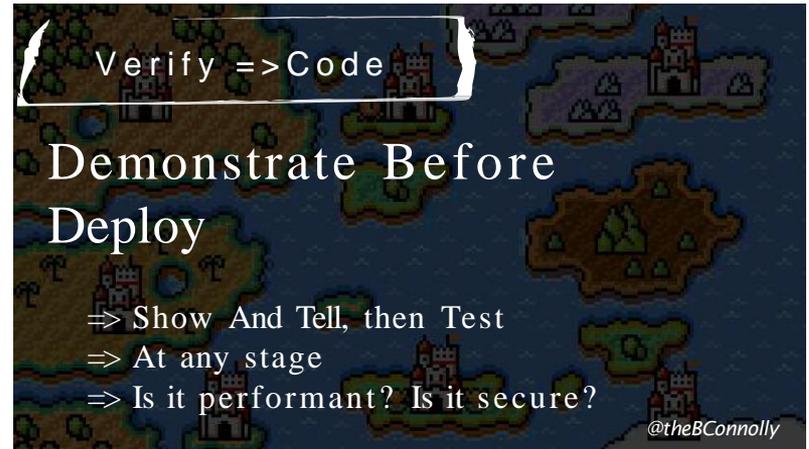
Protect =>Code

## Code is Protected by Tests Not Testers

=> Unit Tests are a foundation for quality

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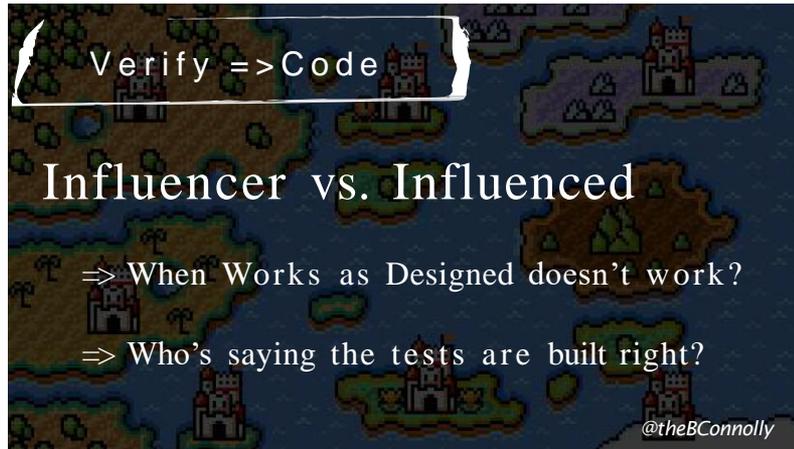
Verify =>Code

## Demonstrate Before Deploy

- => Show And Tell, then Test
- => At any stage
- => Is it performant? Is it secure?

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An aerial photograph of a suspension bridge spanning a deep valley. A large, grey, stone-like hand is superimposed on the image, appearing to hold the bridge. The background shows lush green trees and a clear sky.

**Product Ownership**

***Focused On***

- ***Features, Market, Schedule***

***Goes Deep On***

- ***Domain, Competition, Planning***

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An aerial photograph of a suspension bridge spanning a deep valley. A large, grey, stone-like hand is superimposed on the image, appearing to hold the bridge. The background shows lush green trees and a clear sky.

**Quality Ownership**

***Focused On***

- ***Features, Value, Safety***

***Goes Deep On***

- ***Application, Customers, Planning***

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## Tesla vs. Toyota

Tesla Roadster vs '96 Toyota Previa

|           |              |           |
|-----------|--------------|-----------|
| One       | Wipers       | Three     |
| One       | Sunroofs     | Two       |
| N/A       | Spare Wheel  | Full-size |
| N/A       | Refrigerator | Yes       |
| ???       | Available    | Now       |
| 4         | Seating      | 7         |
| \$200,000 | Price        | \$3,000   |

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## Quality Ownership

Steward Support Observe

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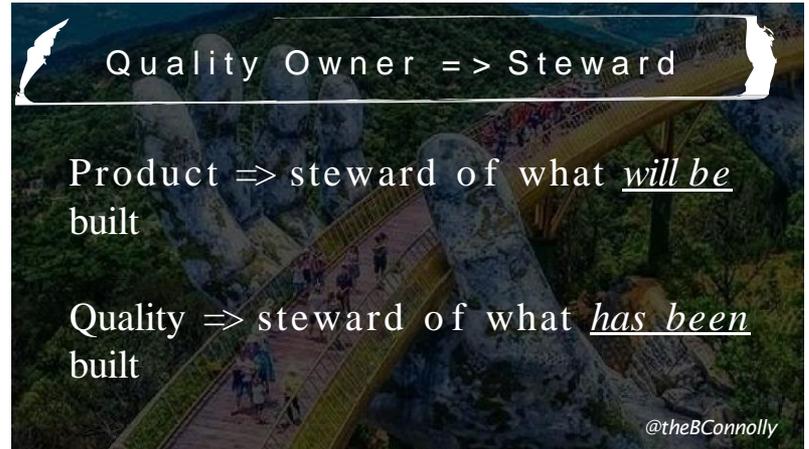
Quality Ownership

**Stewardship:**

- An ethic that embodies the responsible planning and management of resources.
- the responsible overseeing and protection of something considered worth caring for and preserving

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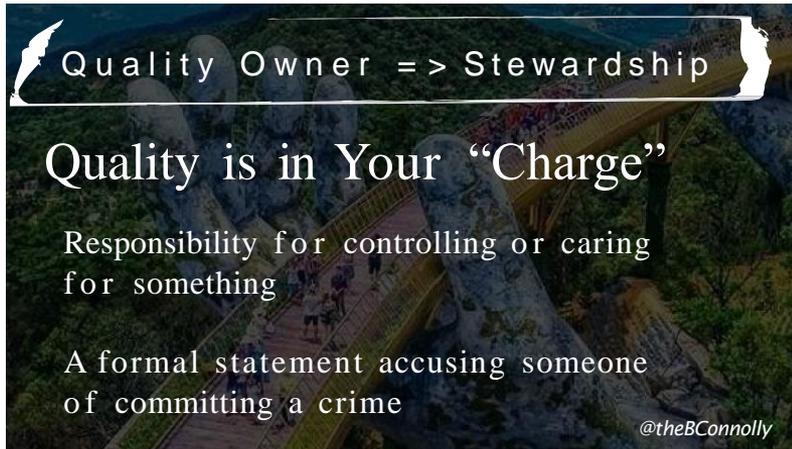
Quality Owner => Steward

Product => steward of what will be built

Quality => steward of what has been built

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Quality Owner => Stewardship

## Quality is in Your “Charge”

Responsibility for controlling or caring for something

A formal statement accusing someone of committing a crime

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Quality Ownership => Support

## Open Source your Mindset

- => Be an #ALLY for testing
- => Enable & Mentor Quality
- => Infuse Quality into automation

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Quality Ownership=> Support

## Supporting Quality Testing



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Quality Ownership=> Support

## Avoid Pyramid Obsession



⇒ Pyramids aren't models of efficiency  
⇒ Quality isn't in layers

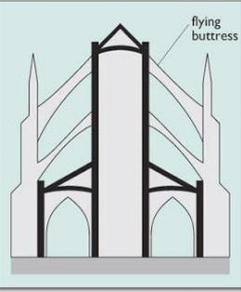
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Quality Ownership => Support

## Testing Cathedral

- => Your app is central
- => Counter-balance risk with efficient supports



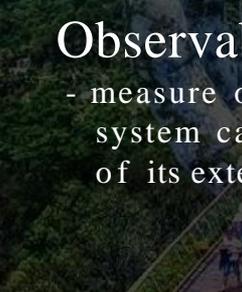
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Quality Ownership

## Observability:

- measure of how well internal states of a system can be inferred from knowledge of its external outputs



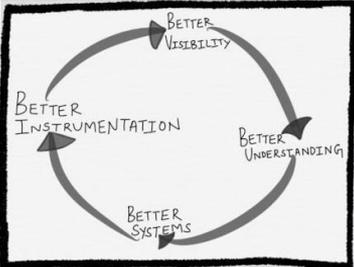
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Quality Ownership=> Observe

## Continuous Feedback

Virtuous cycle of better observability



Source: <https://medium.com/@cnpvconstruct>

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Quality Ownership=> Observe

## Continuous Collaboration

=> Build skills to break down barriers to collaboration

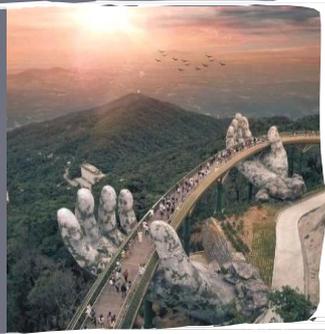
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## Quality Ownership

*Hands on Code  
Hands on Customer*

*Supporting a pipeline of  
Quality from pull  
request to production*



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