Quality Engineering
Building a Court Management system from the ground up
AR AOC - QUALITY ENGINEERING

QE - Core Principals
Test Strategy: Automation
Test Pyramid
QE Tools and Software
QA Then vs QE Now
**QE - CORE PRINCIPALS**

- **Whole Team Ownership**
- **Focus on Quality**
- **Automation critical for quality and velocity**

Close proximity between development and test activities
Test Strategy: Automation
The Test Pyramid

- Unit Tests: Easiest to automate, most tests
- API / Integration Tests: Medium difficulty, fewer tests
- UI/E2E: Hard to automate, fewer tests

Fewer Tests ➔ Harder to automate
Most tests ➔ Easier to automate
QE Tools & Software

Frameworks

- API – xUnit
- FE – Playwright with typescript
- FE – React Testing Library with jest

Tools

- API
  - Postman
  - Swagger
- Accessibility
  - ANDI
  - Axe DevTools
- Browser/Responsiveness
  - SauceLabs
- Test email generator
  - MailSlurp
- Static Code analysis
  - SonarLint
  - SonarQube
Quality Assurance THEN
&
Quality Engineering NOW

QA

• Test after all Development finished
• QA’s responsible for all testing
• Gate keepers, only engaged in testing
• Mostly manual testing
• Few testing tools
  • Application
  • Toad
  • Excel

QE

• Testing is part of Sprint
• Story in Sprint is not finished until testing is finished
• Quality Engineers works together with Developers
• Whole team ownership of testing
• Plethora of tools/software for testing
THANK YOU

Lars Hultqvist

lars.hultqvist@arcourts.gov