

[1:01:26 PM] Weekend Testers Americas: Welcome to Weekend Testing Americas, session 24!

My name is Albert Gareev I will be your host today.

[1:01:39 PM] Russ Poole: 1:01pm EST

[1:01:39 PM] Weekend Testers Americas: Let's start with introductions.

[1:01:53 PM] Michael Larsen: Hello I'm Michael Larsen, I'm usually the key facilitator for weekend Testing Americas.

Today, I'm stepping back and acting as an assistant, so that Albert Gareev can lead today's session.

I blog at <http://mkltesthead.com/> and can be found on Twitter at @mkltesthead.

I've been testing on various products using various methods for almost 18 years.

[1:02:32 PM] Scott Seltzer: I'm Scott Seltzer from Israel. I've been software testing since 1994 and am always looking to learn new things.

[1:03:30 PM] Jason Strobush: Hi. I'm Jason Strobush (@JasonStrobush) on Twitter -- I was a unix sysadmin who got sucked into testing a few years back. We'll call me comparatively new, but eager. :)

[1:03:33 PM] Weekend Testers Americas: My name is Albert Gareev. I'm Toronto based contractor. I'm the 2nd facilitator at Weekend Testing Americas. I blog at <http://automation-beyond.com/> and I tweet as @AGareev.

[1:03:35 PM] Russ Poole: Hello, I'm Russ Poole. I am interested in entering the field of software testing, particularly context-driven software testing. Years ago, I was a business/systems analyst but have been out of the IT industry for a while now.

[1:03:42 PM] Eugenia Yakhnin: I'm testing web apps now, want to color my testing life

[1:03:43 PM] Amy Kroh: i've tested for the same company for many years. breaking new things is fun!

[1:03:56 PM] *** Weekend Testers Americas added Jasminka Puskar ***

[1:04:20 PM] Pradeep Soundararajan: @Russ, Welcome to the safe zone of an actually dangerous field "software testing" :) Thankfully you didn't say, "I want to be ISTQB certified"

[1:04:41 PM] Shmuel Gershon: "Copy Paste! -->"

I'm Shmuel Gershon, write at <http://testing.gershon.info> and tweet at @sgershon.

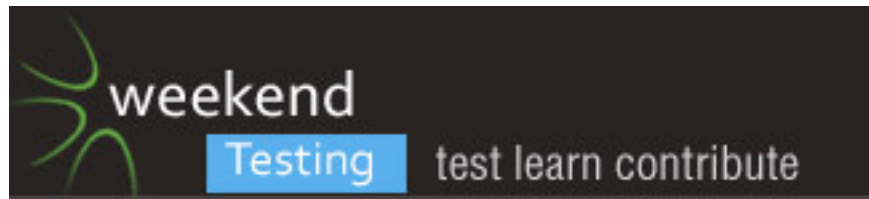
I am the author of Rapid Reporter and a technical lead at a testing department in the Jerusalem campus of Intel Corp.

[1:04:47 PM] Ajay Balamurugadas: Software tester for past 6 years, blog at www.EnjoyTesting.blogspot.com, tweet @ajay184f, co-founder of weekendtesting concept

[1:05:02 PM] Shmuel Gershon: I am convinced that the most significant factor in our quest for quality is people, not features or technology.

[1:05:20 PM] Shmuel Gershon: Almost didn't copied the whole thing. Lost the practice, saw?

[1:05:21 PM] Timothy Western: Hi, I'm Timothy Western from Hinton, WV you can find me on Twitter @Veretax and when I blog it is at <http://discoveredtester.blogspot.com>



[1:05:57 PM] Russ Poole: Fortunately, Pradeep, I have been doing a lot of reading and knew better. Although I might say something like that later just to see the reaction. :)

[1:06:32 PM] Jasminka Puskar: I am Jasminka, casino and instant games tester since 2008 from Sweden.

[1:06:58 PM] Pradeep Soundararajan: @Jasminka, sounds exciting to be testing those stuff

[1:07:24 PM] Jason Strobush: Russ: When I joined the company I'm with now, they threw me into a ASQ training class. My brain rejected half of it as bottled nonsense. Been looking for the better ways ever since.

[1:07:39 PM] Shmuel Gershon: And @Jasminka, perhaps you can tell us the secret to beat the roulette

[1:07:52 PM] Shmuel Gershon: Is it blacks or reds better

[1:07:53 PM] Shmuel Gershon: ?

[1:08:20 PM] Jason Strobush: Shmuel: "The only way to win, is not to play." :)

[1:08:28 PM] Jasminka Puskar: haha, yes emulating when we test different payouts. but for real customers? i wouldn't know.

[1:08:30 PM] Russ Poole: Also, I'm NT_ on twitter, following you all now, pls let me know later if I miss someone. @Jason: lol

[1:08:45 PM] Shmuel Gershon: @Jason, I agree with that. :)

[1:08:58 PM] Jasminka Puskar: correct jason

[1:09:20 PM] Pradeep Soundararajan: I am Pradeep Soundararajan :)

[1:09:29 PM] *** Weekend Testers Americas added Anuradha ***

[1:10:02 PM] Weekend Testers Americas: OK, mission comes in 1 minute!

[1:10:16 PM] Anuradha: okay

[1:10:26 PM] Jasminka Puskar: ok

[1:10:38 PM] Weekend Testers Americas: (*)

[1:10:39 PM] Shmuel Gershon: @Pradeep, I guess you are one who doesn't need introductions ;)

[1:10:41 PM] Weekend Testers Americas: Mission statement:

[1:11:07 PM | Edited 1:11:29 PM] Weekend Testers Americas: In today's mission we would like you to frame your exploration on your own. We are about to give you a 'black box machine'.

You will have 60 minutes. At the end of the timebox present your notes (no more than page long) to the group chat.

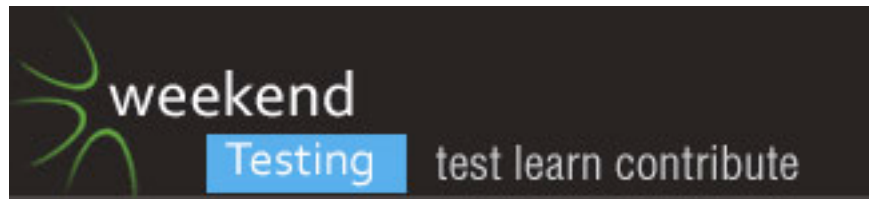
What to report and in what format - we leave it up to your decision. We hope everybody will bring a unique bit of experience we all can learn from.

[1:11:50 PM] Weekend Testers Americas: http://www.workroom-productions.com/papers/puzzle_03.swf

Now please open the link in your browser.

[1:12:01 PM] Shmuel Gershon: Who wants to pair with me?

[1:12:04 PM] Weekend Testers Americas: * This black box test machine was created and made available as a free training tool by James Lyndsay.



[1:12:22 PM] Eugenia Yakhnin: add me
[1:12:25 PM] *** Weekend Testers Americas added Bob Donahue ***
[1:12:38 PM] Eugenia Yakhnin: pair with Shmuel
[1:13:01 PM] Michael Larsen: If anyone would like to pair with me, I'm available :).
[1:13:11 PM] Weekend Testers Americas: [1:10 PM] Weekend Testers Americas:

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http://www.workroom-productions.com/papers/puzzle_03.swf

Now please open the link in your browser.

[1:13:37 PM] Russ Poole: @Michael I could probably use the help. :)

[1:13:58 PM | Edited 1:15:49 PM] Michael Larsen: Russ, Sky or Call me via Skype, your choice :).

[1:14:19 PM] Timothy Western: Anyone else unable to get the link to open in their normal browser?

[1:14:22 PM] Weekend Testers Americas: Everyone was able to open the page and has the flash app working?

[1:14:41 PM] Amy Kroh: not opening

[1:14:44 PM] Scott Seltzer: Nope, didn't work for me.

[1:14:47 PM] Jasminka Puskar: i could open, so no problem here.

[1:14:55 PM] Scott Seltzer: I tried Chrome and Firefox.

[1:15:04 PM] Jasminka Puskar: using ie9

[1:15:33 PM] Eugenia Yakhnin: (y)

[1:15:41 PM] Timothy Western: Chrome is still spinning now. before I was just getting about:blank

[1:15:47 PM] Shmuel Gershon: Opens for me.

[1:15:48 PM] Jason Strobush: Firefox 9, Win7 64 wanted to download rather than open.

[1:16:07 PM] Michael Larsen: I'm using IE9 on a PC with Windows 7, and I can see the standalone puzzle.

[1:16:10 PM] Scott Seltzer: Yeah, IE9 works for me.

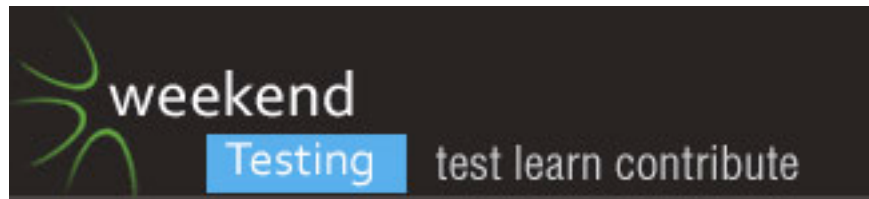
[1:16:19 PM] Weekend Testers Americas: You need Flash add-on to have the app working

[1:16:30 PM] Jason Strobush: Firefox 17 beta didn't work either :) IE worked fine, though.

[1:17:21 PM] Timothy Western: yea loads in IE just fine... very odd,

[1:17:25 PM] Amy Kroh: rockmelt wants to download too

[1:17:47 PM] Ajay Balamurugadas: is that the only mission?



[1:18:18 PM] Bob Donahue: using IE8, seeing blue, yellow, red and green buttons, with some kind of dial. Puzzle 3 text on bottom left. iss this correct?

[1:18:19 PM] Weekend Testers Americas: [1:10 PM] Weekend Testers Americas:

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[1:18:58 PM] Ajay Balamurugadas: @ WTAmericas: is this the only mission?

[1:19:45 PM] Weekend Testers Americas: @Ajay if you frame it that way :)

[1:21:25 PM] Weekend Testers Americas: @Bob yes

[1:21:38 PM] Jason Strobush: Ah, the joys of a child with a closed box. What could it do, what lies inside..

[1:22:52 PM] Pradeep Soundararajan: I don't see a black box. You said you'd give us a black box. You want us to assume that was a metaphor? :)

[1:24:02 PM] Scott Seltzer: Keep looking, Pradeep. Let us know if you find it.

[1:24:05 PM] Jason Strobush: <BGCOLOR="black">

[1:24:47 PM] Timothy Western: LOL @Pradeep

[1:25:28 PM] Weekend Testers Americas: @Pradeep "black box machine" - did you turn it on first? :)

[1:26:28 PM] Pradeep Soundararajan: ok, I got to be working on this than distracting you and in turn getting distracted. catch you folks after a while.

[1:30:37 PM] Pradeep Soundararajan: my system went on a standby, am I still in this chat?

[1:30:47 PM] Scott Seltzer: Yup.

[1:51:04 PM] Weekend Testers Americas: More than half-way through. Have you started working on the report?

[1:53:07 PM] Michael Larsen: Time check... when should we be ready to present our ideas?

[1:53:20 PM] Weekend Testers Americas: 2.15 EST

[1:53:30 PM] Ajay Balamurugadas: and now its?

[1:53:36 PM] Weekend Testers Americas: 1:53

[1:53:38 PM] Jason Strobush: 1:53 EST

[1:53:48 PM] Ajay Balamurugadas: thanks,'

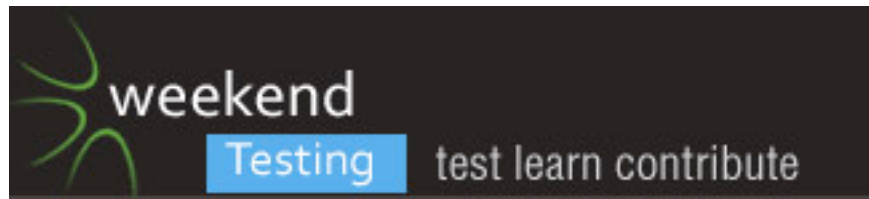
[1:53:48 PM] Michael Larsen: so 22 more minutes :).

[1:53:53 PM] Michael Larsen: cool, thx.

[1:54:42 PM] Weekend Testers Americas: If everybody is done and feels nothing else can be done within the timeframe, we can start earlier

[1:55:23 PM] *** Conference call ***

[1:57:59 PM] Amy Kroh: i can listen but not talk on the call today



[1:59:07 PM] Weekend Testers Americas: @Amy, we do chat only. You can have a direct call in a paired session work though

[1:59:22 PM] Amy Kroh: tx

[2:10:18 PM] *** Weekend Testers Americas removed Bob Donahue from this conversation. ***

[2:10:21 PM] Timothy Western: everyone still there?

[2:10:32 PM] *** Weekend Testers Americas added Bob Donahue ***

[2:10:42 PM] Jason Strobush: Yess'r

[2:10:46 PM] Jasminka Puskar: yep

[2:10:57 PM] Eugenia Yakhnin: yes

[2:10:57 PM] Weekend Testers Americas: @Timothy

[2:11:03 PM] Ajay Balamurugadas: yes

[2:11:06 PM] Jason Strobush: Am finishing up my report -- would like the full 5 min please.

[2:11:26 PM] Weekend Testers Americas: Those who are ready show your hands (y) like that

[2:11:35 PM] Scott Seltzer: (y)

[2:11:38 PM] Jasminka Puskar: (y)

[2:11:38 PM] Timothy Western: (y)

[2:11:43 PM] Amy Kroh: (y)

[2:11:47 PM] Shmuel Gershon: Need the 5 min to upload the report.

[2:11:49 PM] Ajay Balamurugadas: (y)

[2:11:55 PM] Timothy Western: I've written as much as I can think of in the report.

[2:11:56 PM] Michael Larsen: we are ready.

[2:11:57 PM] Jason Strobush: upload? ack. what where?

[2:12:19 PM] Michael Larsen: and I will let russ do the presenting :).

[2:12:51 PM] Eugenia Yakhnin: (y)

[2:14:00 PM] Weekend Testers Americas: Let's begin in 2 minutes in the order as you voted

[2:14:25 PM] Jasminka Puskar: voted? I voted?

[2:14:30 PM] Ajay Balamurugadas: thumbs

[2:14:33 PM] Ajay Balamurugadas: Jasminka

[2:14:34 PM] Jasminka Puskar: ok

[2:14:35 PM] Jason Strobush: Alright, I'm good enough.

[2:15:03 PM] Bob Donahue: where and how do we upload reports? This is different from last WT.

[2:15:16 PM] Shmuel Gershon: Bob, no, sorry, I am uploading.

[2:15:21 PM] Shmuel Gershon: No need for you to upload.

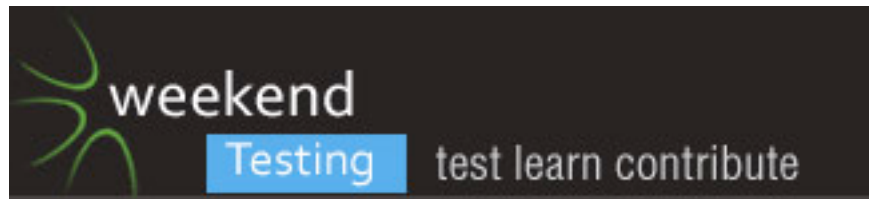
[2:15:27 PM] Shmuel Gershon: Didn't want to cause panick :)

[2:16:01 PM] Jason Strobush: Everybody PANIC.

[2:16:27 PM] Weekend Testers Americas: @Scott ?

[2:17:16 PM] Scott Seltzer: I was the first one with (y)

[2:17:28 PM] Weekend Testers Americas: Go ahead please :)



[2:17:38 PM] Scott Seltzer: Paste in my notes here?

[2:17:41 PM] Weekend Testers Americas: Yes

[2:17:58 PM] Scott Seltzer: Diagram:

12

34 Dial

56

78 red green

Notes:

* To make it go down and green light go on: 13 OR 24 OR 57 OR 68

* To make it go up and red light go on: 78

* If it is set to both up and down, it will stop. For example, if you press 78 to go up and 24 to go down, then it will stop. Similarly when it is going up (with 78), either 5 or 6 makes it stop (because then it will form one of the down combinations: 57 or 68).

Other Notes:

* All buttons click when pressed (in both directions).

* Button responsiveness seems immediate.

* Dial speed is pretty constant.

* When dial is at either end and in a combination of buttons that are trying to push it further, unclicking one of the buttons causes it to jump back a tiny bit. Clicking the buttons again will also jump it a bit more to the end. For example, you may see this at the very start if you press 57.

* There didn't seem to be any hidden features. Cursors or keyboard didn't seem to do anything special. Nothing unobvious seems clickable (Obvious: buttons, Help icon, About icons; Unobvious areas tested: all around the dial, the lights, all around the screen, the "Puzzle 3" caption, etc.)

* Leaving dial in red or other places for short, medium, or moderately long times didn't seem to affect anything.

[2:18:50 PM] Anuradha:

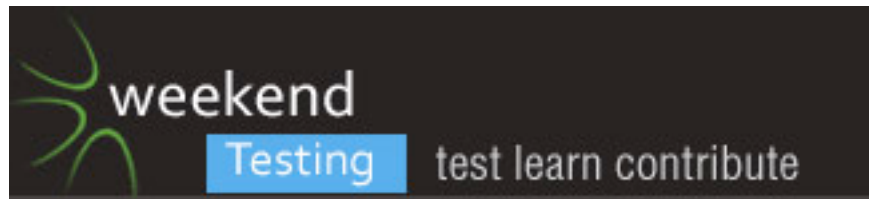
What to report and in what format - we leave it up to your decision. We hope Considered buttons POPPING OUT as ON condition and buttons INSIDE as OFF condition.

Findings:

1. All buttons OFF - Both green and yellow light are ON - Dial dont work

2. All buttons ON - Both green and yellow light are off - Dial dont work

3. Dial works when second row buttons acts as switch ,while all other buttons are ON, then dial works anticlockwise and green light is ON.



4. Dial works when third row buttons acts as switch ,while all other buttons are ON,then dial works cloclwise and red light is ON.

<<<

[2:19:36 PM] Weekend Testers Americas: @Jasminka ?

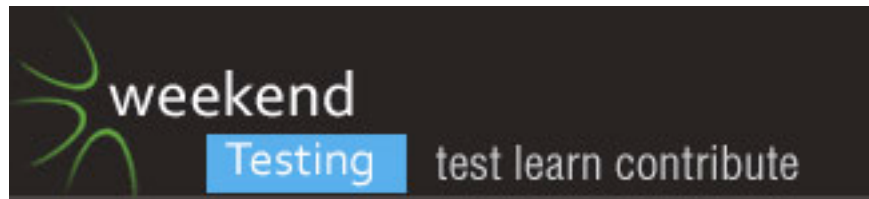
[2:19:58 PM] Jasminka Puskar: Notes:

- Don't understand what the program is supposed to do so I am looking around first.
- Now I am just clicking around. Listening to the sound as well. Don't notice any difference in the sound to indicate other behavior.
- On their own the buttons do nothing when pressed.
- Clicking on the first two buttons below raised the meter, but nothing more with the rest of the buttons. Now I am wondering if clicking the buttons in a certain order will make the meter go higher.
- Releasing the buttons from above, I noticed that the meter rose higher if only the last two buttons were left pressed in. So my mistake was that I pressed the rest of the buttons too quickly which actually stopped the meter.
- Now I noticed that when the first two buttons below are pressed, only the buttons from second row from below stop the meter and not the other buttons.
- I still don't understand what this machine does.
- This time I started from above. After pressing the first buttons from above and then started from the next row, I saw the meter decreased.
- Inconsistency, when the first two buttons below are pressed, it raises the meter. But if the first two buttons from above are pressed nothing happens.
- When the pointer is all the way down and the first two yellow or first two blue buttons from above are pressed, and if one of them is released and clicked repeatedly, the pointer moves a bit.
- Similar happens when the pointer is all the way on the read area while the first two buttons below are pressed and then the two blue buttons or two yellow buttons from above are pressed, and if one of them is released and clicked repeatedly the pointed will move a bit.
- After many clicks I see that the meter only rises when the first two buttons below are clicked, one blue and one yellow.
- To make it decrease it requires a minimum of two same color buttons, but one of them must be either the first button from above or the first from below of that color.
- I still don't understand what it does. Tried to see more patterns. It left me frustrated because I suspect I missed many patterns that I haven't discovered.

[2:20:58 PM] Weekend Testers Americas: @Timothy ?

[2:21:56 PM] Timothy Western: Page http://www.workroom-productions.com/papers/puzzle_03.swf

Mission: Explore functionality.



Page Load testing:

Chrome: First Try Failed to Load - about:blank

Second Try: spun out but never loaded.

Firefox: Inconclusive, wasn't setup for flash (odd thought it was)(, and tried to download the swf)

IE 9: Loads no problems. Will use IE 9 for testing

Box is Win 7 64 Bit.

First thought was what areas did the mouse change, or appear clickable. It appears the 4 blue and 4 yellow buttons are clickable, as well as the red spool and ? mark in the bottom right.

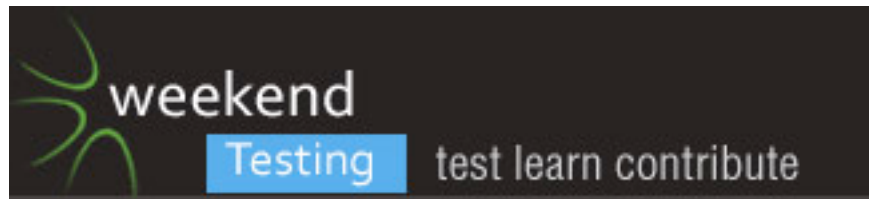
Hovering over the Spool also revealed the Test "work room productions; Test Strategy quality assurance' text. The spool surprised me a bit, because it pops up a message from the swf's creator, but only as long as you hold the mouse button down. Same with the ? mark which gives some hints. Oops noone told me it would give me hints, Spoilers!

Observations, the text has a transparent background for the spool, and is a bit difficult to read due to this (for me anyways) It's not entirely illegible but someone with poorer eyesight might not be able to read it.

Next try clicking buttons, initially thought was to do a zig zag pattern from Blue 1 down. (wondering if order matters Permutations vs Combinations that is.) Tried a sequence going from left to right then down the left to right then down the left to see what happens when all buttons pressed. Noticed that at 7 or 6 buttons the red light may come on, but not sure again if order matters here or not. I tried a number of different combinations here, and then thought if trying some key combinations. A drag of finger across keyboard revealed that the buttons would get 'inset' if a key was pressed, seems that's the U key that causes it. IS this cosmetic or does it affect behavior would require a more detailed plan I think to figure out.

Stepping back, noting to self that I forgot to have a notebook handy to right things on quickly between clicks. Would really like to do a truth table for this thing if I had more time I would do so.

Ooo Pressing S and T seems to cause a target to show up, and I notice that it seems to be clickable with data entered into it. (only numerics though) Interesting.



Eventually I got the needle to move, stop, decrease, increase, halt with no lights on, green light on, both green and red, etc. So I wonder what the lights actually indicate since they don't indicate which direction it's moving, which would have been my thought.

Conclusion: If I had a note pad handy, a truth table would have been better to get what combinations of buttons did what. Thus more testing would be needed if it were just me to obtain that.)

[2:22:45 PM] Michael Larsen: Russ is finishing up his notes and will post shortly.

[2:22:58 PM] Michael Larsen: He has a good first point, too ;).

[2:22:59 PM] Weekend Testers Americas: @Amy ?

[2:23:04 PM] Bob Donahue: (y) sorry, late again.

[2:23:36 PM] Michael Larsen: @Russ, why don't you go ahead now.

[2:23:45 PM] Amy Kroh: i captured methodology since the goal is the process itself

[2:23:48 PM] Amy Kroh: guess

dial indicates measurement

red/green indicators ?

blue/yellow buttons provide action

goal unknown - press buttons individually - no indicator lights no measurement

goal unknown - methodical combinations 2x

b1,b2 green indicator, dial movement to matching end of scale

b3,b4 green indicator, dial movement to matching end of scale

y1,y2 green indicator, dial movement to matching end of scale assumed

y3, y4 green indicator, dial movement to matching end of scale assumed

b1 y1/y2/y3/y4 null

b2 y2/y1/y3/y4 null

b3, y3/y1/y3/y4 null

b4, y1/y2/y3 null

b4, y4 red indicator, dial movement to matching end of scale

order? y4, b4 - doesn't matter

>3?

b1, b3/b4 green - maybe from b3/4 combination

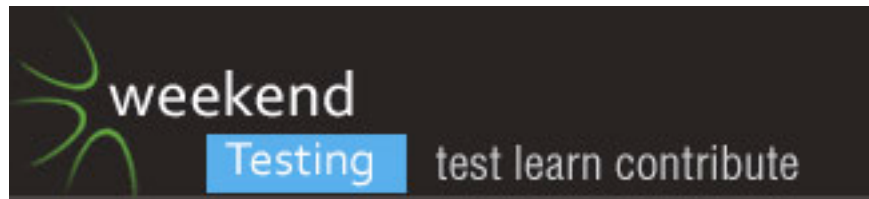
b1, y2/y4 null

y1, b1/b3 null

>4?

b1 y1 b3 y3 null

opposites?



activating red and green combo lights indicators as expected halts dial progress with completion of second combo. removal of both combos also halts dial progress

faster?

add second combo does not increase speed

goal?

clicked the picture

clicked the question mark.

[2:24:03 PM] Russ Poole: Bear with the newb... :)

Step Zero: would have like to talk to the product owner prior to testing and received more info about the product and possible dangerous behaviors.

Browser testing: IE9 OK, Firefox asks about SWF file (needs plugin), Chrome spins.

Refresh brings gauge back to zero. Instance-bound, changes will be lost if refreshed.

Sounds when buttons are pressed, unpressed.

1st, 2nd blue pressed for green light on.

+ all yellow on, leads to green & red light on

all four yellow = green light

top two yellow = green light

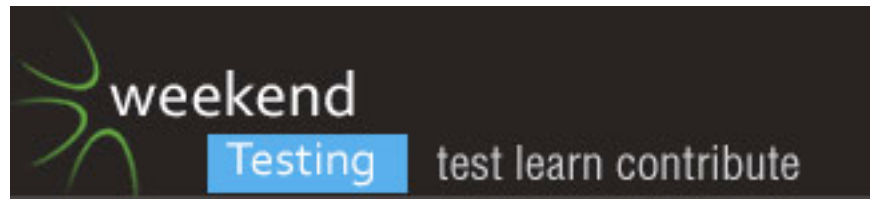
top 3, all 4 yellow = green light

top 2 yellow, all blue = green light

("consistent with history")

bottom 2 buttons on, run gauge into red; turn off buttons,

gauge stays in red, top two or bottom two buttons of either



color will bring gauge back down. if bottom 2 pressed, either one above will turn green & red light on, stopping gauge.

Seem to be 2 sets of controls (top 4, bottom 4)

bottom 2 on, top 2 yellow, gauge stops, both lights on

Mental model/heuristic: top two, exit valve; bottom two, pressure valve. middle four, one or other can be pressed to halt movement of gauge; bottom set has more pressure than top set; to make pressure gauge fall: must turn off pressure

from bottom to get the gauge to fall.

[2:24:27 PM] Weekend Testers Americas: @Shmuel ?

[2:24:55 PM] Timothy Western: I'm smacking myself for not sitting at my table with a pad along with rapid reporter. LOL

[2:25:07 PM] Shmuel Gershon: Hi.

[2:25:23 PM] Shmuel Gershon:

http://testing.gershon.info/rapidreporter/pairingrr/WW06_BBM_Eugenia/

[2:25:24 PM] Shmuel Gershon: Our report is here:

[2:25:28 PM] Ajay Balamurugadas:

http://dl.dropbox.com/u/8987774/Black%20Box%20WTA%2024_notes.pdf

[2:25:46 PM] Weekend Testers Americas: @Jason ?

[2:25:58 PM] Shmuel Gershon: Oh, sorry, it was in the middle of Ajay's turn?

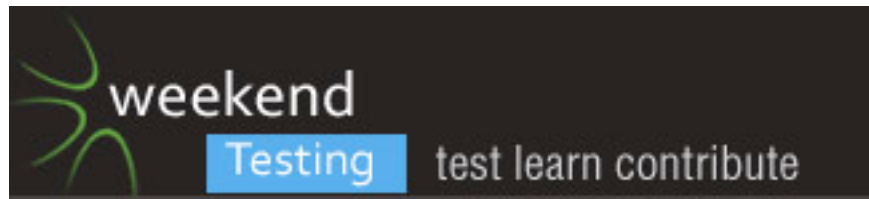
[2:25:59 PM] Jason Strobush: NOTE: Application did not load as expected on Firefox 9.01 x64 on Win7. Was prompted to download -- other SWF applications have not, to my recollection caused this behavior.

As such, testing was done on IE 8.0.7600.16385 x32

(Thanks to Tim for helping me realize my bias from the control scheme was causing me to ignore an entire interface)

Interface is a digital representation of a control interface, with four groups of buttons (2 of each color) stacked as thus:

[B [Y



B] Y]
[B [Y
B] Y]

In addition to the colored buttons, there are two colored LED below a gauge, demarked in single unit increments, in 5 mark supersets.

The first 40 units are green backgrounded.

The next ten are red.

the U keyboard key shows a logical grouping, changing the 'physical appearance' -- the grouping is denoted by brackets above.

Experimentation with button combos shows the following results:

Each button stays depressed when pressed, and there is a audible feedback for this event - a "click"

Each button releases back to a "off" state, if pressed while already engaged. Again, there is a "click"

The combo of B4 and Y4 cause the gauge to rise (and red light to light). Disengaging one of the buttons stops this behavior. The gauge does not decrease on its own once the buttons are released, however.

The button pairings (noted above) have the opposite effect. The green light is lit, and the gauge, if it is above zero, decreases.

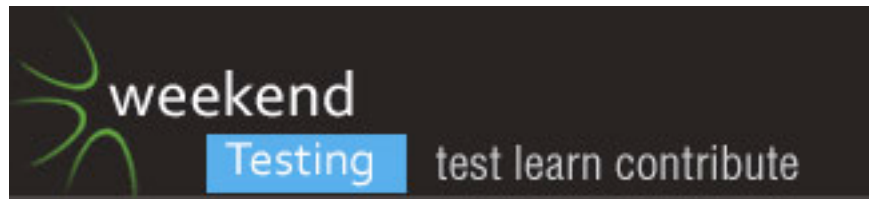
Using both the "Red" combo and a "green" combo at the same time causes both lights to be lit, and the gauge to not move -- evocative of equal, opposing forces.

The rate of increase and decrease is the same. Engaging multiple "decreasing" button pairs has no effect on the speed of decrease.

No additional feedback is recieved if the needle goes into the red.

Pushing the device to "peg" in the red has no noticable ill effect.

Pressing the S key causes an additional control to appear. A small, red, stop/start button appears on the dial frame. In addition, a non-physical looking "stopwatch" with a large 5 in it appears, segmented into quadrantd. There is a timer that starts at 0:00 below this stopwatch.



Clicking the start button causes the quadrants to fill with red, in a clockwise fashion and the timer starts. Stopping the stopwatch component stops the fill of the quadrants, but does not stop the timer.

I can find no connection between the stopwatch component and the rest of the machine, beyond the fact that it has a button on the dial. The purpose of both components remains unknown.

[2:26:31 PM] Weekend Testers Americas: @Pradeep ?

[2:26:39 PM] Shmuel Gershon: (Hey, I didn't get a chance to share or explain on our session! (angry))

[2:26:46 PM] Shmuel Gershon: (:)

[2:26:54 PM] Michael Larsen: @Shmuel, then go for it :).

[2:27:02 PM] Shmuel Gershon: Yay! Thanks!

[2:27:20 PM] Shmuel Gershon: Ok, so we called the buttons as follows:

[1:58 PM] Shmuel Gershon:

<<< A-1 B-1

A-2 B-2

A-3 B-3

A-4 B-4

[2:27:23 PM] Pradeep Soundararajan: Pradeep is here

[2:27:44 PM] Shmuel Gershon: And we got most of our information from the help. In fact, the solution for the truth-table is in the help too.

[2:28:09 PM] Shmuel Gershon: The table is in

http://testing.gershon.info/rapidreporter/pairingrr/WW06_BBM_Eugenia/4_20120204_204503.jpg

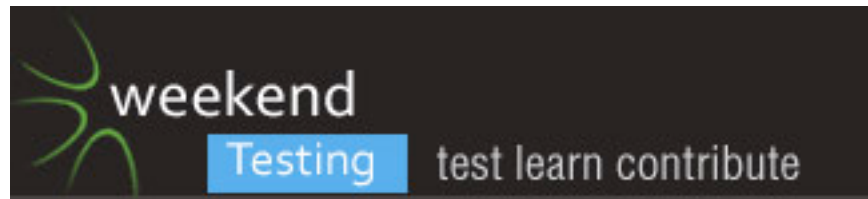
[2:28:13 PM] Pradeep Soundararajan: WTA-24 - Notes of Pradeep Soundararajan

Mission:

- * In today's mission we would like you to frame your exploration on your own.
- * We are about to give you a 'black box machine'.
- * You will have 60 minutes.
- * At the end of the timebox present your notes (no more than page long) to the group chat.
- * What to report and in what format - we leave it up to your decision.
- * We hope everybody will bring a unique bit of experience we all can learn from.

Thoughts:

I opened the link provided to find it was James Lyndsay's one of the puzzles. As I have worked on such, I decide not to do it the "typical" way of trying to understand

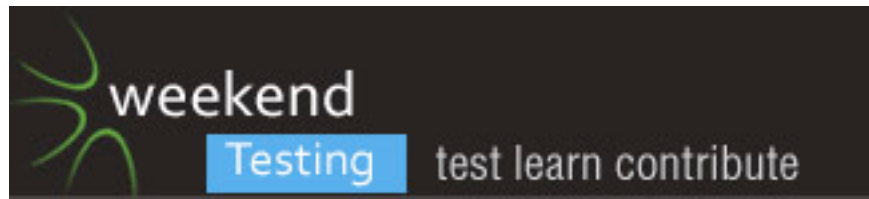


how the system works. Instead, I am going to attempt to make a checklist of heuristics that may be needed to crack such puzzles. I could also call it the meta info on

how to learn black box machines. So, here I go.

Checklist of learning black box machines

- * Try OFAT (One Factor at a time) and learn one bit at a time.
- * You are fine to make inferences and conjectures but do tests that refute it.
- * Don't be carried away by what is shown on the UI or the animation.
- * Reading code is a faster way to understand the blackbox.
- * Identify parts of the black box you are already familiar with.
- * Make a list of tests you have run.
- * In free style exploratory (testing)learning mode, if you don't have a track of what you are doing, you may end up repeating tests that is probably not necessary.
- * The best way to fool yourself is to tell, "Oh yeah, now I know how it works".
- * Record a video/screencast of what you did and how the product responded to it.
- * A specific behavior can be represented in many different ways.
- * Patterns can be "obvious" and "dancing in front of you" or "hidden" and "shying away from you"
- * You may need a combo of Logical, Analytical, Lateral and Critical thinking to make good progress.
- * While you are clicking on something, observe what happens around the entire screen.
- * Clues maybe hiding in places where it is not so obvious for people to click or initiate an action.
- * Make a note of colors & icons used and relate it to what you already know of those colors.
- * If you are stuck it is because you have ran out of ideas. Try reading some stuff that can help you generate ideas.
- * When there is no specific information available to you, make as many assumptions as you want to but also list them.
- * It is a good idea to pair up but don't let that distract you from achieving the goal.
- * It could be a good idea to first come out with our own investigation before pairing up / sharing notes with others.
- * Keep your tests under control.
- * An object with a lot of action could be intentionally put in there to distract you from not seeing something important.
- * Use tools for improving your productivity. For example, you could use excel to maintain a tabular column of possible test combinations and its result as your experiment.



- * When there is no unit mentioned, feel free to come out with your own (or the standard unit you intend to follow) and explain it up front.
- * Do you know when to stop? Is it only when the time runs out?
- * Instead of spending too much time trying to figure out what it means, check if the stakeholders are available for a chat and shoot your questions.
- * Explain your conjectures to somebody and ask them to check if they find any faults with it.
- * Use tools to disassemble code of the product from the application itself
- * Be conscious of your thought process and make notes.
- * Do you vary your experiments? Think equivalence classes and ask how different was your previous test to the current one?
- * When the context is abstract, quote the oracle you used to support the claim of having found a problem.
- * Model/Draw the product as you test and learn about it.
- * Some products come with a warning to not be re-engineered. Check if your product contains any of it directly or indirectly.
- * Prove and disprove your theories
- * When you don't have a mechanism to identify if you are learning has been good, it is likely that you may be confused.
- * Making a list of what you could learn from it (although it doesn't appear to teach you directly) could be wise
- * Look at the meta info than just the data that dances on the GUI
- * Any tests done without understanding the purpose of why the product was built makes you go far away from solving the problem.
- * There are quick and unplanned tests, planned and carefully timed tests and there are tests that require some setup and planning.
- * Create filters to your report to see patterns
- * <and more>

End of time

[2:29:10 PM] Weekend Testers Americas: @Bob ?

[2:29:18 PM] Shmuel Gershon: ... In our report at

http://testing.gershon.info/rapidreporter/pairingrr/WW06_BBM_Eugenia/ you can see the trials we had, and how we didn't got to prove the circuit diagram.

[2:29:32 PM] Timothy Western: I like the report Shmuel. I'll admit when i saw there were hints I tried to stay out of there because I didn't want to 'Cheat' ;)

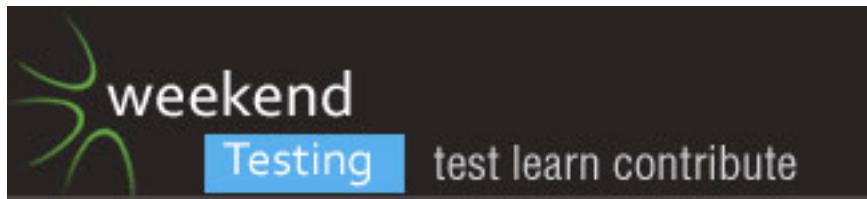
[2:29:42 PM] Bob Donahue: Here goes:

[2:29:43 PM] Bob Donahue: Win Xp, IE8

Help(Bottom right) was most useful). Additional help, stay a long time, was also

helpful.

All While Time/Clock Paused:



UU
DD
UU
UU
DIAL: NOTHING

DU
DD
UU
UU
DIAL: Goes Left
Green Right Light

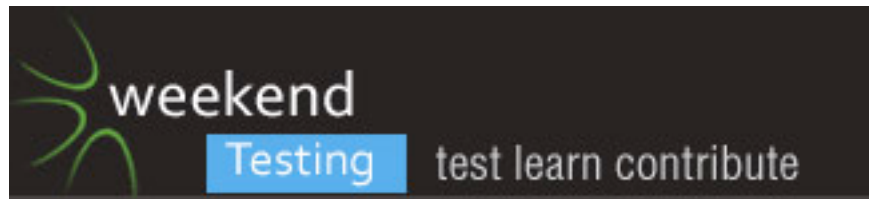
UD
DD
UU
UU
DIAL: Goes Left
Green Right Light

UU
UD
UU
UU
DIAL: NOTHING

UU
DU
UU
UU
DIAL: NOTHING

UU
DU
DU
UU
DIAL: NOTHING

UU
DU
UD



DU
DIAL: NOTHING

UU
DU
UD
UD
DIAL: NOTHING

UU
DU
UD
DD
DIAL: Goes Right
Red Left Light

U=Button Up
D=Button Down

[2:29:44 PM] Shmuel Gershon: Although with more time we maybe would have disproven it.

[2:30:04 PM] Shmuel Gershon: @Bob, I like this way of showing the button status.

[2:30:34 PM] Shmuel Gershon: Faster to grasp than coordinates.

(although certainly harder to write down)

[2:31:34 PM] Weekend Testers Americas: OK, we're actually moving to the debrief.. before that, all shared the reports, are you?

[2:31:50 PM] Weekend Testers Americas: Sorry if I missed somebody, not by intent :)

[2:32:31 PM] Weekend Testers Americas: I thank you for joining today's session and your active engagement.

[2:33:00 PM] Weekend Testers Americas: A few questions to shape our debriefing talk

[2:33:03 PM] Scott Seltzer: Twas interesting to see different peoples' approaches.

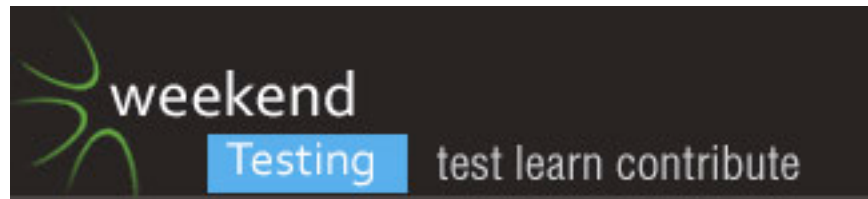
[2:33:08 PM] Michael Larsen: I think it is interesting to see all of the different approaches applied.

[2:33:18 PM] Weekend Testers Americas: Did you use any systematic approach in your exploration? If yes, can you tell about it?

[2:34:20 PM] Michael Larsen: It's important to show taht there is no one way to solve these problems, and that you may find good ideas from each others approaches. You will also find things that you missed or perhaps chose not to focus on (cough question mark cough) :D

[2:34:43 PM] Michael Larsen: Russ and I used a number of diferent heuristics just based on expecations at first.

[2:34:59 PM] Michael Larsen: from there we were able to construct a model of what we thought the application was doing.



[2:35:13 PM | Edited 2:35:18 PM] Michael Larsen: We used a mental model where we constructed the idea of pressure and valves.

[2:35:19 PM] Jason Strobush: I wouldn't say it was systematic, but it was layered. Go from no knowledge, to a single point of knowledge (two buttons down caused a green light) and build knowledge from there.

[2:35:32 PM] Scott Seltzer: My approach was to happen upon something (after a bunch of presses, I saw light go on). Then I tried narrowing it down by taking out factors and eventually everything turned into combinations of pairs.

[2:35:41 PM] Michael Larsen: It may not have been a correct model, but it was useful to help us make our assumptions and test them out.

[2:36:06 PM] Jason Strobush: Michael, Russ: Same here -- I actually found it hard to break away from that model once I discovered the non-physical representation components.

[2:36:46 PM] Eugenia Yakhnin: Systematic approach in exploratory, hm, do we have such

[2:36:53 PM] Ajay Balamurugas: great notes from everyone. I used hexawise to help me with the test design

[2:36:55 PM] Timothy Western: I actually went reverse of what I might have done typically. I didn't go as systematically as I was focused more on finding quirks less then sequences of steps. After I realized my tracking method was going to be flawed I tried to see what I could observe and didn't dwell on it.

[2:37:10 PM] Michael Larsen: We decided to look at the top two buttons as though they were a bleed off valve, but the bleedoff was of lower pressure than the bottom input valve.

[2:37:36 PM] Russ Poole: I do apologize for the poor notes. I was trying to focus on what Michael was saying. :)

[2:37:57 PM] Timothy Western: Did anyone wonder if it would go tilt if it pegged out in the red?

[2:37:59 PM] Shmuel Gershon: The warnings in the help about a '0' state really frightened me in my exploration. All the time tried to have track of what buttons were pressed in what order.

[2:38:12 PM] Jason Strobush: Tim: I tried it. It did nothing.

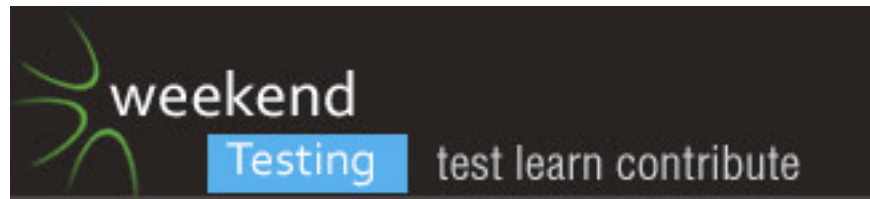
[2:38:29 PM] Michael Larsen: from there, we divide the buttons into two squares, and we decided that the bottom buttons controlled increased pressure at 2x, and the top buttons controlled the release of pressure at x (note the gauge did not behave in any timed manner to do this, but it still helped us with our exploration).

[2:38:30 PM] Bob Donahue: me too. I was a bit disappointed.

[2:38:38 PM] Amy Kroh: yep tried to make it tilt

[2:38:39 PM] Russ Poole: Yes, we tried to blow it up, too, and nothing happened.

[2:38:46 PM] Weekend Testers Americas: @Eugenia _skilled_ exploratory testing is systematic and structured. For example, what SFD POT is for?



[2:38:57 PM] Timothy Western: Yeah, I saw the help hints, and then tried intentionally not to look at them. Felt it was 'cheating' (my own view not meant as an ethical decision per say)

[2:39:01 PM] Michael Larsen: Yep, we thought the same thing, so we tried that first once we knew we could raise the pressure and stop it.

[2:39:04 PM] Scott Seltzer: Yeah, I tried seeing what would happen if I left it in red for a while. Sadly nothing.

[2:39:10 PM | Edited 2:39:31 PM] Ajay Balamurugadas: more details about the puzzle is here:

<http://www.testingeducation.org/wtst5/LyndsayFourExercisesForTeachingExploratoryTesting.pdf>

[2:39:16 PM] Michael Larsen: I thought for sure we'd get a game over or something, but alas, it just pegged.

[2:39:26 PM] Bob Donahue: did anyone visit the workroom productions website?

[2:39:54 PM] Eugenia Yakhnin: I always do reqmts testing

[2:40:03 PM] Michael Larsen: alas, no, was too busy focusing on the buttons (LOL!)

[2:40:04 PM] Weekend Testers Americas: ???

[2:40:05 PM | Edited 2:40:10 PM] Weekend Testers Americas: Was there anything you marked for the further exploration, should you have more time?

[2:40:17 PM | Edited 2:40:48 PM] Shmuel Gershon:

Did you use the 'U' command to increase usability/testability?

[2:40:28 PM] Jason Strobush: Thte firefox incompatability.

[2:40:33 PM] Ajay Balamurugadas: 3 way tests, and leave the puzzle untouched for 20 minutes

[2:40:35 PM] Michael Larsen: There was the discovery of the timer after we finally looked at the question mark and we saw that it could be enabled.

[2:41:08 PM] Timothy Western: In my case, I noted an approach that would be more organized if I had some tools handy (notebook and pen lol)

[2:41:22 PM] Timothy Western: I actually wondered if the U Command was a hint, a help, or if it changed the logic pattern.

[2:41:46 PM] Shmuel Gershon: It didn't change anything (apparently) but grouped buttons together

[2:41:56 PM] Bob Donahue: I would have liked to explore the timer (5,4,3,2,1) versus the actual time (below the timer) and the reset/pause buttons. There was something off there between their relationships.

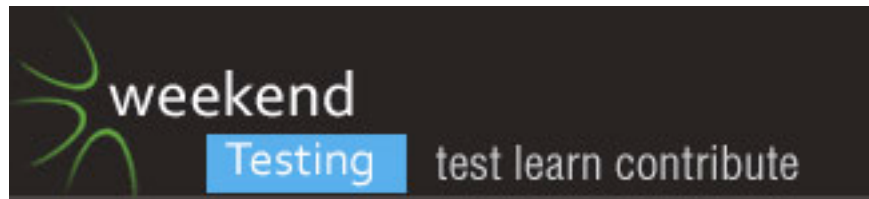
[2:42:09 PM] Timothy Western: I wasn't going to be able to prove it in this session, since I wasn't being systematic enough in my choices. for most of the buttons

[2:42:13 PM] Shmuel Gershon: @Tim, who needs pen and paper? ;)

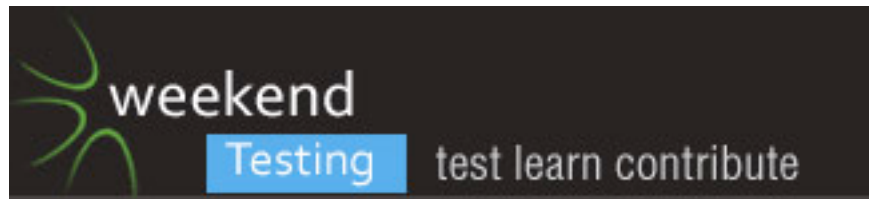
[2:42:16 PM] Jason Strobush: Bob: The timer never stopped.

[2:42:17 PM] Timothy Western: at one point I was rapidly clicking till something happened.

[2:42:24 PM] Timothy Western: Well, to draw a chart on Shmuel



- [2:42:30 PM] Timothy Western: would have logged the results into RR later.
- [2:43:05 PM] Timothy Western: Or attached it as an Appendix LOL
- [2:43:41 PM] Weekend Testers Americas: ???
- [2:44:21 PM] Weekend Testers Americas: Would you use this test to show your colleagues at work / to interview new tester candidates for your team?
- [2:44:27 PM] Timothy Western: could have also done it with a screen recorder, and then gone back and reviewed the choices you made.
- [2:44:29 PM] Jason Strobush: Shmuel: The wiring diagram you brought up -- if I'm reading it right, it appears to be invalid, for "increase" modes, did you notice that?
- [2:44:59 PM] Timothy Western: You could use it to stir some questions, but I'd be more interested to see it as a way to see how the tester thinks, then a pass or fail kind of thing.
- [2:45:03 PM] Michael Larsen: I think it could be helpful to see how long it takes them to work through it and review how they do so. It seems like it could be a fun test to put on a big screen and have a team evaluate it.
- [2:45:09 PM] Shmuel Gershon: @Jason, if we had (much) more time, we hoped to be able to disprove (or prove, otherwise) the diagram. We didn't reach far there.
- [2:45:27 PM] Michael Larsen: @Shmuel, we had a similar thought.
- [2:45:59 PM] Michael Larsen: I had put together a model that held, and now that I tried one additional test, I can see there's a little more that could be happening above and beyond my original hypothesis.
- [2:46:00 PM] Timothy Western: I actually thought I found a reset hot key at one point. then i realized I'd hit F5 -> refresh.
- [2:46:00 PM] Russ Poole: @Timothy Yes, I wish that I had turned on qTrace, but I just got it yesterday. Didn't feel like adding an unfamiliar tool (as simple as it is) would have been helpful today, though.
- [2:46:32 PM] Michael Larsen: It's interesting to see how long a heuristic can hold, though, as you explore various ideas.
- [2:46:45 PM] Jasminka Puskar: I think my mistake was that I did not write down a diagram or patterns for all different clicks combinations and connecting each one to the lights and the movement of the pointer as everyone else has done. Interesting reading how everyone else did. I will pass this test to my other team mates at work and see what they say.
- [2:47:27 PM] Timothy Western: I'm using this as a way to critique myself, and blog about Weekend Testing. First post of 2012 ;)
- [2:47:36 PM] Timothy Western: should I not post the link though?
- [2:48:04 PM] Michael Larsen: the challenge I see with using heuristics is that they can give you a false sennse that you know what's going on. we sometimes may put too much emphasis on our initial assumption, and we may well game our approach to hold to that heuristic rather than extend and run the risk of breaking it.
- [2:48:06 PM] Shmuel Gershon: @Tim, this is one of his public machines, I think it is not a problem to publish
- [2:48:13 PM] Weekend Testers Americas: ???



What are the top 3 techniques that've proven to be most useful and effective for this exercise?

[2:48:49 PM] Michael Larsen: I'm not saying I consciously did it, but I think we sometimes look for a little of our own confirmation bias to drive our steps. that's why it's good to have some built in anti-assumptions so that we don't fall into that trap.

[2:49:14 PM] Bob Donahue: @Jason, the timer (I referred to was the # in the middle. When this hits 0, a sub-timer starts(actually, this was new to me). You are right though, the bottom timer keeps on going.

[2:49:15 PM] Weekend Testers Americas: @Timothy Definitely give a link and full credit to James Lyndsay

[2:49:22 PM | Edited 2:49:32 PM] Michael Larsen: WTA: I think making a mental model of what you are working with, if even temporarily, can help you structure the problem and determine how it works.

[2:49:29 PM] Jason Strobush: Michael: Totally. I got so lost in the physical metaphor, that I *entirely ignored* they keyboard till Tim hit me with a steel belted trout.

[2:49:32 PM] Shmuel Gershon: @Tim, but you can ask James to be sure. He is @workroomprds in Twitter.

[2:50:29 PM] Russ Poole: @Jason :D

[2:51:02 PM] Russ Poole: (We never tried the keyboard, either.)

[2:51:30 PM] Timothy Western: Ah I'll definitely cite him, it was a good exercise, I learned a lot from it.

[2:52:08 PM] Timothy Western: I'll ask him.

[2:52:53 PM] Shmuel Gershon: @Ajay, I liked your table.

[2:52:54 PM] Jason Strobush: I think the biggest takeaway, is that having a different perspective is the most critical piece.

[2:53:07 PM] Eugenia Yakhnin: Great experience: SFDPO not only San Francisco Depo. If you do not use something, just read in theory, you forget it quickly

[2:53:13 PM] Weekend Testers Americas: Since there's a copyright talk: this puzzle and all other are publicly available at http://www.workroom-productions.com/black_box_machines.html with a disclaimer: "You could use these machines to trigger discussion, for a testing competition, for self-training, or as part of a team exercise. Send them to your colleagues or friends. [...]"

[2:53:18 PM] Jason Strobush: I'm a solo tester. I often worry about what I'm missing, because I'm me, and not someone else.

[2:53:32 PM] Shmuel Gershon: @Ajay, I should've kept a version of it in the extended notes as I recorded our tests. Good idea.

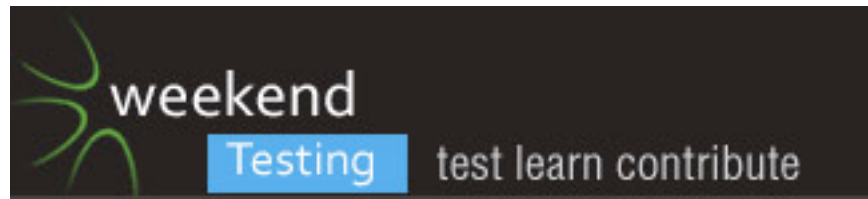
[2:53:43 PM] Michael Larsen: @Jason: same here, it's one of the biggest challenges of being a Lone Tester.

[2:53:56 PM] Michael Larsen: We are often left to our own wits to determine something.

[2:54:08 PM] Ajay Balamurugadas: @Shmuel: version of what?

[2:54:22 PM] Ajay Balamurugadas: Who did not know about the hints till the end?

[2:54:34 PM] Shmuel Gershon: @Ajay, version of the table like yours.



[2:54:44 PM] Timothy Western: I found the hints right of way

[2:54:45 PM] Jason Strobush: Ajay: I still haven't looked at them.

[2:54:52 PM] Timothy Western: then Said Oops "Spoilers" I didn't want to be spoiled LOL.

[2:54:57 PM] Michael Larsen: Developers can help sometimes, but if we do reach out to them, it's ghelpful to rach out to more than one, as even developers with intimate knowledge of the system will have small biases. Multiple viewpoints will demonstrate multiple possible angles :).

[2:55:07 PM] Shmuel Gershon: @Tim, I said "oops, information, of course I want that" ;)

[2:55:43 PM] Timothy Western: Yeah, I went at it, trying to test my current skill level, not just trying to find everything about it per say. I was testing myself as much as the app.

[2:55:44 PM] Ajay Balamurugadas: this entire chat transcript has a lot of information!

[2:55:48 PM] Russ Poole: @Ajay We didn't seem them until people started posting. :/

[2:56:08 PM] Shmuel Gershon: For those who don't want to the end to see all the hints, there's a copy of all 10 (1+9) inside our testing report.

[2:56:28 PM] Shmuel Gershon: (at http://testing.gershon.info/rapidreporter/pairingrr/WW06_BBM_Eugenia/)

[2:56:55 PM] Weekend Testers Americas: OK, down to techniques: state model as table/chart; OFAT/MFAT; what else?

[2:56:56 PM] Shmuel Gershon: But yes, this entire thread is now a huge spoiler ;)

[2:56:56 PM] Jason Strobush: Shmuel: Information is good. Grains of salt are also good. I could see value in both approaches.

[2:57:35 PM] Jason Strobush: WTA: Flashlight. Quija board. As it were :)

[2:57:56 PM] Timothy Western: Used rapidReporter

[2:58:18 PM] Weekend Testers Americas: #technique Note-taking

[2:58:19 PM] Timothy Western: oh and I tried one of "James Bachs' Click Frenzies" at one point to see if anything happened LOL

[2:58:48 PM] Michael Larsen: Yep, this thranscript is a huge spointer, and fort those who seek to find them out, we will have told them pretty muhf all they need to know. there are of course of ther workroom puzzles :).

[2:58:50 PM] Timothy Western: and then I danced on the keyboard a bit to see if any other combinations did anything.

[2:58:53 PM] Jason Strobush: This apparatus was small enough that I was able to track the state table in my head, until it made sense. Would have loved a second monitor for note taking though.

[2:59:03 PM] Weekend Testers Americas: @Timothy "shoe test" would do it :)

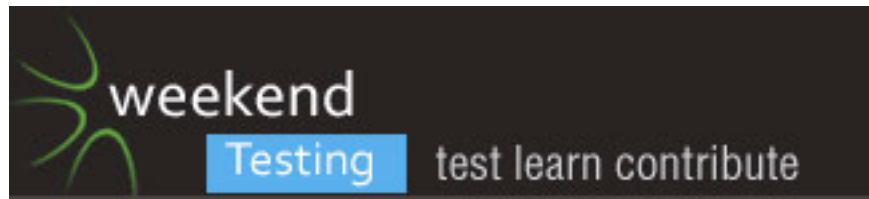
[2:59:06 PM] Bob Donahue: LOL! :D

[2:59:19 PM] Timothy Western: Well, I'm not sure it was a shoe test, but it could have been.

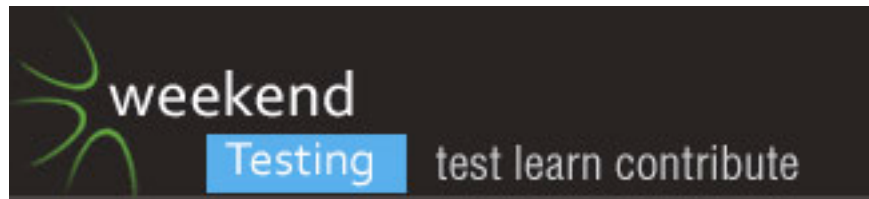
[2:59:30 PM] Shmuel Gershon: Yes, pairing was valuable for me.

[2:59:31 PM] Jason Strobush: Tim: Dances with Eletrons?

[2:59:53 PM] Jason Strobush: Ugh, can't spell or type today



[2:59:54 PM] Weekend Testers Americas: #technique Pairing
[2:59:56 PM] Timothy Western: oh I get it now. Shoe test, dancing, Lol yes.
[3:00:09 PM] Michael Larsen: @Shmuel: second the vote on pairing. this was a challenge where haing an extra pair of eyes helped considerably.
[3:00:19 PM] Timothy Western: If you get stuck/block ask a fellow tester.
[3:00:26 PM] Timothy Western: Which a couple of us I know did
[3:00:43 PM] Russ Poole: I think it would have been better if I just took notes and listened while Michael did the clicking and theorizing, given the limited time-frame.
[3:00:44 PM] Jason Strobush: THAT. What Tim said. I went solo, but came up for air, and went back down with a head fresh of new ideas.
[3:00:49 PM] Michael Larsen: (o)
[3:00:50 PM] Russ Poole: Or vice versa.
[3:01:25 PM] Jason Strobush: Russ: It's important to follow your own instincts.
[3:01:35 PM] Jason Strobush: Riding shotgun only gets you so far.
[3:02:32 PM] Russ Poole: @Jason Agreed. I prefer to move in & out of collaboration as some of you did, but I certainly wasn't going to turn down expert help my first time!
[3:02:33 PM] Jason Strobush: I'd say if this were a paired keyboard/tester exercise, that swapping who was driving at the halfway point would have shaken out some interesting theories.
[3:03:45 PM] Scott Seltzer: I personally don't like working with others. I always like solo sports - tennis, swimming, running, etc. I work well with teams on a different level, but projects like this I prefer solo.
[3:04:10 PM] Michael Larsen: @Scott: and that's cool, too :).
[3:04:45 PM] Jason Strobush: @Scott: Solo's tennis? :)
[3:05:05 PM] Scott Seltzer: I've got an opponent, but not a team.
[3:05:10 PM] Jason Strobush: aha.
[3:05:30 PM] Timothy Western: It's not that I don't like pairing. My day job right now is more coding than testing right now, so I really wanted to do some testing of my own for a change.
[3:06:12 PM] Michael Larsen: Hey gang, this was great fun, but since I have a hard time limit, I need to skedaddle.
[3:06:18 PM] Amy Kroh: i've got a cast of stock characters based on people i know that i use to change my POV when testing
[3:06:27 PM | Edited 3:06:48 PM] Michael Larsen: thanks for letting me take a break from facilitating so I could play along today :).
[3:06:34 PM] Weekend Testers Americas: Team, we're wrapping up!
[3:06:35 PM] Shmuel Gershon: @Scott, you can play against a wall.
("I played tennis against a wall once, they're relentless!" - Mitch Hedberg)
[3:06:43 PM] Scott Seltzer: ;)
[3:06:46 PM] Eugenia Yakhnin: It was aninteresting mission, and conversation is fun, but have something else to do, see you next session
[3:06:51 PM] Amy Kroh: ty (wave)
[3:06:56 PM] Ajay Balamurugadas: Thanks everyone



[3:07:04 PM] Weekend Testers Americas: I thank you for joining today's session and your work! Group logs, session chat, and your reports will be published on weekendtesting.com blog.

[3:07:05 PM] Jason Strobush: Happy hunting.

[3:07:11 PM] Shmuel Gershon: Bye, thanks all!

[3:07:14 PM] Russ Poole: Thanks everyone. Have a good weekend!

[3:07:16 PM] Jasminka Puskar: interesting read. thanks and bye guys.

[3:07:19 PM] Scott Seltzer: Thanks and see ya'll.

[3:07:27 PM] Bob Donahue: I just want to say I'm glad I decided to try WT again. This was by far a superior session than last month. This is what I was expecting of WT. Thank-you all!

[3:07:47 PM] Anuradha: Thanks to all.

[3:08:02 PM] Shmuel Gershon: @Bob, thanks for this feedback. I am sure you made Albert's and Michael's week!

[3:08:08 PM] Weekend Testers Americas: See you next month, 1st Saturday.

[3:08:34 PM] Shmuel Gershon: Thanks WTA, Albert and Michael. I enjoyed a lot. And made new friends.

[3:08:54 PM] Weekend Testers Americas: Thank you all for the feedback, and don't hesitate to blog about your experience!

[3:09:19 PM] Bob Donahue: anyone know how to save the WT IM conversation or will this be posted somewhere.? Link please?

[3:09:34 PM] Timothy Western: Thanks all, Don't forget to add other testers on Skype if you want. If I'm available I'm always willing to chat.

[3:09:38 PM] Jason Strobush: Shype never forgets.

[3:09:39 PM] Weekend Testers Americas: [3:07 PM] Weekend Testers Americas:

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