"I can't praise this book enough" Andy Glover

Andy Glover "This is probably the best book you'll ever read"

* CARTOON TESTER *

Vol. I

Cartoons about Software Testers

BY ANDY GLOVER

The Cartoon Tester

Volume I

Andy Glover

This book is for sale at http://leanpub.com/thecartoontester

This version was published on 2014-05-06

ISBN 978-0-9928258-3-6

This is a Leanpub book. Leanpub empowers authors and publishers with the Lean Publishing process. Lean Publishing is the act of publishing an in-progress ebook using lightweight tools and many iterations to get reader feedback, pivot until you have the right book and build traction once you do.

©2013 - 2014 Andy Glover

For testers, when you're having a bad day at the office

Contents

Quotes **1**

Foreword **3**

Introduction **5**

Cartoons #13 . . . . . **6**

Quotes

Andy Glover's Cartoon Testing Book has the power to cut across all schools of thought and unite all of us.

– ***Pradeep Soundararajan, CEO, Moolya***

What's black and white and has bugs all over? A truly awesome collection of testing comics. – ***Rosie Sherry, Boss Boss at Ministry of Testing***

Testing is complex and messy, that's why we can laugh and learn with Andy's cartoons.

– ***Rikard Edgren, thetesteye.com***

@cartoontester writes one of my favourite blogs. Inventive and thought provoking. Wish I thought of it.

– ***Dan Billing, thetestdoctor.blogspot.com***

Loving your cartoons. Great job!

– ***Ankur, blog reader***

Simply fantastic!!! =D

– ***Roxa, blog reader***

Passion.

I am passionate about testing.

Andrew Glover is passionate about testing.

I think testing is about social responsibility.

I think testing is about doing the right thing well.

I think testing is about life, the universe and everything.

But above all I think testing is fun.

Testing is all about people - and the occasional bug.

Andrew's wonderful pointed and poignant cartoons help me focus on what matters and reminds me of why I love what I do!

Andrew's art - the cartoons - all have an important message shared in a light meaningful tone.

More of us need to share The Cartoon Tester and live the life and love the art of Andrew Glover.

When I spend time lamenting the slings and arrows of outrageous fortune I find solace in the mindful enterprise that is found in Andrew's work.

I wrote "I am a bug" - and every year (since 1998) - I add about 20 new images to my collection - I seek important messages expressed through metaphors - I know the value of communicating with visual models - and Andrew's work inspires me and helps me think WAY OUTSIDE of the BOX.

Share - laugh - cry & enjoy.

Read The Cartoon Tester - THEN READ IT AGAIN - and get your boss to read it too!

Never give up - never surrender.

– ***Robert Sabourin, Author of I am a Bug***

Foreword

I love visual storytelling.

Perhaps one reason why my office has more comics in it than books - not such a hard thing to believe since comics take up less space than books. And perhaps I don't own many books. And perhaps many of my books are actually old pulp magazines like "The Shadow" and "Doc Savage", the precursors to the super hero comics. So, well, perhaps.

But back to my point, I love visual storytelling. And thus was honoured to be asked to write a foreword to Andy Glover's first collected book of cartoons.

Comics and cartoons can fully exemplify the old adage "show don't tell". Where the visuals add as much or possibly more than the actual dialogue, and the message of the piece can't hide behind layers of verbosity.

I've written a few comics myself, but unlike Andy I always take a multi-panel approach. With multiple panels I can split the story into introduction, dramatic build up, and possibly a few side jokes prior to the denouement. And if my end panel or punchline happens to be weak, that's OK since I can use the early panels for jokes or emphasis.

Andy doesn't always allow himself that luxury. A single panel removes the safety net for the writer. Single panel cartoons are hard.

With a single panel cartoon, everything is on the page at the same time. So the caption, the payoff, the surprise reveal is visible at the start. And it still has to work as an unexpected surprise to provide the humorous punchline that cartoons rely on.

Cartoons have to build a picture that we scan from top to bottom, find visually engaging and entertaining, but aren't complete without the caption so that when we read the author's final words, we laugh, and the cartoon makes sense as a complete system.

And when a cartoon is really good, we don't notice the in jokes and extra details in the picture until after we've read the caption, and then we revisit the cartoon for a repeat reading and it offers additional insight.

Single panel cartoons are hard. Andy makes them look easy.

Part of what makes Andy's comics and cartoons look easy is the drawing style that Andy has adopted, after all, everyone knows how to draw a stick man. But Andy's fooling you. Don't let him fool you.

The stick man helps make Andy's drawings appeal to everyone.

The stick man art form slyly whispers "nothing controversial here", and "this is just fun kid's stuff". But like Randall Munroe's "xkcd" and Matt Feazell's "Cynicalman"; Andy Glover's stick man

cartoons make you drop your guard and leave you wide open to his sucker-punch backed points about testing.

And remember, Andy Glover is no mere dilettante, he is not just some 'artiste' that walked off the street to poke his nose into the serious World of Software Testing. Andy lives and breathes Software Testing in his day to day work life. He takes it seriously enough that he is prepared to look at it through comedy eyes, and distill testing lessons into a punch line for the rest of us.

Everyone knows Software Testing is a serious subject, but who knew a testing book could be such fun? Well, of course, "The Shadow knows", and now it is your turn to know that too.

The stick man isn't the point. The Visual Storytelling is the point, and Andy Glover makes it look easy.

Enjoy,

– ***Alan Richardson***

– ***www.eviltester.com***

Introduction

This book contains cartoons.

I thought long and hard about what else I should include in the book. I wondered if I should write lots of wise words about testing. Perhaps a chapter discussing test strategy followed by a few chapters on different test techniques, all alongside the cartoons.

I then did a bit of research. I have a few cartoon books of my own (Calvin and Hobbes, xkcd and The Far Side to name a few), so as a good little tester I browsed through them. The stand out feature in all of them is that they contained many cartoons and few words. The main reason I still have these books is because I like them, so it's a no-brainer that the Cartoon Tester book should feature cartoons and not much else.

So if you're looking for a book to learn about a specific software test type, technique or approach you've got the wrong book. Nevertheless, don't worry, I think you might still find this book useful! (If you are still looking for a book to help you test, email me and, if you catch me on a good day I'll recommend some of the better testing books to you.)

Having said that, I have written a few words here and there about how some of the cartoons came about and how and why I started all this silly business of drawing stick people doing testing (see the chapter title 'In the beginning'). This is for those of you who like a bit of background. For the rest, skip those parts and enjoy the cartoons!

Most books contain a section about what kind of people should read it. This book is aimed at testers, nay, it's aimed at humans who do software testing as their main job or as part of their job. Testing is a messy business. On some days being a tester is a very tough job, and other days is just plain tough. But there's a time for everything. Humans love to laugh, giggle or have a little chuckle, my hope is that at least one cartoon in this book will do that for you.

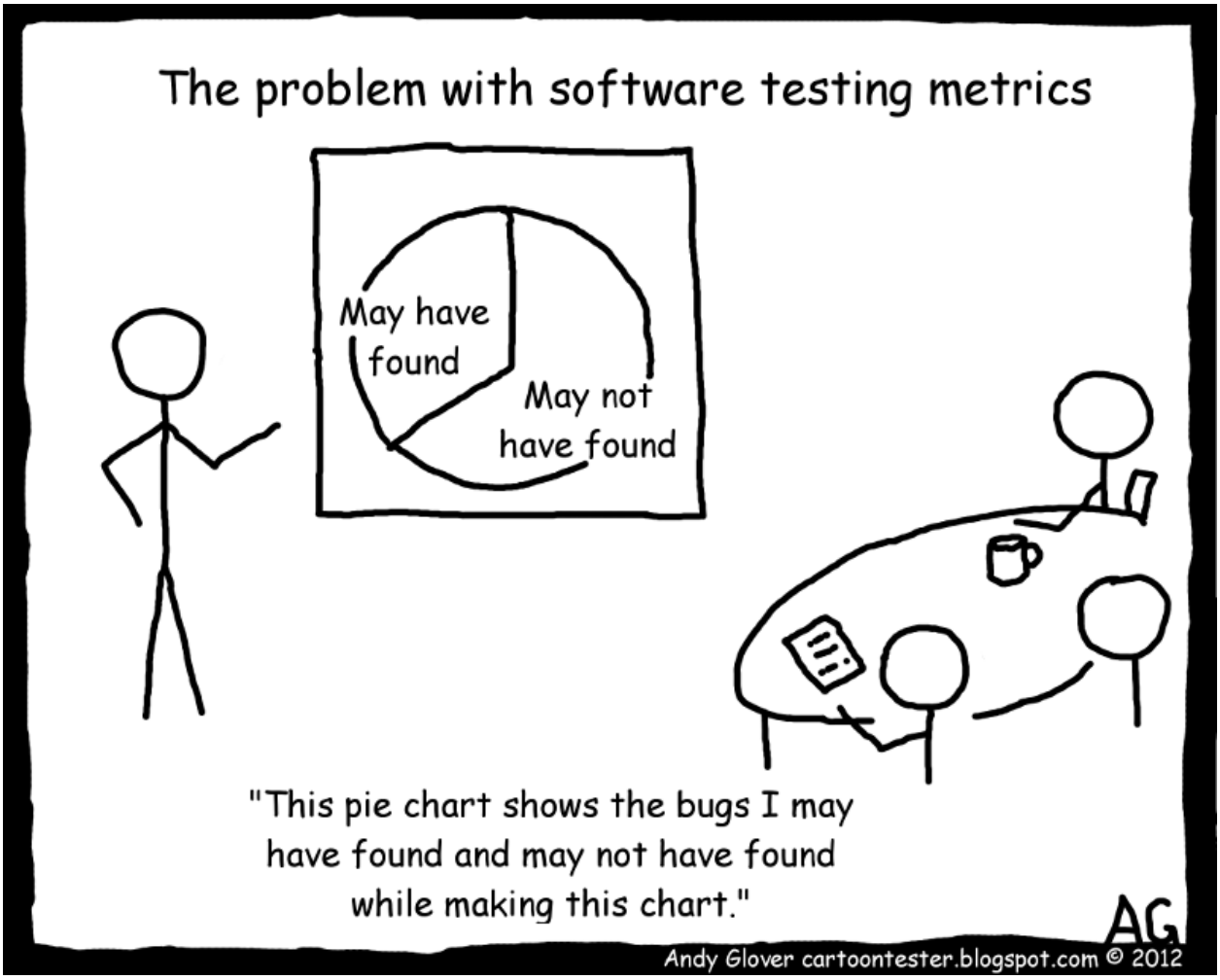
The cartoons in the book have been taken from my blog so you could, in theory, just look at that. But I like books, whether electronic or real physical books made of paper, and I don't think I'm alone. So I've collated many of my cartoons and placed them here. Now I'm not an advocate for multitasking but I think this book is especially designed for this - you can enjoy looking at the cartoons while commuting (unless you're driving), while sunbathing or if you're anything like me, you can read the book while sitting on the toilet!

A word of caution. Some cartoons are better suited for newbies to testing, other cartoons are for those who've been in testing for the long haul. If you come across a cartoon you don't understand, don't worry, go the next one, you'll soon find one that you can relate to.

Anyway, I've ended up writing more than I expected. I'll stop now with just one final word: Enjoy!

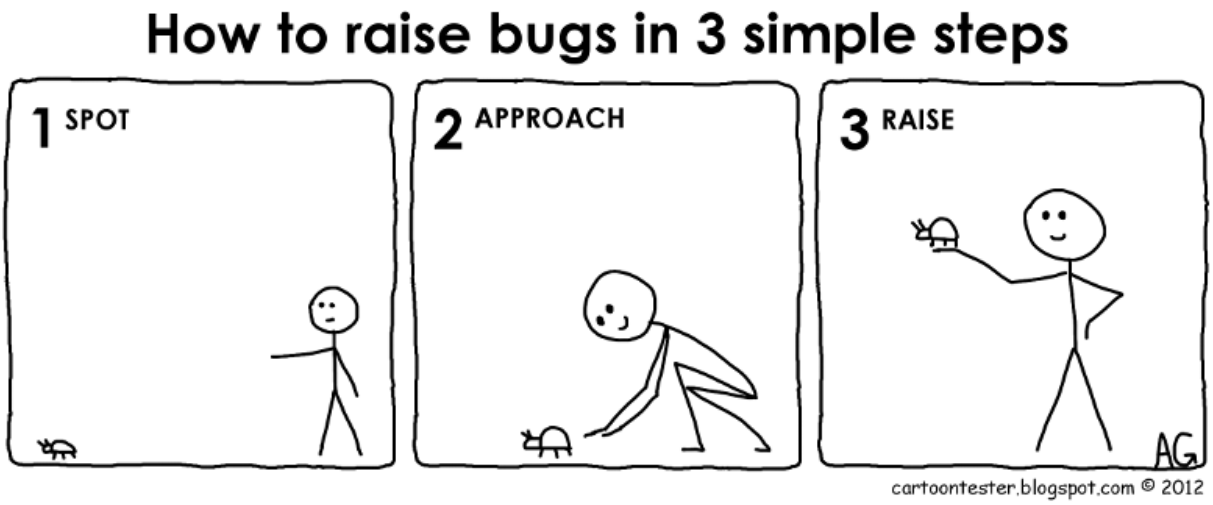
Cartoons #13

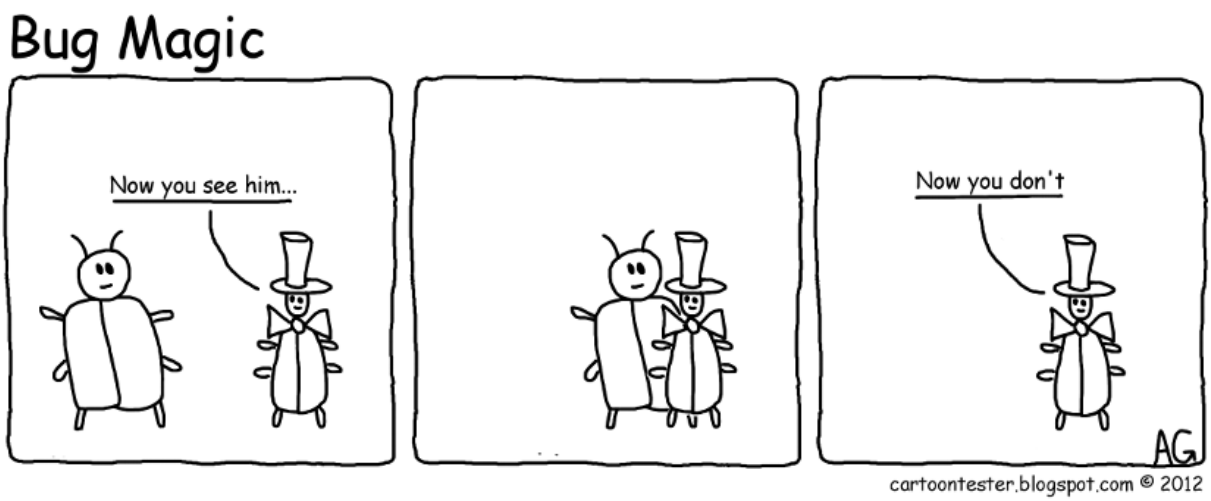
Beware of
the Tester
"Come on mate, let's check the next house,
we're not welcomed here."
AG
Andy Glover cartoontester.blogspot.com © 2012


The problem with software testing metrics
May have found
May not have found
"This pie chart shows the bugs I may have found and may not have found while making this chart."
AG
Andy Glover cartoontester.blogspot.com © 2012

It's not you, it's me...
I'm a tester.
AG
Andy Glover cartoontester.blogspot.com © 2012

Whilst watching the Olympics, the Cartoon Tester wanted a competition of his own and attempted to break various software testing records
Bug Hurdles
Equestrian
Tester
Dev
Bug Tennis
Archery
Pummel Bug
Bug lifting
Wrestling
Bug 'Track' Cycling
AG


How to raise bugs in 3 simple steps
1 SPOT
2 APPROACH
3 RAISE
AG
cartoontester.blogspot.com © 2012


Bug Magic
Now you see him...
Now you don't
AG
cartoontester.blogspot.com © 2012

Testing
~~Life~~ is like a box of chocolates...
you never know what you're gonna get.
cartoontester.blogspot.com © 2014

BUG
HALLOWEEN
PARTY
I'm the Cartoon Tester!
Coming to find you!
Cool costume!
Very scary!!
cartoontester.blogspot.com © 2012

The Rime of the Ancient Tester

cartoontester.blogspot.com © 2012