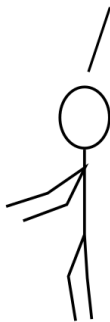


Welcome to Sparta of testing

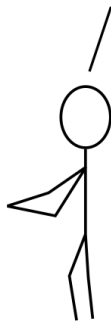
The definition of insanity is doing the same thing over and over and expecting different results.



It is only correct, if the context is constant.



*When you have 2
And you add 2 to it
Then you will have 4*



Yes, and expecting 4 to become something else is insanity



Only if the context is constant.



What do you mean?

*There are a set of predefined
givens, that are unknown.*

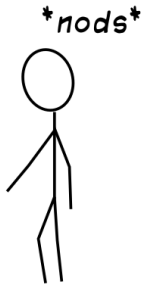
One of them is:

Given you work in base 10 (decimal)

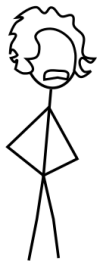


Given you work in base 10
When you have 2
And you add 2 to it
Then you will have 4

$+2$
0 1 2 3 4 5 6 7 8 9 10 11 12 ...



Correct, but change the given to base 3 (ternary) and try again!



Given you work in base 3
When you have 2
And you add 2 to it
Then you will have 11

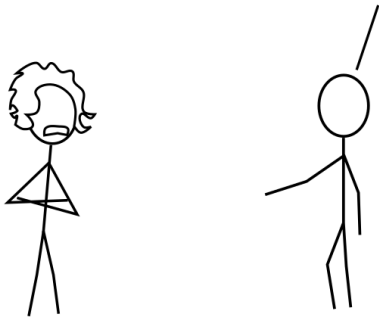


$+2$
0, 1, 2, 10, 11, 12, 20, 21, 22, ...

so, $2 + 2 = 11$
while $10 + 10$ is still 20!



*So, doing the same over and over
again and expecting different results
is a way to measure the context.*



This is insane!



*No, this is complex system theory.
And the reason why software
development is so hard!*

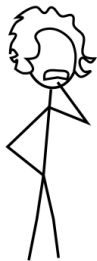


So testing is not only about:

1) verifying if we calculated correct,

but also:

2) validating what context we are working with!



This is madness!



*Not any kind of madness!
According to Socrates theia mania
(divine madness), where old views
break down and new arise!*

