

Overview

- Introduction to Systems Testing
 - What is system testing?
 - Why do we do system testing?
 - System testing tools
- Types of System Testing
 - Manual systems testing
 - Automatic system testing
 - Continuous integration
- System Testing with F'

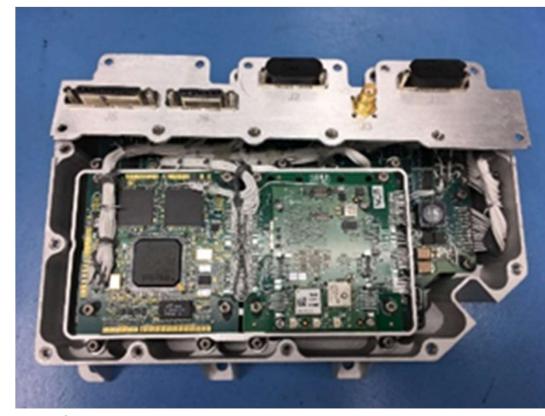




Introduction to System Testing

Systems Testing

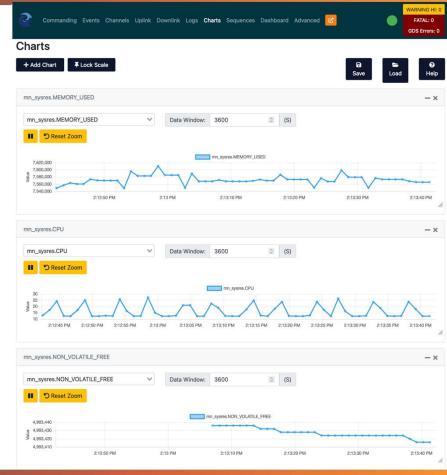
- Testing software within the full running system
- Includes flight-like hardware and ground support
- Also called integration testing and similar to regression testing
- "Test as you fly, fly as you test"



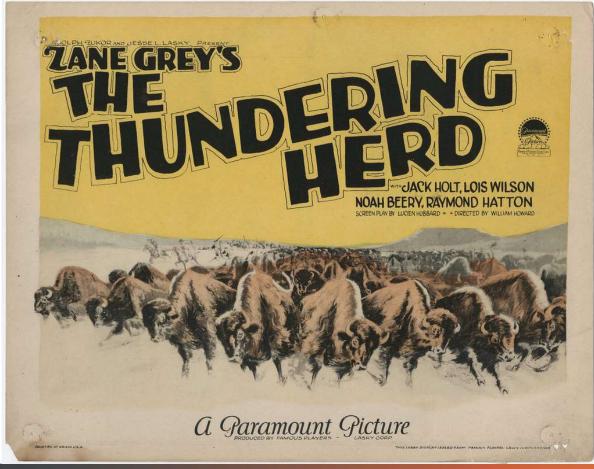
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Why Systems Testing?

- A system is more than the sum of its parts
- Some requirements can only be verified at system level
- Hardware operations need testing on hardware
- "Eat our own dog food"



Thundering Herd

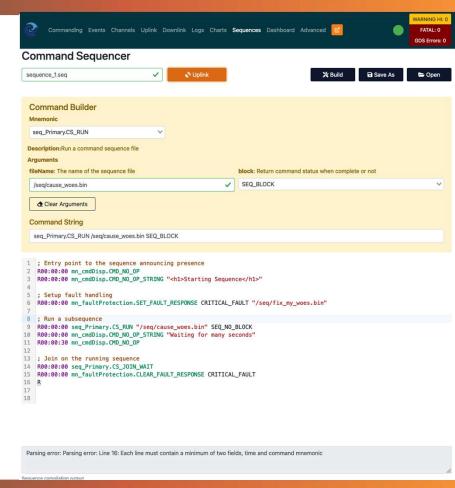


Public Domain



System Testing Tools

- Ground Data Systems
 - Operate spacecraft from earth
 - May be used to conduct testing
- Testing Frameworks
 - Allow for automated testing
 - Reporting, verification, reproducibility
- Hardware Simulations
 - Allows system testing without physical hardware
- Command Sequences
 - How the flight spacecraft is operated
 - May be used to construct tests





Types of System Testing

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Manual Systems Testing

- Operating the spacecraft by-hand to verify requirements
- Running sequences and commands and verifying results
- Ground system is used to send commands
- More complete tests often require full test team



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Automated System Testing

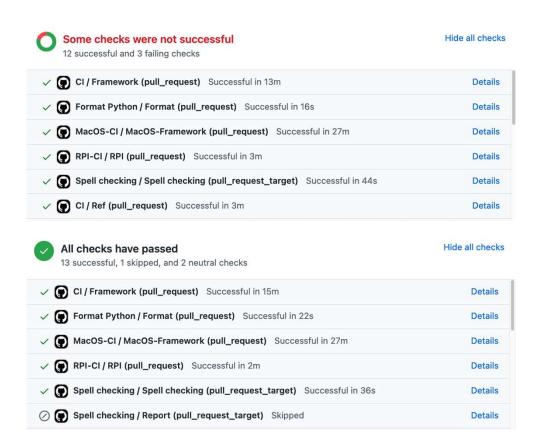
- System testing performed by software
- Uses automated testing support from ground station
- Automatically logs data, results, and verification products
- May not require dedicated test team

```
= <fprime_gds.common.transport.ThreadedTCPSocketClient object at 0x1067154b0>, connection_uri = '127.0.0.1:50050', incoming_routing = <RoutingTag.GUI: b'GUI'
oing_routing = <RoutingTag.FSM: b'FSM'>
                   to a running ThreadedTcpServer at the given connection_uri expected in the format tcp://host:port or
st: port. This will also register with the ThreadedTcpServer using the incoming
```



Continuous Integration

- Extension of automatic system testing
- Triggered by software change request or other criteria
- Requires no human interaction
- Implements full regression testing



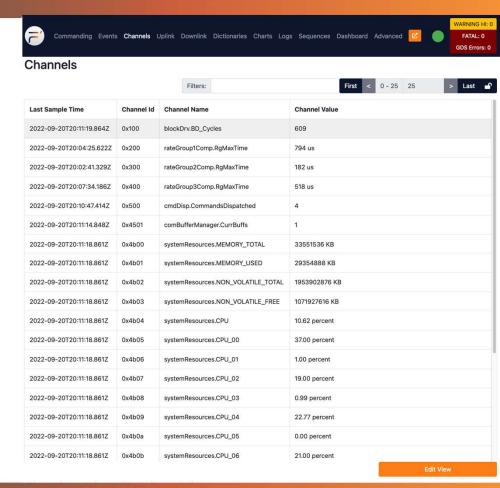




System Testing with F'

F' GDS

- Provides GDS capabilities out-ofthe-box for F´ projects
- Designed for system testing early in project development
- Enables developers to:
 - Send commands
 - Receive events and telemetry
 - Uplink and downlink files
 - Design and upload sequences
 - Compose custom dashboards





F' Integration Test Framework

- Framework designed for integration testing with F´GDS
- Allows users to write automated tests in Python
- Tests dispatch commands and assert on events and telemetry
- Creates excel test logs
- Can be run within continuous integration system

```
def test_active_logger_filter(self):
   self.set_default_filters()
       cmd_events = self.api.get_event_pred(severity=EventSeverity.COMMAND)
       actHI_events = self.api.get_event_pred(severity=EventSeverity.ACTIVITY_HI)
       pred = predicates.greater_than(0)
       zero = predicates.equal_to(0)
       time.sleep(10)
       self.assert_command("cmdDisp.CMD_NO_OP")
       self.assert_command("cmdDisp.CMD_NO_OP")
       time.sleep(0.5)
       self.api.assert_event_count(pred, cmd_events)
       self.api.assert_event_count(pred, actHI_events)
       self.set_event_filter(self.FilterSeverity.COMMAND, False)
       # Drain time for dispatch events
       time.sleep(10)
       self.api.clear_histories()
       self.api.send_command("cmdDisp.CMD_NO_OP")
       self.api.send_command("cmdDisp.CMD_NO_OP")
       time.sleep(0.5)
       self.api.assert_event_count(zero, cmd_events)
       self.api.assert_event_count(pred, actHI_events)
       self.set_default_filters()
```





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