Twistlock – Test Report

Test strategy:

1. Sanity
   1. Check that server is able to accept correct query for correct page and returns result of correct format
2. Functionality
   1. Check for correct response of subsequent queries to same page
   2. Check for correct response for queries to different pages
   3. Check that behavior is consistent with naming
   4. Data validation
3. Negative
   1. Check correct consistent response for invalid input (bad api name, bad page, bad password, bad username, bad format value in page, bad port)
   2. Check that after correct query, query with wrong user fails
   3. Check that after correct query, query with wrong password fails
   4. Check that empty auth query fails with correct response code
4. Stress
   1. Perform many queries for same/subsequent/random page, see that server is able to respond
5. Performance
   1. Check execution time for each page and see if they comparable
   2. Run each page for large amount of time and see if there is performance degradation
6. Fault tolerance
   1. Check that restarting the server doesn’t cause different data to be received

Bugs:

Preconditions: have a working setup with twtask already running

1. **Randomly some player names are missing in the responses sent by the server**

Priority:

**High** – getting reliable record required many queries which slows down the execution

Steps to reproduce:

* + Query a page (ex. GET localhost:8000/players?page=1) until any Name in the result is empty or 10 seconds have passed

Expected result:

No empty Names were found and timeout was reached

Actual result:

Pretty quickly there will be an empty Name

1. **There is a missing ID number between each 2 pages**

Priority:

**Low** – user can fix it at relatively low cost but, this logic needs to be documented if

released as is

Steps to reproduce:

* Query a page and save the response
* Query page +1 and save the response

Expected result:

First ID in second response is larger by one than the last ID of first response

Actual result:

First ID in second response is larger by two than the last ID of first response

1. **Players may have more than one ID**

Priority:

**Critical** – no feasible workaround and it might break some logical manipulations with the results

Steps to reproduce:

* Do a reliable query a page(because of bug1) and save the response
* Create new dictionary where Name is the key and value is list of IDs for this name according to the response
* Verify length of list for each key

Expected result:

All lists have one member

Actual result:

Some list have several members

1. **Server accepts partial auth(only user or only password) as correct credentials**

Priority:

**Critical** – security severely impacted

Steps to reproduce:

* Send a query with valid page and syntax but only provide partially correct auth (only password is correct or only username is correct)

Expected result:

Status code 401 is returned

Actual result:

Status code 200 is returned and page data is sent

1. **Server gives inconsistent response when queried about pages 0 and 18+**

Priority:

**Low** – might require additional documentation if released as is

Steps to reproduce:

* Send a query for pages 0 and 18 which are out of bounds

Expected result:

Both queries should return similar result

Actual result:

0 returns status 418

18 returns status 200 and data of first page

1. **Query of pages 7 and 8 return several hundred times slower than other pages**

Priority:

**High** – majorly degrades the quality of the server

Steps to reproduce:

* Query page 7 and page 8 and measure the time until the result is obtained
* Query any other page ex. 10

Expected result:

Execution time should be similar

Actual result:

For 7 and 8 the result takes 2-4 seconds to obtain while other pages take several microseconds