# **Model-Based Testing**

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Teste, Verificação e Validação de Software



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### Introduction

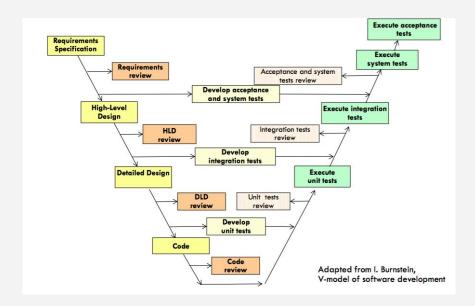
- What is Model-Based Testing
- Why use Model-based Testing
- Advantages vs Disadvantages
- Some tools available
- Selected tool: PBGT
  - o UI Pattern Example
  - UI Patterns
  - UI Test Pattern Definition

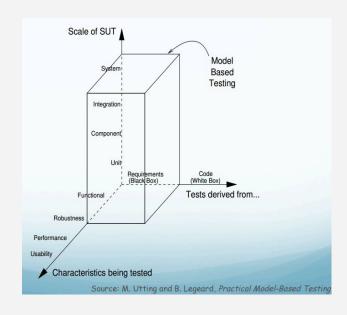
### What is Model-Based Testing

Model-based testing is the automation of generating tests from system models. System models have a certains level of <u>abstraction</u>, that results in <u>abstract test</u> cases.



Domain Specific Language





# Why use Model-based testing

- Build the right program fulfills the intended use in the intended environment.
- Model driven development
- Generate functional tests
- Black-box tests
- High number of tests cases (test case generation)

# Advantages vs Disadvantages

- Validates the program (design vs implementation)
- Automated test generation (no coding)
- Model reuse
- Larger projects/ multiple development teams
- Formal specifications

- Models required
- No control of test
- Dynamic models/projects
- Formal specifications

### Some tools available

	NModel	Spec Explorer	ModelJunit	PBGT
Dependencies	.NET	Visual Studio	JUnit	Eclipse, Chrome
Source	C#	C#	Java	(Web/Android)
Generates Tests	Yes	Yes	Yes	Yes
Visualization	No	Yes	No	Yes
	Spec Explorer predecessor	NModel successor Visual Studio add-in		Tests GUIs only

### List of other open source tools:

http://robertvbinder.com/open-source-tools-for-model-based-testing/

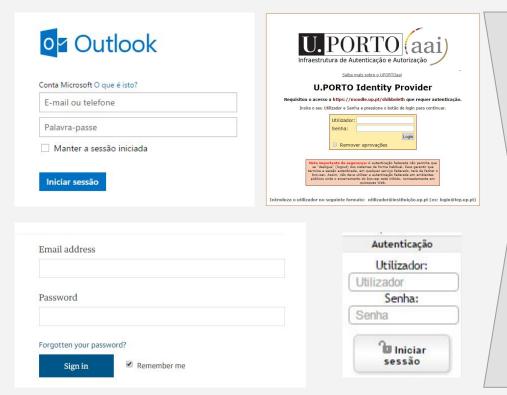
### **Selected tool: PBGT**

### **Pattern Based GUI Testing Tool**

- Tests web and Android GUIs
- Simple modeling using a drag-and-drop GUI, no coding involved
- Test check creation, with custom field inputs (i.e.: Forms)
- Field mapping through the source GUI (i.e.: Web browser Chrome)
- Custom coverage settings in test case creation
- Generates and runs the GUI tests automatically

### **PBGT - Pattern Based GUI Testing**

### **UI Pattern Example**



Username
Password
Button

LOGIN UI
PATTERN

### **PBGT - Pattern Based GUI Testing**

### **UI Patterns**

#### **Behavioral Elements**







LogIn



MasterDetail



Find



Sort

#### **Structural Elements**



Group



Form

# **PBGT - Pattern Based GUI Testing Tool**

#### **UI Test Pattern Definitions**

UI Test Pattern describes a generic test strategy that can be defined as:

< Goal, V, A, C, P >

#### Where:

- ☐ Goal is the ID of the test;
- A is the sequence of actions to perform during test case execution;
- □ C is the set of possible checks to perform during test case execution and;
- → P is a Boolean expression (precondition) defining the conditions over variables that determine when it is possible to execute the test.

# **PBGT - Pattern Based GUI Testing Tool**

### **UI Login Pattern Test Case Specification**

#### Login example:

- Goal Valid;
- → V {[username, validUsername],[password, validPassword]}
- ☐ A Actions:
  - Insert "validUsername" in username
  - 2. Insert "validPassword" in password
  - Click the button
- C Check:
  - Page changed
  - 2. validUsername appears in the page
- □ P execute only if ...

# **PBGT - Pattern Based GUI Testing**

**Videos and Exercises**