Implementing Consumer-Driven Contract Testing in a DevOps Pipeline

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Implementing Consumer-Driven Contract Testing in a DevOps Pipeline

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# Acknowledgements

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# Abstract

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(no references in the abstract; strictly 250 words so that it works with the online repository)

# Acronyms

|  |  |  |
| --- | --- | --- |
| Acronym | Definition | Page |
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# Introduction

Technology is currently witnessing a dual transition, shifting from monolithic architectures to microservice architectures and from traditional software development life cycle (SDLC) practices to DevOps. The two transitions are interconnected as both DevOps and microservice deployment stresses on continuous integration (CI) and continuous deployment (CD). With this industry shift, it is important to ensure the speed of release cycle as well as a reliable deployment for which correct testing is required. The goal of fast and reliable testing pipelines is to be able to release software often and regularly (Nagel n.d.). One testing method that has emerged as a testing method specifically designed for microservices is consumer-driven contract (CDC) testing. Consumer-Driven Contract testing is a methodology that enables the testing of communication between services in an isolated manner (‘Testing Microservices - Contract Tests’ 2023). In this dissertation, we study how integration of contract test framework into the DevOps pipeline by executing them within containers, maximize the effectiveness of continuous testing (CT) in a distributed system. For this we design a DevOps pipeline, that incorporates multiple microservices and leverages containerization technology orchestration and deployment. This design integrates contract testing frameworks, ensuring that the interactions between microservices are thoroughly validated based on defined contracts.

## Purpose

The purpose of this dissertation stems from the growing adoption of microservice architecture and the need to ensure its successful integration within DevOps pipelines. With the increasing complexity of distributed systems, the speed and reliability of software releases have become critical (Nagel n.d.). Consumer-Driven Contract testing offer a promising solution in this regard (‘Testing Microservices - Contract Tests’ 2023). Containers, as lightweight and isolated environments, offer an ideal solution for managing and deploying microservices (‘DevOps for Microservices - Creating Change Together’ 2021). By incorporating consumer-driven contract tests into the DevOps pipeline and executing them within containers, organizations can effectively validate service contracts and identify compatibility issues early on. This approach enables teams to effectively validate service contracts, detect compatibility issues early on, and improve the overall quality and reliability of distributed software systems. This research aims to provide insights and practical guidance on integrating consumer-driven contract tests to DevOps pipeline leveraging containers to enhance integration testing within DevOps practices.

## Background

DevOps represents a transformative shift in how organizations approach software development, deployment, and maintenance, encompassing the entire software development lifecycle (SDLC) as a more collaborative process (Wickramasinghe 2023). A microservice architecture is a software design approach that involves breaking down an application into a distributed collection of loosely coupled services (Dhaduk 2022). Containers provide a standardized and lightweight method for applications to seamlessly transition between environments, containing everything required to run the application within the container object itself. This includes the code, runtime, system tools, libraries, and dependencies (‘Microservices and Containers 101 - Learn all About Microservices’ 2023). Containers offer an efficient approach for deploying microservices, as they provide a consistent and isolated environment for each individual service (‘The Role of Containers in Your Microservice Architecture’ 2021). By combining a microservices framework with containers, organizations can create a highly scalable and distributed system. This combination enables the establishment of continuous integration/continuous delivery (CI/CD) pipelines for applications, facilitating rapid and seamless development, testing, and deployment processes (‘What Are Containerized Microservices? – DreamFactory Software- Blog’ 2023). Meanwhile, when dealing with microservices, the testing process becomes more complex due to the crucial role of communication within a microservice architecture. Fortunately, there is a solution in the form of consumer-driven contract testing, which addresses the challenges specific to microservices testing. Consumer-Driven Contract testing is an approach used to verify integrations between services, where a crucial aspect is the establishment of a contract between the consumer (an application or service) and the provider (another service) when the consumer utilizes the API provided by the provider. (Lehvä 2019). There are two popular frameworks for the contract test — Spring Cloud Contract (SCC) and PACT that provide a way for contract definition and automate the test process (Fong 2022). A blend of these emerging technologies, including DevOps practices, microservices, containerization, and contract testing can have a significant impact on enabling fast and reliable software product releases (‘DevOps for Microservices - Creating Change Together’ 2021). By leveraging these technologies together, organizations can achieve enhanced scalability and maintainability in their software development and deployment processes. This integrated approach facilitates quicker iterations, smoother collaboration between teams, efficient resource utilization, and robust validation of microservice interactions, ultimately leading to accelerated and more dependable software releases.

## Problem Statement

With the rise of microservice architecture and the increasing emphasis on continuous delivery, there is a demand for ensuring the quality and reliability of software systems (‘How Contract Tests Improve the Quality of Your Distributed Systems’ 2023). However, traditional testing approaches often struggle to keep up with the speed and complexity of microservices.

The problem statement is:

Testing microservice components within a DevOps pipeline, validating the interaction between client and server, lacks a comprehensive approach that goes beyond unit testing. By implementing contract testing framework, consumers can define their expectations through contracts, enabling effective integration testing.

The objective of this dissertation is to effectively implement contract testing framework in DevOps pipeline, enabling organizations to validate service contracts, detect compatibility issues early on, and ensure the smooth and reliable deployment of microservices.

## Research Question

The research question considered in this research is:

How does the integration of contract testing frameworks, within a Container-based DevOps pipeline enhance the validation of microservice interactions?

In order to answer this research question three aims were identified. They are:

1. To explore and evaluate the viability with integration of contract testing frameworks within the designed DevOps pipeline.
2. To explore how validation of microservice interactions within containers can be carried out based on defined contracts
3. To assess the effectiveness and benefits of integrating consumer-driven contract testing within containers in terms of enhancing the quality, speed and reliability of microservice-based systems within the DevOps pipeline.

## Scope and Limitations

Outline what is or is not covered and why. This is just a short paragraph.

## Report Outline

The thesis includes a comprehensive literature review in chapter 2, which examines the relevant research on DevOps Pipeline, Microservices and Consumer-Driven Contract (CDC) Testing. Chapters 3 and 4 focus on the design and implementation of a Container-based DevOps pipeline that incorporates contract testing frameworks. These chapters address the research question that was introduced in chapter 1. Finally, in chapter 6, the thesis concludes by discussing the implemented solution's architecture and suggesting future areas of research and development in this domain.

# Literature Review

In this literature review, the initial research lies on the DevOps pipeline and microservices, with a detailed exploration of key aspects such as build and integration testing, deployment, and containerization. Furthermore, the study investigates how the adoption of microservice architecture facilitates the implementation of a DevOps pipeline. Finally, it examines the emergence of Consumer Driven Contract (CDC) testing and its significance within the context of microservices and CI/CD pipeline. The subsequent focus of this dissertation is to assess the effectiveness of integrating the CDC framework into the DevOps pipeline.

## DevOps Pipeline

DevOps encompasses a collection of methodologies designed to minimize the duration between making modifications to a system and deploying those changes to the production environment (Balalaie et al. 2016). DevOps places a significant emphasis on ensuring the quality of software, encompassing both the code itself and the delivery process. Any approach or technique that supports these objectives can be classified as a DevOps practice (Bass et al. 2015; Brunnert et al. 2015). Like agile methodologies, DevOps breaks down software applications into discrete components or modules to enhance processing speed and enhance overall quality (Amrit et al. n.d.). DevOps places emphasis on achieving specific objectives rather than prescribing specific methods. The primary aim of DevOps practices as mentioned before is to minimize the time elapsed between making a change to a system and incorporating that change into the production environment. The longer it takes for a release to reach the market, the fewer benefits can be gained from the new features or quality enhancements introduced in that release. The ideal approach is to have a continuous release cycle enabled by DevOps practices, commonly referred to as continuous delivery or continuous deployment (Bass et al. 2015). However, to ensure the continuous delivery of reliable and high-quality software, software testing is a crucial aspect and its integration into DevOps pipeline is essential. This dissertation specifically concentrates on incorporating microservices and Consumer-Driven Contract (CDC) test frameworks into the pipeline to test the interactions among microservices. By including these testing frameworks, the aim is to enhance the overall testing process and ensure effective validation of the microservices within the DevOps pipeline.

### 2.1.1. Build and Integration Test

The build process involves creating an executable artifact by using input such as source code and configuration to generate a deployable output (Bass *et al.* 2015). Continuous integration (CI) servers are responsible for performing the build and integration tests. After the build is finished, a series of automated tests are conducted to verify if the integration with other parts of the system exposes any errors (Bass *et al.* 2015; Jokinen 2020). This step is known as integration testing, where the constructed executable artifact is thoroughly tested.

Testing plays a crucial role in the success of a DevOps pipeline, as it directly impacts the achievement of desired outcomes. According to Agrawal and Rawat (Agrawal and Rawat 2019) expertise in testing process is the key factor that contribute to the advancement of continuous integration, continuous delivery, and continuous deployment. These testing practices are instrumental in ensuring the smooth and reliable functioning of the DevOps pipeline.

Continuous testing is a valuable practice that helps to identify integration issues at earlier stages in the software development life cycle. Continuous testing involves early and frequent testing at various stages, incorporating it throughout the software development life cycle, and automating the testing process (Agrawal and Rawat 2019). By integrating testing throughout the process, defects and issues can be detected and resolved more efficiently and cost-effectively. This approach also allows testers to allocate their time more effectively, as continuous testing reduces the need for repetitive and time-consuming manual testing (Angara *et al.* 2018).

Continuous testing (CT) faces a significant challenge in dealing with heterogeneous environments that do not completely mirror the production environment and application architecture (Agrawal and Rawat 2019). This discrepancy between the testing environment and the actual production environment can lead to potential issues and limitations in accurately assessing the performance and behaviour of the software. It becomes crucial to address this challenge by striving to create test environments that closely resemble the production environment, incorporating similar infrastructure, configurations, and architectural components. By minimizing the disparities between the testing and production environments, organizations can improve the effectiveness and reliability of continuous testing processes.

As teams release updates at varying speeds, the testing team faces the challenge of planning robust end-to-end testing, especially in case of microservices where services depend on different interconnected services. Moreover, running a complete production-like cluster for testing purposes can be expensive, making it impractical for each team to have its own full-scale cluster solely for testing (Amrit *et al.* n.d.). Therefore, it is necessary to find alternative solutions to simulate the production environment effectively and conduct comprehensive testing while optimizing resource utilization.

In order to address the discrepancy between testing environments and production environments in microservice-based DevOps pipelines, various approaches are being employed. One such approach is the use of Consumer-Driven Contract (CDC) test frameworks which enable the execution of isolated integration tests for microservices (Fischer 2021). These frameworks facilitate testing interactions between microservices in a controlled manner, ensuring that each microservice behaves correctly based on the contracts defined by its consumers. The dissertation will thoroughly analyse and assess the benefits, challenges, and potential impact of adopting CDC test frameworks on the testing practices within the DevOps pipeline.

### 2.1.2. Continuous Deployment

Continuous deployment is a software development strategy that involves the direct deployment of new code or changes to the production environment, following a series of comprehensive automated tests (Oberoi 2023). This approach ensures a rapid and seamless delivery of updates to the production environment. In fact, the primary objective of the DevOps CI/CD pipeline is to accelerate software delivery, enabling more frequent and rapid releases. Continuous Testing is indeed a crucial aspect of implementing Continuous Deployment, as stated by Oberoi (Oberoi 2023). Organizations are adopting continuous delivery and deployment in response to dynamic business requirements and increased market competition (Victor 2023). DevOps revolutionizes the software development and delivery landscape, enabling organizations to keep up with the demands of today's fast-paced market (‘10 Best Deployment Tools for DevOps in 2023’ 2023). Thus, DevOps enables organizations to evolve and produce products at a faster pace while maintaining superior quality compared to traditional infrastructure management processes and traditional software development approaches.

Numerous tools are available for managing deployments in the software development process. The advent of lightweight containers and image management tools has greatly facilitated the deployment process for developers, particularly in creating small-scale production-like environments for testing purposes (Bass *et al.* 2015). These tools provide efficient means to package applications and their dependencies into portable containers or images, enabling easy deployment and reproducibility across different environments.

Containers are a popular approach used in software development, packaging, and deployment (Pahl 2015). Containers encapsulate all the necessary components, including the application code, runtime environment, libraries, and system tools, into a single, portable unit (‘What is a Container Deployment? | VMware Glossary’ 2023). With the use of containers and image management tools, developers can swiftly set up isolated testing environments that closely resemble production, allowing for comprehensive testing and validation of software changes before deploying them to the actual production environment.

## Microservice

The architecture of cloud computing has undergone significant transformation, transitioning from a monolithic structure to a more agile and scalable microservices approach (Saboor *et al.* 2022). Over the past few years, cloud platforms such as Amazon, Microsoft, and IBM have become increasingly popular among companies as the preferred method for delivering and operating modern applications (Cito *et al.* 2015). They have gained mainstream adoption as companies recognize the benefits and advantages these platforms offer (Keni and Kak 2020). The Microservices Architecture (MSA) has gained relevance in recent years as an architectural style that allows organizations to harness the benefits of cloud computing(Mazlami *et al.* 2017). According to the International Data Corporation's forecast, by 2021, the majority of application development on cloud platforms is expected to utilize microservices, accounting for approximately 80 percent of the total (Larrucea *et al.* 2018). Companies such as Netflix, Twitter, eBay, Amazon, Hailo, Groupon, and Zalando have adopted cloud-based microservices architecture within their operations (Saboor *et al.* 2022).

Netflix, being at the forefront, was among the early adopters of Microservices Architecture (MSA) when it transitioned its system from a monolithic architecture. Currently, Netflix's platform has evolved into an extensive system comprising hundreds of microservices (*Microservices at Netflix Scale: Principles, Tradeoffs & Lessons Learned • R. Meshenberg • GOTO 2016* 2016). Uber, renowned for its ride-sharing service, has developed a platform consisting of approximately 2,200 microservices (Gluck 2020). This extensive system of microservices powers the various functionalities and operations of the Uber platform.

In the past, large companies like Amazon and eBay relied on the traditional approach of Monolithic Architecture (MA) for software development, which has since been surpassed by the microservices (De Lauretis 2019). In a Monolithic Architecture (MA), all functions are contained within a single application. While monolithic applications have advantages, such as ease of development, testing, and deployment for simpler applications, they pose challenges when the complexity of the application grows (‘From Monolith to Microservices: A Dataflow-Driven Approach | IEEE Conference Publication | IEEE Xplore’ 2023).

In applications based on Microservices Architecture (MSA), the system is divided into small and independent microservices (Lewis and Fowler 2023). In a microservices architecture, the individual services are designed to be loosely coupled and they communicate with each other through platform-independent interfaces, enabling flexibility and interoperability within the architecture (Zimmermann 2016). As a result, the individual microservices within a microservices architecture can be developed, tested, and deployed independently of each other (Newman 2018; Fischer 2021) which enables faster deployment of new features or bug fixes, as only the relevant microservices need to be deployed or updated. And, for each service most of the testing, packaging, and deployment tasks can be automated(‘The Role of Containers in Your Microservice Architecture’ 2021). Each service has the ability to be deployed independently on different platforms and technology stacks. It runs as a separate process and communicates with other services using lightweight communication mechanisms like RESTful (Representational State Transfer) APIs (Balalaie *et al.* 2016).

### 2.2.1. Testing Microservices

To be integrated into the actual system, individual microservices need to establish interactions with each other using either synchronous or asynchronous messaging protocols. Validating the proper functioning of these interactions is crucial, and integration testing plays a vital role in this process. Integration testing involves testing the collaboration and data exchange between different microservices to ensure they work correctly as a cohesive system (Fischer 2021).

However, integration testing is often highlighted as one of the significant challenges in Microservices Architecture (MSA)-based applications due to its distributed nature and the complexity that arises from coordinating and validating their interactions (Soldani *et al.* 2018; Waseem, Liang, Márquez, *et al.* 2020).Also, the need to run tests in isolation without dependent services while accurately validating the interactions with those services is a challenge. To overcome this, various approaches are currently employed to reconcile this discrepancy and enable effective integration testing in Microservices Architecture (MSA)-based applications. To address the challenge, the application of Consumer Driven Contract (CDC) testing practice can help mitigate the issue. CDC testing framework enables a more effective approach to integration testing, alleviating the problem at hand (Fischer 2021).

### 2.2.2. Containerization

Deploying microservices in the development environment can present challenges. Despite having the application code isolated into separate services, developers still need to deploy the dependent services alongside the isolated services to run them on their local machines(Balalaie *et al.* 2016). As companies continue to produce an increasing number of microservices, the deployment environment becomes more complex. Without proper configuration and management, a roadmap of microservices can quickly become unmaintainable (Amrit *et al.* n.d.).

Containerization is a concept that enhances and complements microservices-based models in addressing the challenges of deployment and management (Amrit *et al.* n.d.). Containerization is a virtualization technique that aims to achieve efficient resource isolation by sharing the kernel with the host operating system, allowing for lightweight and efficient encapsulation of applications and their dependencies within containers (Pahl 2015). By encapsulating microservices and their dependencies into containers, containerization provides a standardized and portable environment that simplifies deployment, scalability, and maintenance of microservices-based systems (Singh and Singh 2016; Keni and Kak 2020). Microservices bundled into containers can be deployed on physical hardware, ensuring a consistent software execution environment that remains consistent from the developer's environment to the end consumer's system (Keni and Kak 2020).

The emergence of lightweight containers has facilitated developers in deploying their applications into small-scale production-like environments more effortlessly, primarily for testing purposes. These technologies streamline the process of creating reproducible and isolated testing environments, enabling developers to validate their applications in conditions that closely resemble production settings (Bass *et al.* 2015).

## Microservice Architecture Enables DevOps

DevOps is a cultural approach that integrates updated methodologies, procedures, team dynamics, and tools to optimize an organization's capacity to swiftly deliver applications and services (Mueller, 2018; Sánchez-Gordón and ColomoPalacios, 2018). In fact, DevOps can serve as a process framework that can be utilized for the development, deployment, and management of Microservices Architecture (MSA) (Larrucea *et al.* 2018). The combination of microservices and DevOps facilitates the coexistence of various benefits, including reusability, decentralized data governance, automation, and inherent scalability (Balalaie et al., 2016).

MSA and DevOps share numerous common characteristics, making them highly compatible with each other. Both MSA and DevOps emphasize the concept of breaking down complex problems into smaller components and addressing them through small cross-functional teams (Watts, 2020). DevOps provides continuous integration and deployment, enabling containerized microservices to operate independently and autonomously. While it is not mandatory to adopt Microservices Architecture (MSA) when implementing DevOps, utilizing MSA can effectively address many challenges that arise in the context of DevOps. (Bass et al., 2015). Also, though DevOps can be applied to monolithic software systems as well, but microservices provide an effective environment for implementing DevOps practices by emphasizing the significance of small teams (Balalaie *et al.* 2016).

Indeed, the structure of microservices emerged as a result of the widespread adoption of DevOps principles, which originated from pioneering companies like Amazon, Facebook, Google, Netflix, and SoundCloud (Amrit *et al.* n.d.). By utilizing microservices, DevOps teams gain the ability to develop independent features concurrently. Instead of following a sequential handoff process (e.g., from development to testing to production), cross-functional teams collaboratively build, test, release, monitor, and maintain applications together. This promotes parallel development and efficient collaboration within the DevOps workflow (Amrit *et al.* n.d.). Therefore the popularity of Microservices Architecture (MSA) in the industry has been driven by its numerous advantages, including enhanced availability, flexibility, scalability, loose coupling, and the ability to achieve high velocity in software development and deployment (Hasselbring and Steinacker 2017) .

According to the International Data Corporation (‘IDC: The premier global market intelligence firm.’ 2023), it was projected that by the end of 2021, approximately 80% of cloud-based applications would be developed using Microservices Architecture (MSA) (Larrucea *et al.* 2018). Also, it was predicted that the global DevOps market would reach a value of $5.6 billion in 2021 (Elliot et al., 2018)(‘IDC: The premier global market intelligence firm.’ 2023). According to Google Trends data (Balalaie et al. 2016), both DevOps and microservices have exhibited similar growth rates since 2014, indicating their increasing popularity and adoption within the technology landscape. Another report, authored by (Yousif 2016), highlights that organizations adopt MSA for various reasons, including gaining agility (82%), improving organizational performance (57%), and achieving scalability (78%). The report also indicates that 47% of organizations implemented MSA as a result of their motivation to embrace DevOps (‘Lightstep’ 2018).

For ensuring fast and reliable delivery of microservices through DevOps, the (CI)/(CD) pipeline has to be of high quality and efficiency. In order to fully leverage the advantageous aspect of microservices in DevOps, it is essential to have expedited testing processes. The introduction of microservices in architecture significantly increases the number of accessible interfaces. Since the majority, if not all, of the communication between microservices depends on these interfaces, it presents a new challenge in testing (Nagel n.d.). It is essential to ensure reliable and efficient testing of these interfaces within the DevOps pipeline. Fortunately, there is a pattern available to address this challenge, it is contract testing. In this dissertation, we will examine the effectiveness of integrating contract testing frameworks into the pipeline to enhance efficiency of testing the microservice interfaces.

## Consumer-Driven Contract Testing

Adopting a microservice architectural style introduces additional challenges in monitoring, debugging, performance management, and testing. Integration and end-to-end testing with all or most microservices should be done judiciously. It can be expensive to run these tests frequently due to the involvement of a potentially large number of microservices and realistic external resources. A testing practice called Consumer Driven Contract (CDC) can be used to alleviate the problem. That is, the test cases for testing a microservice are decided and even co-owned by all the consumers of that microservice. Any changes to the CDC test cases need to be agreed on by both the consumers and the developers of the microservice. Running the CDC test cases, as a form of integration testing, is less expensive than running end-to-end test cases. If CDC is practiced properly, confidence in the microservice can be high without running many end-to-end test cases. (Bass et al. 2015).

Testing has a prominent role in revealing faults in systems that are based on Microservices-Based Architectures (MSAs). With teams releasing updates at their own speed, it tends to be trying to plan strong end-to-end testing, particularly when services have dependencies on different services. In addition, running a full creation cluster can be costly, so it's impossible that each team will run its own full cluster at creation scales, only for testing. (Amrit *et al.* n.d.). The challenge with integration tests is also rooted in the aim to run the tests in isolation (i.e., without dependent services) while validating the correctness of the interactions with exact these services (Fischer 2021).

A central discussion point in MSAs is the granularity of services, that are often in different levels of abstraction (Newman 2019). Similarly, the granularity of tests in MSAs is reflected in different test types (Vocke 2023). The individuality of microservices (Lewis and Fowler 2023), means that unit tests are part of the software development lifecycle (Newman 2018) , but the broader architectural scope of MSAs includes also other types of tests (e.g., for integration) (Waseem, Liang and Shahin 2020). To become part of the overall system, the interactions of individual microservices need to be validated and thus, integration-level, component-level and system-level testing are also crucial (Waseem, Liang, Márquez, *et al.* 2020). For instance, writing good integration test cases is ranked as the most important skill to sufficiently test microservices (‘Design, monitoring, and testing of microservices systems: The practitioners’ perspective’ 2021). Currently, different approaches are used to tackle this discrepancy. CDC testing is described as a potential addition (‘Testing Strategies in a Microservice Architecture’ 2023) to handle the challenges of integration testing. A substantial number of researches has concluded that CDC testing is the ideal choice for testing microservices (Dai *et al.* 2007; Lehvä *et al.* 2019a; Waseem, Liang, Márquez, *et al.* 2020; Fischer 2021; Ayas *et al.* 2022; Wu *et al.* 2022; Vocke 2023; Nagel n.d.; Nyman n.d.; Selleby n.d.).

Consumer-Driven Contract testing is a way to test integrations between services and ensure that all the integrations are still working after new changes have been introduced to the system (‘Consumer-Driven Contracts: A Service Evolution Pattern’ 2023). The main idea is that when an application or a service (consumer) consumes an API provided by another service (provider), a contract is formed between them (Lehvä *et al.* 2019a). The contract contains information about how the consumer calls the provider and what is being used from the responses. In the contract, the consumer states its expectations to the provider, provider then confirms that it can fulfill these expectations and they become contractual (Fischer 2021; Ayas *et al.* 2022). The contract is accessible to both parties for independent testing. By testing against contracts, the tests verify that a consumer and a provider can integrate and successfully communicate (‘Testing Microservices - Contract Tests’ 2023). However, they do not aim at testing the functionality or business logic of the respective services, just the communication between the services. Changes in the contract have to be communicated between the involved parties (Bass *et al.* 2015; Vocke 2023). CDC tests leave the scope of the individual service as they require the communication and collaboration between the interacting microservices’ teams, but the actual testing can be conducted in isolation. (Fischer 2021). As long as both of the parties obey the contract, they can both use it as a basis to verify their sides of the integration. The consumer can use it to mock the provider in its tests (Lehvä *et al.* 2019b). The provider, on the other hand, can use it to replay the consumer requests against its API.

The book DevOps a software architect’s perspective (Bass *et al.* 2015), states that if CDC is practiced properly, confidence in the microservice can be high without running many end-to-end test cases. CDC serves as a method of coordination and has implications on how user stories of a microservice should be made up and evolve over time. Consumers and microservice developers collectively make up and own the user stories. CDC definition becomes a function of the allocation of functionality to the microservice, is managed by the service owner as a portion of the coordination that defines the next iteration, and, consequently, does not delay the progress of the current iteration.

A case study (Lehvä *et al.* 2019b) of consumer-driven contract (CDC) testing conducted on an industrial system highlighted the benefits of CDC that includes isolated integration testing, improved communication between teams, flexibility for providers to adapt to consumer needs, and effective detection of breaking changes in the API. Additionally, it suggested that CDC tests can replace integration tests as they caught all the defects from the integrations that were implemented in the case study. In that light, it can be safely said that consumer-driven contract testing is a viable addition to testing strategies used to test integration-heavy systems, especially those based on microservices. (CDC). Florian Nagel has stated in his thesis paper Analysis of Consumer-driven contract tests with asynchronous communication between microservices (Nagel n.d.) that CDC testing offers faster execution with reliable results, often detecting errors before end-to-end tests. This allows for fewer end-to-end tests and reduces their intensity and necessity in the testing pipeline. Fast and reliable testing pipelines will be able to release software often and regularly which results in an effective DevOps pipeline.

According to a recent study on testing approaches for CI/CD Pipelines (‘Effective Test Automation Approaches for Modern CI/CD Pipelines’ 2023), the increasing popularity of CI/CD has brought about a significant transformation in the field of software testing. Developers now require fast feedback from pipelines to determine the success of their software updates. In order to adapt to this significant change and ensure the delivery of high-quality automated tests, the study proposes several solutions, one of which involves the use of mocks and stubs whenever feasible. To achieve more dependable test results, as well as gain better control over testing efforts and enhance coverage, the recommended approach is to incorporate mocking into the test framework and rely on stubs to intercept complex data patterns instead of relying solely on external functions. This makes CDC testing frameworks a vital suite for modern CI/CD pipelines. Lastminute.com has recently implemented contract tests to address challenges associated with system-level integration tests, aiming to enhance the feedback cycle and development process. Similarly, eBay is utilizing contract testing to facilitate the safe evolution of their internal APIs and cater to the requirements of client teams. (‘eBay and lastminute.com Adopt Contract Testing to Drive Architecture Evolution’ 2023). Lastminute.com experienced a significant positive impact on their microservice architecture and delivery process by adopting contract tests, resulting in a substantial reduction in test-execution times compared to traditional system-level tests. eBay utilizes contract testing to validate integration points within their platform, facilitating collaborative efforts and ensuring the smooth evolution of internal APIs without compatibility issues.

Tools – pact and spring cloud\*\*\*

we’ve seen micro, devops, their test and deployment, how they are interconnected, this dissertation is trying to prove how these can be merged for adopting cdc framework

In this literature survey, we have encountered compelling evidence showcasing the effectiveness of CDC as the optimal testing strategy for microservices. The seamless integration of DevOps and microservices has further reinforced the importance of CDC. Additionally, various studies have highlighted the pressing need for efficient testing frameworks in modern CI/CD DevOps pipelines. In this dissertation paper, our aim is to adopt the CDC testing framework within a DevOps pipeline and investigate the deployment of reliable distributed software with enhanced efficiency.

# Design Introduction

The design of the system should be presented succinctly. Justification for the selection of the design elements should be considered. The titles of the chapters are only samples. However, it is important that the background to the problem, the review of existing work in the area, design, results and conclusions are all discussed in some format.

The selection of tools and techniques are often best served by providing a high-level diagram early in this chapter. This helps the reader to understand where each element of the system is applied. In particular, it is often helpful to use the broad technology terminology from chapter 2 in this high-level diagram at the beginning of the chapter. At the end of the chapter a similar diagram with the exact technologies chosen can then be presented. This is not a requirement but may be considered helpful.

If the dissertation is focused on analytics rather then technology describe the process including, data ingress, etl, analytics, etc.

## Design Considerations

Describe the frameworks, methods, laws or other considerations prior to describing the system.

## System Context Diagram

Describe the solution very briefly by providing a simplified graphical image of the system. This is a high level diagram used to set the context for the technologies you will talk about. This should not be a UML diagram but something that can be easily understood.

In a cyberpsychology example a method may be shown as a flow chart.

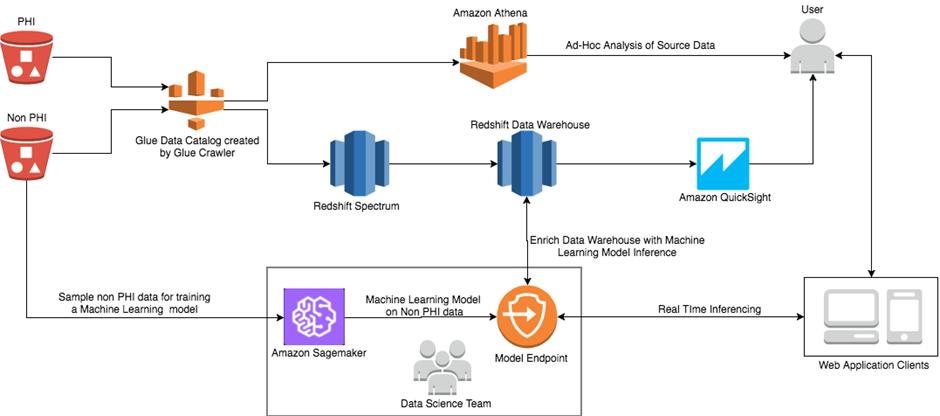


Figure 3.1 Top Level Context/System Diagram

## Specific Technology/Concept 1 (can you use one of your keywords in this title?)

Describe commercial implementations available for the Broad Technology in Chapter 2. This could also be a concept you wish to investigate. Mention the options. Mention how you evaluated them. What was your final choice and why. For example, when speaking of technology this time talk about Docker as an implementation of containers. Do this for each of the technologies, algorithms or concepts selected.

### Commercial Technology/narrow scope Example1

Why is this a good example? How do you evaluate the best? Why did you or did you not pick this technology or concept. How is the scope narrowed by using this example.

### Commercial Technology/narrow scope Example2

Why is this a good example? How do you evaluate the best? Why did you or did you not pick this technology or concept. How is the scope narrowed by using this example.

## Specific Technology/Concept 2

Describe commercial implementations available for the Broad Technology in Chapter 2. This could also be a concept you wish to investigate. Mention the options. Mention how you evaluated them. What was your final choice and why. For example, when speaking of technology this time talk about Docker as an implementation of containers. Do this for each of the technologies, algorithms or concepts selected.

### Commercial Technology/narrow scope Example1

Why is this a good example? How do you evaluate the best? Why did you or did you not pick this technology or concept. How is the scope narrowed by using this example.

### Commercial Technology/narrow scope Example2

Why is this a good example? How do you evaluate the best? Why did you or did you not pick this technology or concept. How is the scope narrowed by using this example.

## Framework or other relevant title

Make sure that the broad areas include the key words mentioned in the research question and in the individual aims.

## Chapter Conclusions

Provide specific conclusions relating back to key words mentioned in the research questions and in the individual aims.

# Implementation

The implementation chapter may describe a case study, interviews, observations, combinations of technologies or code structure depending on the type of dissertation you wish to carry out.

The implementation should be presented succinctly. Clearly define how the system/algorithm/process works in practice showing the most important parts and how they relate to each other. Describe your specific contribution making it clear what is yours and what api’s you used from elsewhere.

Show snips of code/configuration/questionnaire or similar. This may include screengrabs of your implementation if a software or hardware artifact is involved. Relate the implementation elements to the sections described in the literature survey. Be very careful to end each second level heading with a statement showing how the section relates to the research question.

## Some Title with keyword from RQ

Some text.

## Some Title with keyword from RQ

Some text.

## Chapter Conclusions

Provide specific conclusions relating back to key words mentioned in the research questions and in the individual aims.

# Test Strategy, Results and Analysis

Test strategy and how it aligns to the problem statement and hypothesis should be provided. This can be integrated with the results chapter or can be separate. This depends on the type of dissertation. Results can be quantitative or qualitative. Discuss this using appropriate, high level terminology.

Results of tests carried out should be presented. Where extensive testing is carried out the majority of the results should be moved to the appendix. Each graph should include values on the axes and should be appropriately labelled. All graphs/tables must be referred to and explained within the main text. Refer to all graphs in the main text. See Figure 5.1

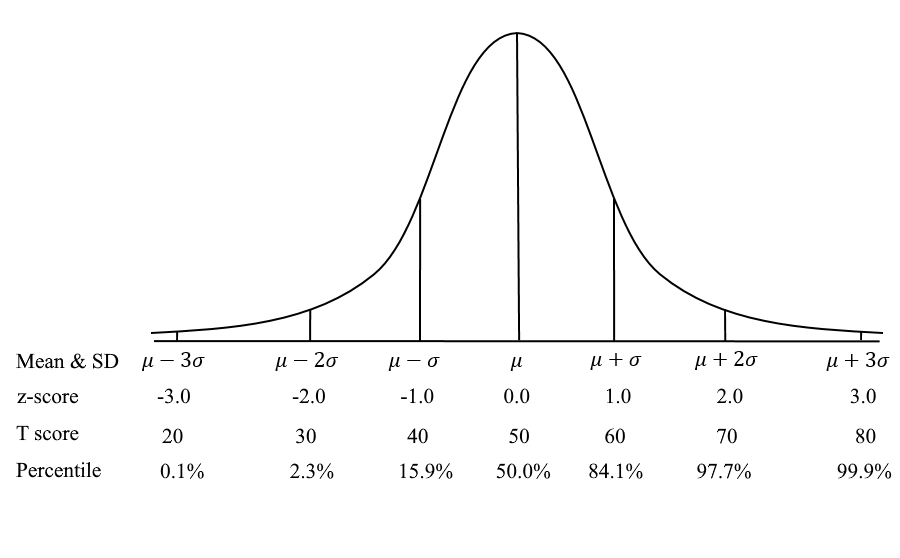


Figure 5.1 A graph showing Z score, t score and percentile information

## Test Strategy

Describe the type of tests that were selected as part of the test strategy. Why are these types of tests considered important?

Remember that these graphs cannot simply be the sum or average of figures obtained. You need to carry out detailed analysis and that takes time.

## Test Type 1 (Name linked to keyword in RQ/Aims)

Describe the type of test carried out. Say why it is an important type of test. What were the inputs and outputs. State how many times the test was run or the confidence factor for the test. State the facts drawn from the tests but do not give an opinion on the importance of the result. Repeat for each test type.

## Test Type 1 (Name linked to keyword in RQ/Aims)

Ensure that there is a dozen or so test types each with appropriate graphs or similar demonstration of practical tests. Include tables, graphs and screen shots as needed. Average is not sufficient as a mechanism to evaluate data.

## Chapter Conclusions

Describe how the test strategy included all appropriate test types as could be covered in the time allowed. Describe general observations on the results.

# Conclusions

Each week write at least one or two lines of notes to yourself as to what you might say in the conclusions chapter. You will forget when you get to the end, so it is really important to write this as you go along.

Conclusions should not introduce new material. The conclusions section should present your final thoughts in an organised manner. Try to organise your conclusions into logical paragraphs where points surround a given topic.

It could be argued that references should not appear in this chapter as that would indicate new material other than your own work. Similarly, it could be argued that images should not appear in the conclusions chapter.

Note that the number of pages in the conclusions should generally balance with the number of pages in the introduction. This is because the introduction is created to introduce the problem whilst the conclusions determine the validity of the hypothesis

## Conclusions on Theoretical Research

Try to organise your thoughts under headings as that will help you focus. Jot down your thoughts as you go along rather than waiting until the end to write the conclusions. You may find that you will forget a lot of the important conclusions if you don’t do this. The last statement on each of these topics should relate directly to the research question.

For example:

Bloggs, et al. showed that…indicating a need for research in this area…link to RQ

Smith, et al. described an experiment where…However, they did not consider…link to RQ

From the survey of existing literature has been found that a gap exists where….Link to RQ

## Conclusions on Practical Research

Focus on your practical element to test our hypothesis here. Focus strongly on why this is new.

### X Discussion (name linked to keyword 1 in RQ/Aim)

Discussion on how the theory from chapter 2 relates to the practical work in the remaining chapters. Show how your work agreed with, disagreed with or extended what was already known.

### X Discussion (name linked to keyword 2 in RQ/Aim)

Discussion on how the theory from chapter 2 relates to the practical work in the remaining chapters. Show how your work agreed with, disagreed with or extended what was already known.

### X Discussion (name linked to keyword 3 in RQ/Aim)

Discussion on how the theory from chapter 2 relates to the practical work in the remaining chapters. Show how your work agreed with, disagreed with or extended what was already known.

### Some other Technology Example Heading

Always relate the theory to the practical element when discussing conclusions.

## Limitations

Very short recap on limitations outlining any new discoveries on limitations. How would limitations be overcome if you had more time. Don’t just list the limits. Keep this very short as you don’t want the work to seem unfinished.

## Chapter Conclusions

Discussion on why this is so good there is some further work to be done. Relate your answer to why this can be applied in other domains. Relate to social/real world examples.

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# Appendices

# Appendix A: Code Listing Location

Some description or essential code snips can go here.

Code for this dissertation can be found in the repository listed below. To ensure that the code is accessible the repo must be a public repo.

<https://github.com/studentlnumber/reponame.git>