

Mobile TAAS

CMPE 281- Cloud Technologies

Group 4 Members:

Amit Kamboj- Mobile Test Project Management.

Nehal Sharma- Tester Oriented and Project Oriented Community Service, Chatkit Pusher(Chat Integration-3rd party), Google Maps API.

Pranjal Sharma- Tester Runner.

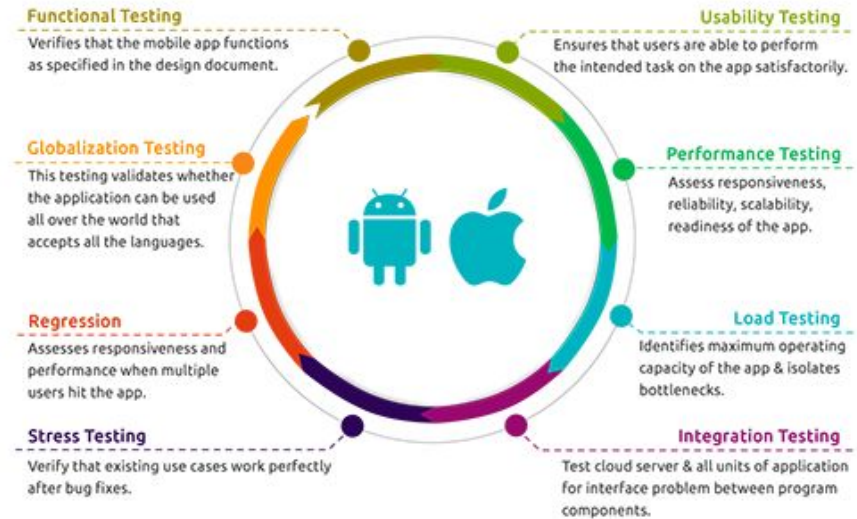
Rachit Saxena- Crowd Sourced Tester Management.

Agenda

- **What is MTaas**
- **Why Taas**
- **Objectives**
- **System Infrastructure Diagram**
- **Database Design**
- **Extra Credit Activity**
- **Demo**
- **Q&A Session**

What is MTaas ?

- On Demand testing of application by users on pay as you test basis.
- Scalable Mobile testing in accordance with pre-defined SLAs.



Why MTaas?

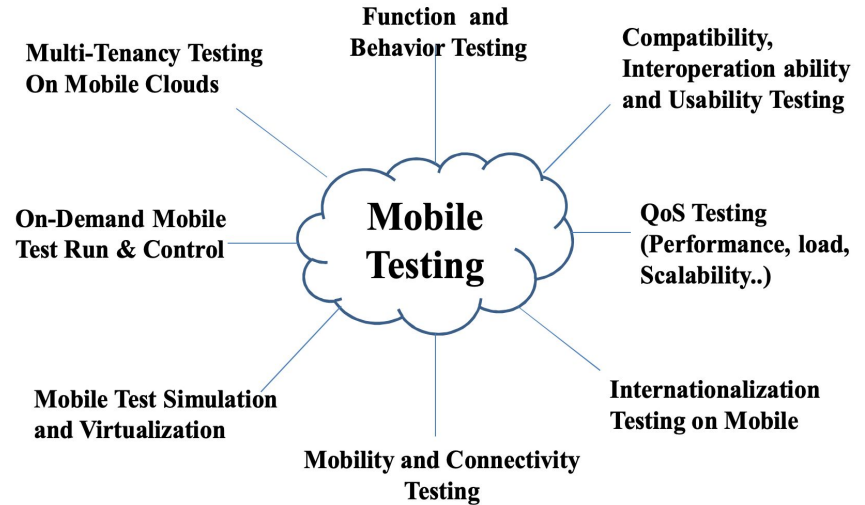
Different testers with different domain and experience.

Multi-Tenancy.

Pay-as-you-test-model.

Configuration & Customization

Mobile Testing Scope



Objectives:

To build a crowd based testing community which is scalable.

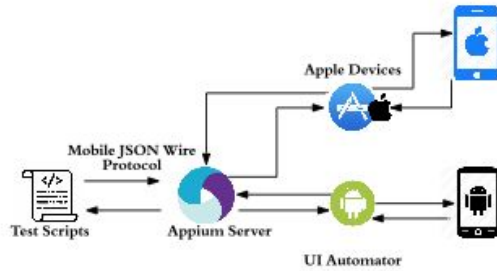
Manager manages projects and crowd testers.

Admin manages infrastructures requirements such as hardware, network and bandwidth.

Tester and Project oriented Community services to facilitate communication and collaborative learning

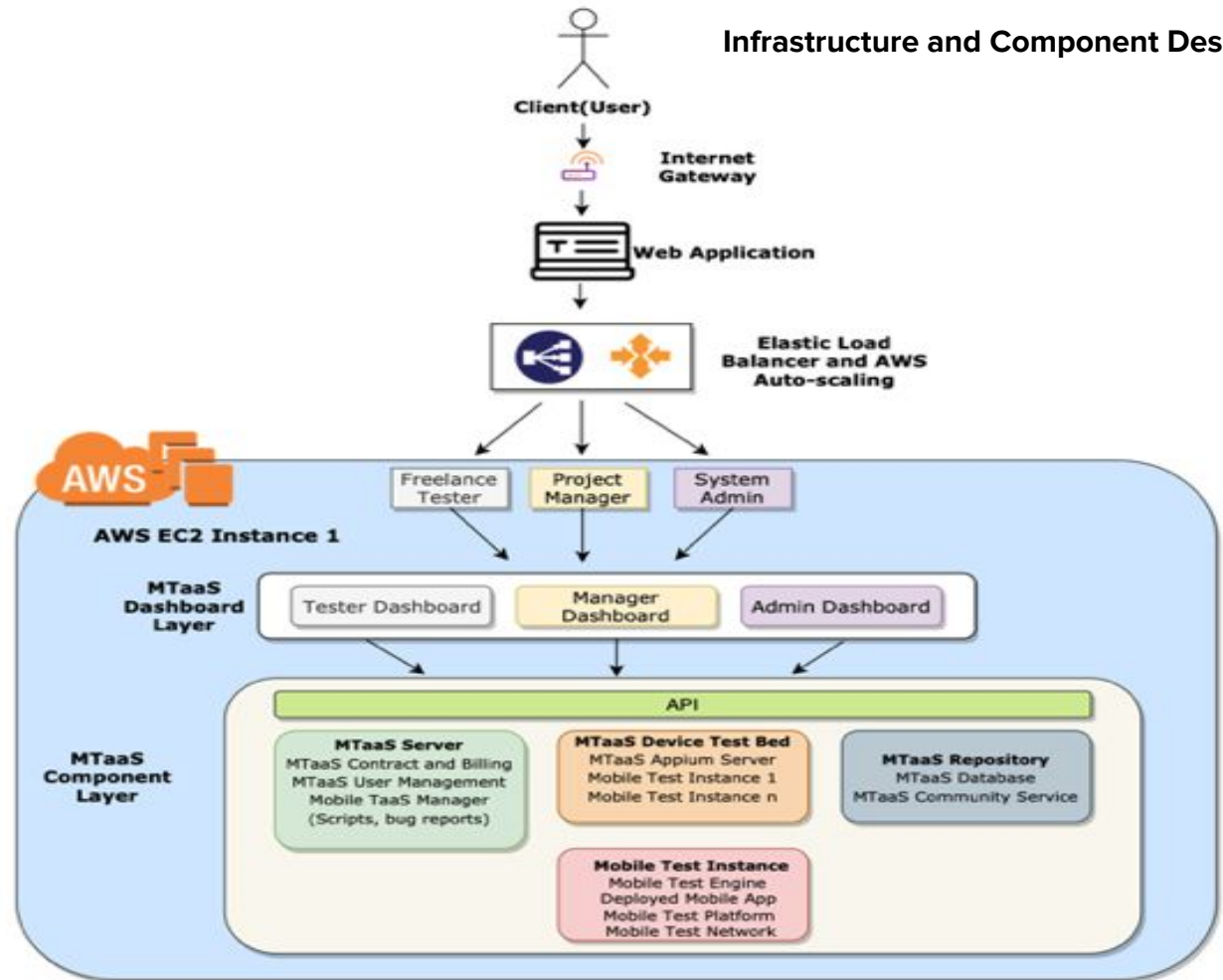
To build an efficient payment metric for services used.

System Diagram:

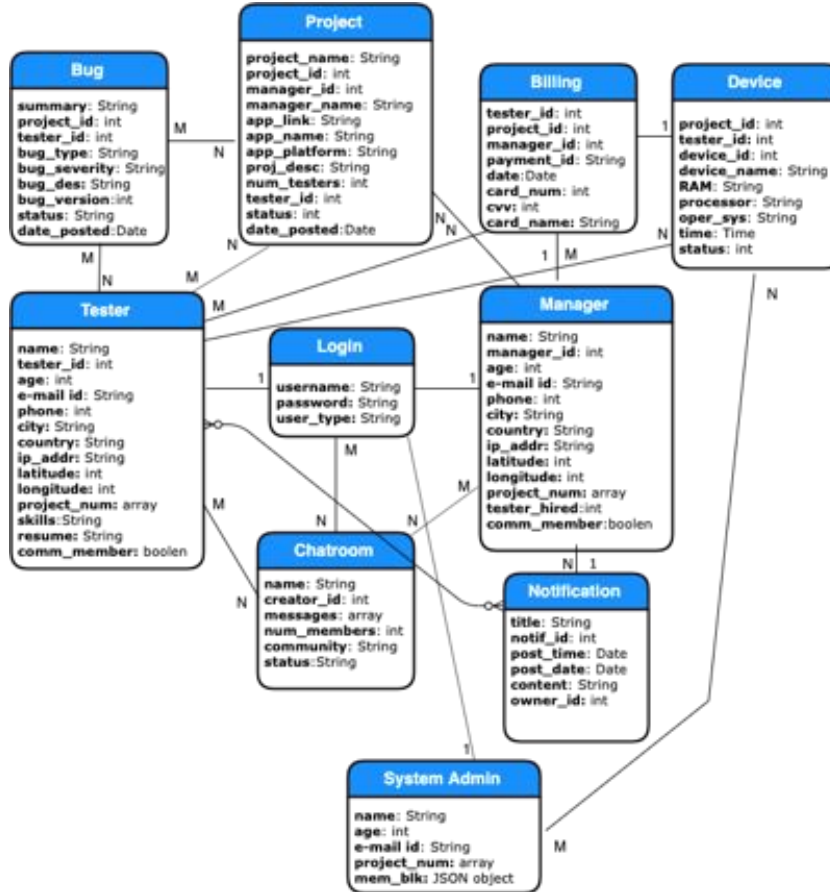


Testing using Appium Server

Infrastructure and Component Design



Database Design:



Indexing Strategy used:

- Most of the queries performed by the freelance tester and project managers based on the Project.
- Designed an indexing scheme on the 'project_id' field, since it uniquely identifies each project.
- Created a single key index as follows, which greatly increased the query performance:

```
db.projects.createIndex({"project_id": 2345})
```


Billing Metric (based on resources and bug severity)

Resource Calculation and Charges:

Client	Requested Resource	OS	RAM(MB)	RAM Usage Hours	CPU Cores	CPU Hours	Storage (GB)	Storage Hours	Cost(\$)
Client A	Mobile Device	Android	512	2.35	4	9	4	12	$(512*2.35*2)+(4*9*4.50)+(4*12*3.25)=\2724.40
Client B	Mobile Device	Android	128	1.45	2	6	8	4	$(128*1.45*2)+(6*2*4.50)+(8*4*3.25)=\529.20
Client C	Mobile Device	iOS	256	0.3	1	2	2	5.5	$(256*0.3*2)+(1*2*4.50)+(2*5.5*3.25)=\198.46

RAM cost per hr	CPU core cost per hr	Storage cost per hr
\$2	\$4.50	\$3.25

The reimbursement cost for high severity and critical bugs is determined by each project manager and can be different for different projects.

Technologies Used:

Cloud Technologies Used: Amazon Web Services EC2, Classic Load Balancer.

MongoDB: MongoDB Cloud Platform Atlas

Front End: ReactJs, Bootstrap 4

Backend: ExpressJS, Appium, AVD

Payment Gateway: Paypal

Chat 3rd Party Integration: Pusher Chatkit

Google Maps API for Map View

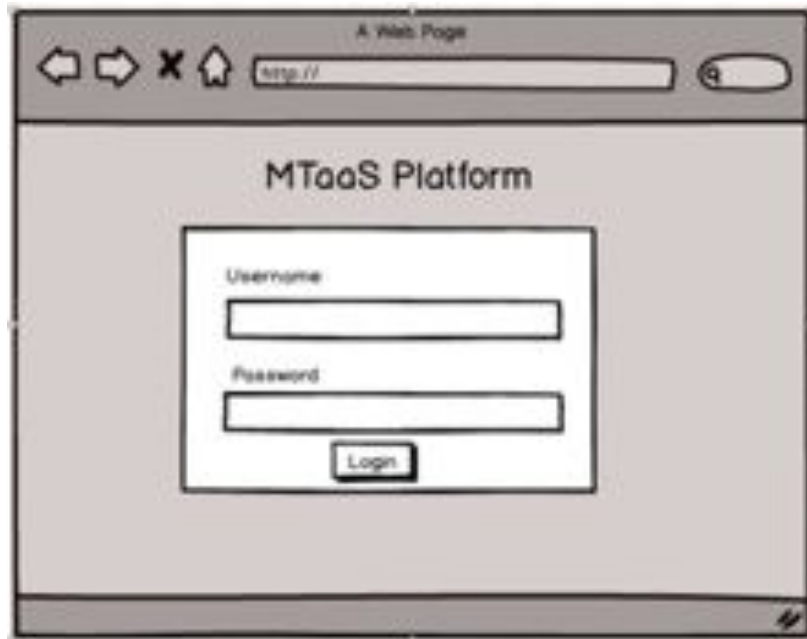


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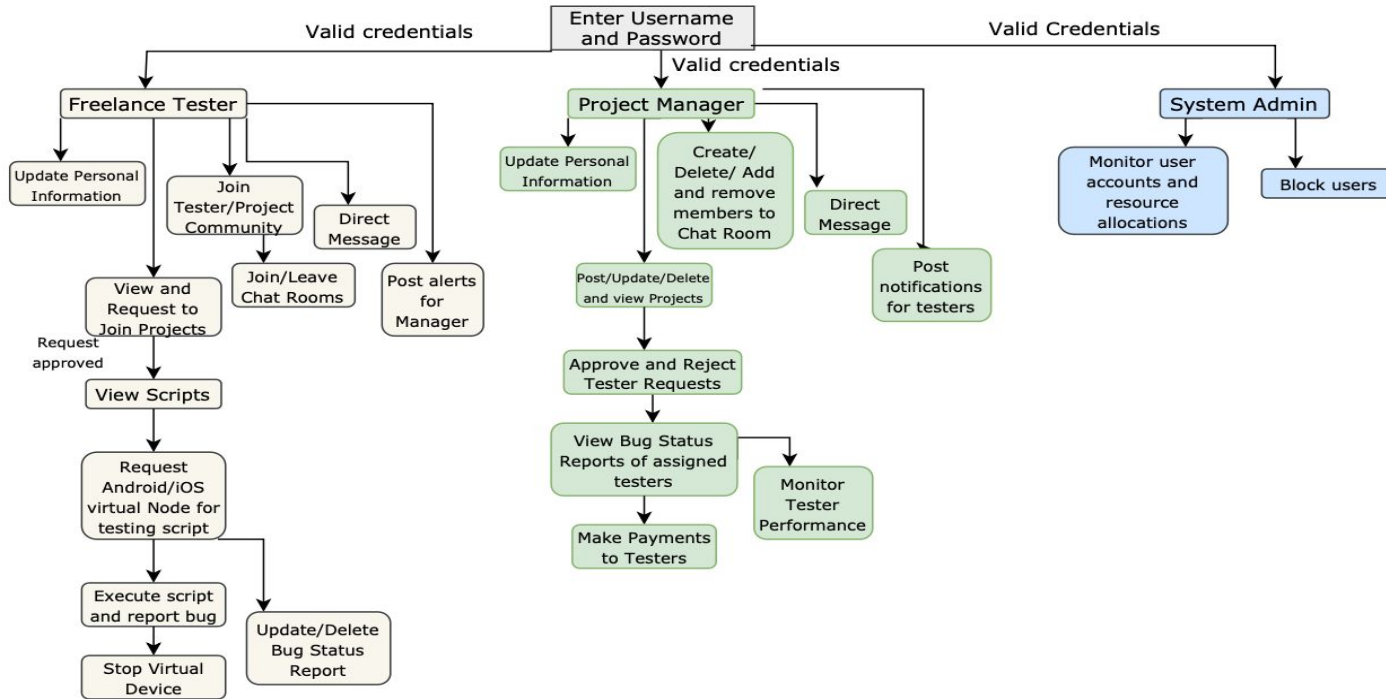


Graphical User Interface

Low Fidelity Prototype Screens designed using Balsamiq:



Graphical User Interface Functions

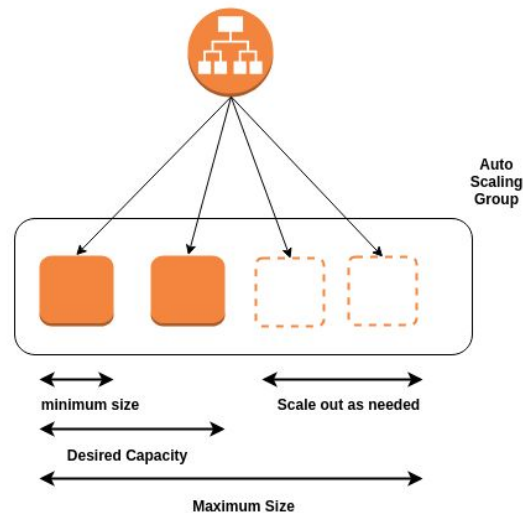


Scalability and Load Balancing

Used AWS EC2 auto scaling and classic load balancing algorithms

Auto scaling Condition: When throughput(no of requests served per second) is more than 8000, spin up a new instance(scale out) and shut off a machine when the throughput value is drops to 4000 marks(scale in)-values determined from JMeter load testing of our application

Load Balancing based on autoscaling-direct request to new instance

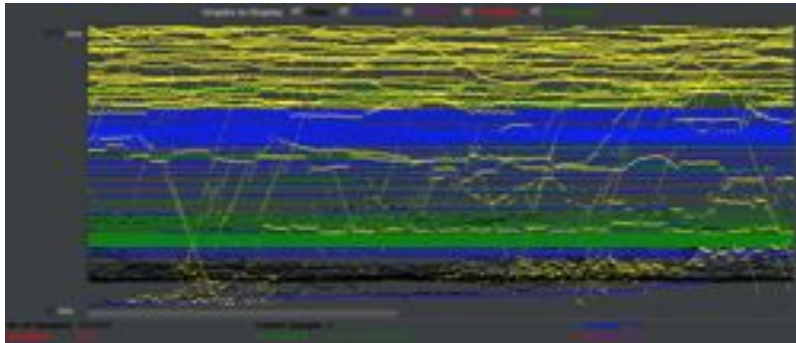


JMeter Load/Stress Testing Results:

JMeter Throughput graph for 1000 calls



JMeter Throughput graph for 5000 calls



JMeter Throughput graph for 100000 calls



JMeter Throughput Load Performance Test Results

Extra Credit Activities:

- 1)Google Maps API Integration to let the manager view testers based on their location
- 2)PayPal API Integration to enable transactions
- 3)Performance Testing of the Application using JMeter

Questions:

