# Survey Questionnaire for Validating Test Smells and Flaky Tests Findings

\* Indicates required question

1.	01. Years of industry experience? *
	Mark only one oval.
	○ 0-2 years
	3-5 years
	6-10 years
	10+ years
2.	02. Current job role/title? *
	Mark only one oval.
	Software Engineer
Mark only one oval.  0-2 years 3-5 years 6-10 years 10+ years  2. 02. Current job role/title? *  Mark only one oval.  Software Engineer QA/Test Engineer DevOps Engineer	
	DevOps Engineer
	Other:

3.	03. Domain of work you've explored till now? *
	Check all that apply.
	Web development
	Mobile app development
	Embedded systems
	Data/ML engineering
	Game development
	Other:
<b>S</b>	ection 2: Testing Practices  01. How often do you write or maintain test code? *  Mark only one oval.  Daily  Weekly
	Occasionally
	Rarely
	Never
5.	02. Test coverage goals in your team/project? *
	Mark only one oval.
	No explicit goals
	<50%
	50-75%
	75-90%
	90%+
	Don't know
	Boile Milow

6.	03. Does your team perform code reviews on test code? *
	Mark only one oval.
	Yes, same rigor as production code Yes, but less strict No, test code is rarely reviewed Not applicable
S	Section 3: Experience with Test Smells
	est smells refer to patterns in test code that indicate poor design or implementation ractices.
7.	01. Are you familiar with the concept of test smells? *
	Mark only one oval.
	Yes No
8.	02. In your experience, how often do you encounter test smells in your projects?
	Mark only one oval.
	Never
	Rarely
	Sometimes
	Often
	Always

# Section 4: Experience with Flaky Tests

Flaky tests are those tests that produce inconsistent results across different executions, failing or passing unpredictably.

9.	01. Are you familiar with the concept of flaky tests? *				
	Mark only one oval.				
	Yes				
	◯ No				
10.	02. How often do you encounter flaky tests in your projects?				
	Mark only one oval.				
	Never				
	Rarely				
	Sometimes				
	Often				
	Always				

Section 5: Perceptions of Test Smells and Flaky Tests

#### **Definition of Test Smells**

#### **Assertion Roulette**

A test with multiple assertions but no messages, making it hard to know which one failed.

### **Conditional Test Logic**

The test uses control statements (if, switch, loop) that make it harder to understand and maintain.

#### **Constructor Initialization**

The test class defines a constructor instead of using setup methods.

#### **Default Test**

The test class has a generic default name like ExampleUnitTest or ExampleInstrumentedTest.

## **Dependent Test**

A test that relies on the outcome or side effects of other tests.

### **Duplicate Assert**

A test method repeats the same assertion with identical parameters.

## **Eager Test**

The test calls multiple methods of the production class, testing too much at once.

## **Empty Test**

The test method is empty or contains no executable code.

## **Exception Catching or Throwing**

The test method includes throw or catch statements instead of using proper exception testing.

#### **General Fixture**

The setup method initializes more objects or fields than a test method actually needs.

#### **Ignored Test**

The test or class is marked with @Ignore and doesn't get executed.

#### **Lazy Test**

Multiple test methods test the same production method with slight variations.

## **Magic Number Test**

The test uses hardcoded numeric values instead of named constants or variables.

## **Mystery Guest**

The test uses external resources like files or databases without making them visible or obvious.

#### **Print Statement**

The test includes System.out.print, println, printf, or similar statements.

#### **Redundant Assertion**

An assertion where the expected and actual values are the same, making it pointless.

### **Resource Optimism**

The test assumes external resources like files will always be present, without checking.

## **Sensitive Equality**

The test relies on toString() or string comparisons that may break easily.

## **Sleepy Test**

The test uses Thread.sleep() which can slow down the test suite unnecessarily.

#### **Verbose Test**

The test method is excessively long and does too many things.

#### **Unknown Test**

The test method has no assertions and doesn't test any behavior directly.

## **Definition of Flaky Tests**

## Implementation Dependent (ID)

Tests exhibiting flaky behavior due to dependencies on specific implementations of libraries, platforms, or external systems. Their outcomes may vary across different environments or versions of dependencies.

#### Non-Order Dependent (NOD)

Tests that show inconsistent outcomes regardless of execution order, typically due to factors such as asynchronous waits, concurrency issues, randomness, or platform dependencies.

## Order Dependent (OD)

Tests whose outcomes depend on the execution order of the test suite, influenced by shared state or resources modified by other tests.

## **Order Dependent - Victim (OD-Vic)**

A subtype of OD tests that pass in isolation but fail when executed after certain "pollute" tests that modify shared state or resources.

Do you believe there is a connection between test smells and flaky tests?
Mark only one oval.
Yes No Not sure
suring Co-occurrence of Test Smells and Flaky Tests
s section, we aim to assess participants' perceptions regarding the co-occurrence of test ls and flaky tests using a 5-point Likert scale, where the scale points represent the wing:
ighly Disagree isagree eutral agree ighly Agree
<u>Co-occurrence 1</u> *
Do you believe there is a co-occurrence between  1. Assertion Roulette  2. Implementation Dependent (ID) ?  Mark only one oval.  1 2 3 4 5  High

1	3.	Co-		urre	nce	2
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- 1. Assertion Roulette
- 2. Non-Order Dependent (NOD) ?

Mark only one oval.



# 14. **Co-occurrence 3**

Do you believe there is a co-occurrence between

- 1. Conditional Test Logic
- 2. Non-Order Dependent (NOD) ?

Mark only one oval.



## 15. Co-occurrence 4

Do you believe there is a co-occurrence between

- 1. Conditional Test Logic
- 2. Order Dependent (OD) ?



1	6.	Co-occurrence	5
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- 1. Constructor Initialization
- 2. Non-Order Dependent (NOD) ?

Mark only one oval.

# 17. **Co-occurrence 6**

Do you believe there is a co-occurrence between

- 1. Eager Test
- 2. Implementation Dependent (ID) ?

Mark only one oval.

# 18. **Co-occurrence 7**

Do you believe there is a co-occurrence between

- 1. Eager Test
- 2. Non-Order Dependent (NOD) ?

Mark only one oval.

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- 1. Empty Test
- 2. Order Dependent Victim (OD-Vic)?

Mark only one oval.



## 20. Co-occurrence 9

Do you believe there is a co-occurrence between

- 1. Exception Catching or Throwing
- 2. Order Dependent (OD) ?

Mark only one oval.



## 21. **Co-occurrence 10**

Do you believe there is a co-occurrence between

- 1. General Fixture
- 2. Implementation Dependent (ID) ?



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- 1. Lazy Test
- 2. Implementation Dependent (ID) ?

Mark only one oval.

# 23. Co-occurrence 12

Do you believe there is a co-occurrence between

- 1. Magic Number
- 2. Implementation Dependent (ID) ?

Mark only one oval.

## 24. Co-occurrence 13

Do you believe there is a co-occurrence between

- 1. Magic Number
- 2. Order Dependent (OD) ?

Mark only one oval.

25. <b>Co-occurrence</b> 2	14
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- 1. Magic Number
- 2. Non-Order Dependent (NOD) ?

Mark only one oval.

# 26. **Co-occurrence 15**

Do you believe there is a co-occurrence between

- 1. Print Statement
- 2. Order Dependent (OD)?

Mark only one oval.

## 27. **Co-occurrence 16**

Do you believe there is a co-occurrence between

- 1. Redundant Assertion
- 2. Non-Order Dependent (NOD) ?

Mark only one oval.

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- 1. Redundant Assertion
- 2. Order Dependent (OD) ?

Mark only one oval.



# 29. Co-occurrence 18

Do you believe there is a co-occurrence between

- 1. Sensitive Equality
- 2. Implementation Dependent (ID) ?

Mark only one oval.



## 30. Co-occurrence 19

Do you believe there is a co-occurrence between

- 1. Sensitive Equality
- 2. Non-Order Dependent (NOD) ?



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- 1. Sensitive Equality
- 2. Order Dependent (OD) ?

Mark only one oval.



# 32. Co-occurrence 21

Do you believe there is a co-occurrence between

- 1. Sleepy Test
- 2. Non-Order Dependent (NOD) ?

Mark only one oval.



## 33. <u>Co-occurrence 22</u>

Do you believe there is a co-occurrence between

- 1. Sleepy Test
- 2. Order Dependent (OD) ?



34.	Co-	occ	ıırre	nce	23
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- 1. Unknown Test
- 2. Implementation Dependent (ID) ?

Mark only one oval.

## 35. Co-occurrence 24

Do you believe there is a co-occurrence between

- 1. Verbose Test
- 2. Non-Order Dependent (NOD) ?

Mark only one oval.

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