


Professional Software Testing Using Visual Studio 2017

Richard Hundhausen
Trainer / Author
Accentient

About Me

- From Boise, Idaho, USA
 - President of Accentient
 - Microsoft MVP (Visual Studio ALM)
 - Professional Scrum Developer
 - Professional Scrum Trainer
 - Co-creator of the Nexus (scaled Scrum Fx)
 - richard@accentient.com
-  @rhundhausen



Visual Studio LIVE!
EXPERT SOLUTIONS FOR .NET DEVELOPERS

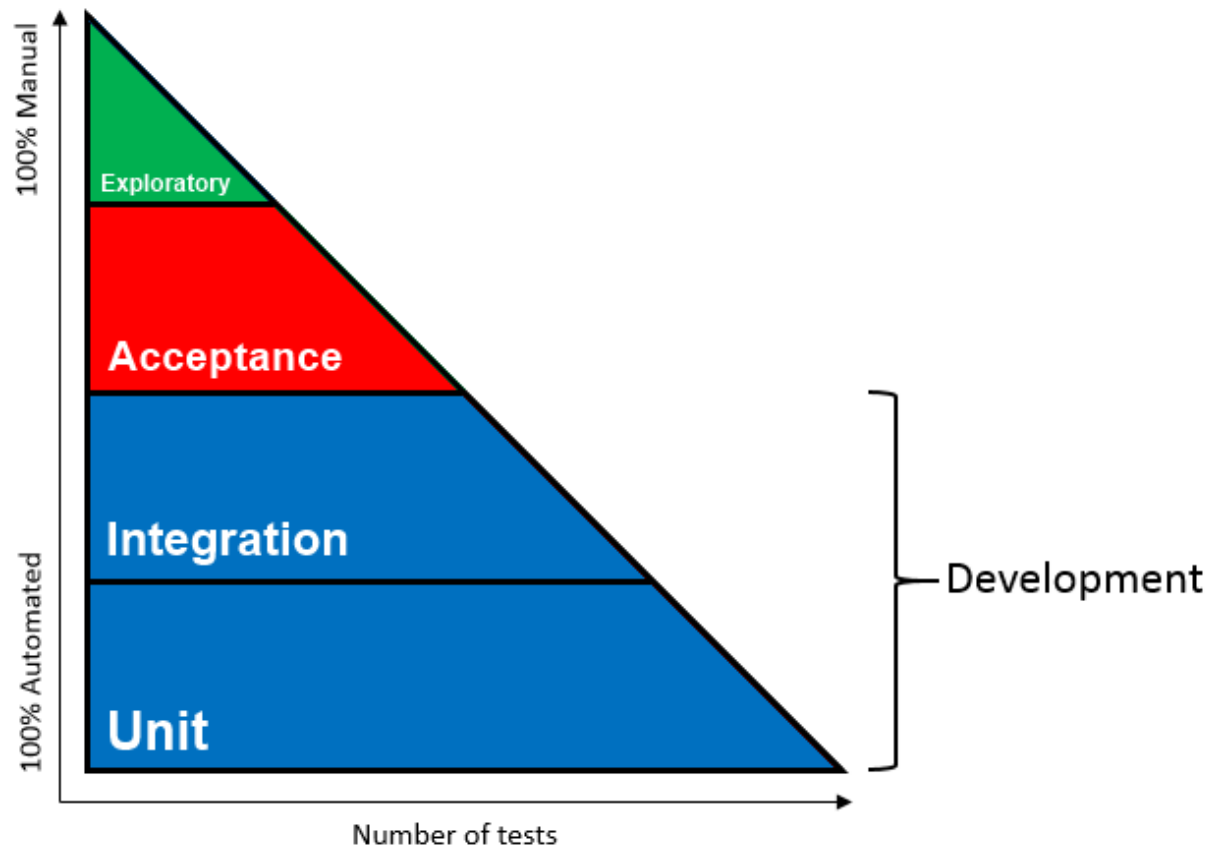
Session Backlog

- Development Tests
- Acceptance Tests
- Exploratory Tests

There are Three Types of Tests ...



Development Tests Ensure the “How”



Acceptance Tests Ensure the “What”

- Verify that the team is building the right thing
- Created and run by anyone on the team
 - Traditionally a responsibility of QA or the users
- Can be automated or manual
- There are many types of acceptance tests
 - Functional, performance, load, stress, ...

Acceptance Testing Myths

Myth #1 – Acceptance Tests Are Run by Users



Anyone on the team can run acceptance tests.

It is risky to depend upon a user, or anyone outside of the team, in order to be “done”.

Myth #2 – Acceptance Tests Are Manual Tests



Most acceptance tests can
(and should) be automated.

Some tests will never be automatable.

Myth #3 – Acceptance Tests Are Created Last



Acceptance tests should be created before coding begins.

This is the foundation of
Acceptance Test Driven Development.

Myth #4 – Acceptance Tests == Acceptance



Just because your acceptance tests pass, doesn't mean you are "done".

Your definition of "done" hopefully includes other quality gates as well.

Myth #5 – Acceptance Tests Are Created By Users



Acceptance criteria are provided by
(or distilled down from) the stakeholders.

The team creates the tests based
on the acceptance criteria.




Good Acceptance Tests Start With Good Acceptance Criteria

Acceptance Criteria

- Each item in the product backlog should clearly define when it is “done”
- Acceptance criteria does this by ...
 - Describing a user story’s behavior
 - Being objectively verifiable
 - Forming the basis for acceptance tests

Acceptance Criteria: Example

Acceptance Criteria

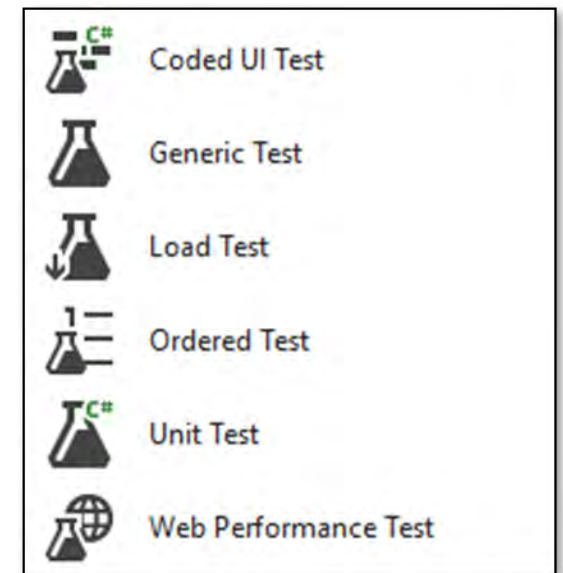
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- Last 10 tweets are displayed
- Tweet appears in under 60 seconds
- Only @Fabrikam or #Fabrikam tweets are listed
- Tweets contain no profanity

Acceptance Testing in Visual Studio 2017

Acceptance Testing in Visual Studio

- Any Visual Studio test type can be used for acceptance testing
 - Some are better suited for certain types of acceptance (e.g. load tests)
 - Some are only available in the Enterprise edition



Unit Tests



- Unit tests are the “Swiss army knife” of tests
 - They execute raw code and have numerous ways to assert success
 - Although primarily used for development tests, unit tests can be used as acceptance tests
- Available in all editions

Coded UI Tests



- Coded UI tests are automated UI tests
- They are like other Visual Studio tests
 - They can be placed in test lists, given test categories, run automatically during a build
- Requires Enterprise edition

Important: Going forward, Microsoft is recommending Selenium for web-apps and Appium for Windows apps instead of Coded UI tests.

Generic Tests



- A generic test is a wrapper around an existing program or test executable
 - Uses stdin, stdout, and stderr to control the underlying application and determine pass/fail
- Using generic tests is a means of taking advantage of existing test infrastructure
- Requires Enterprise edition

Ordered Tests



- An ordered test is just a container that holds other tests
 - Those tests will be executed in that specific order
- An ordered test appears as a single test
- Available in Professional edition

Web Performance Tests



- A series of HTTP requests executed against a web server
 - Assertions can range from simply verifying a 200 status code to custom validation rules
- Microsoft calls it a “performance” test, but it works just fine as a functional test
- Requires Enterprise edition

Load Tests



- Load tests simulate many users accessing a service simultaneously
 - A load test can be configured to simulate various conditions such as user load and network types
- Load tests provide access to application stress and performance data
- Requires Enterprise edition

Exploratory Testing

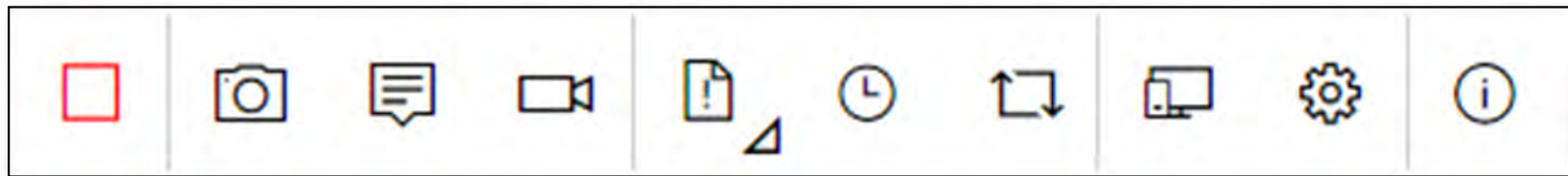
Exploratory Tests

- Exploratory testing is a style of software testing that does not require scripted steps
- The developer interacts with the application in any way he or she desires in order to ...
 - Gain an understanding of how the application works
 - Get a sense of how the user interface looks and feels
 - Identify the functionality that the application offers
 - Find bugs
 - Determine acceptance

Browser-Based Exploratory Testing



- Test & Feedback extension
 - Available for Google Chrome and Mozilla Firefox
- Take notes, capture screenshots, annotate screenshots, create tasks, create test cases, create bugs, and track a timeline of the exploratory session



Retrospective ...

- Professional software testing includes planning and verifying the quality of the *how* and the *what*
- Development tests == user tests
- Acceptance test is about proving “done”
 - Ideally, in an automated way
- Acceptance tests are created and executed by the team
 - Not by testers or users (User Acceptance Testing “UAT” == risk)
- Visual Studio offers many automated testing tools

Remember ...



Done () ;

(thank you)

richard@accentient.com | @rhundhausen