



Automated cross-platform testing

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Agenda

Introduction

Test recording
or test coding

Return on
Investment
with case
study

Coded tests
Page Object
Pattern
with Demo

Cross-
Platform
testing
with Demo

Q&A



Test Automation

“

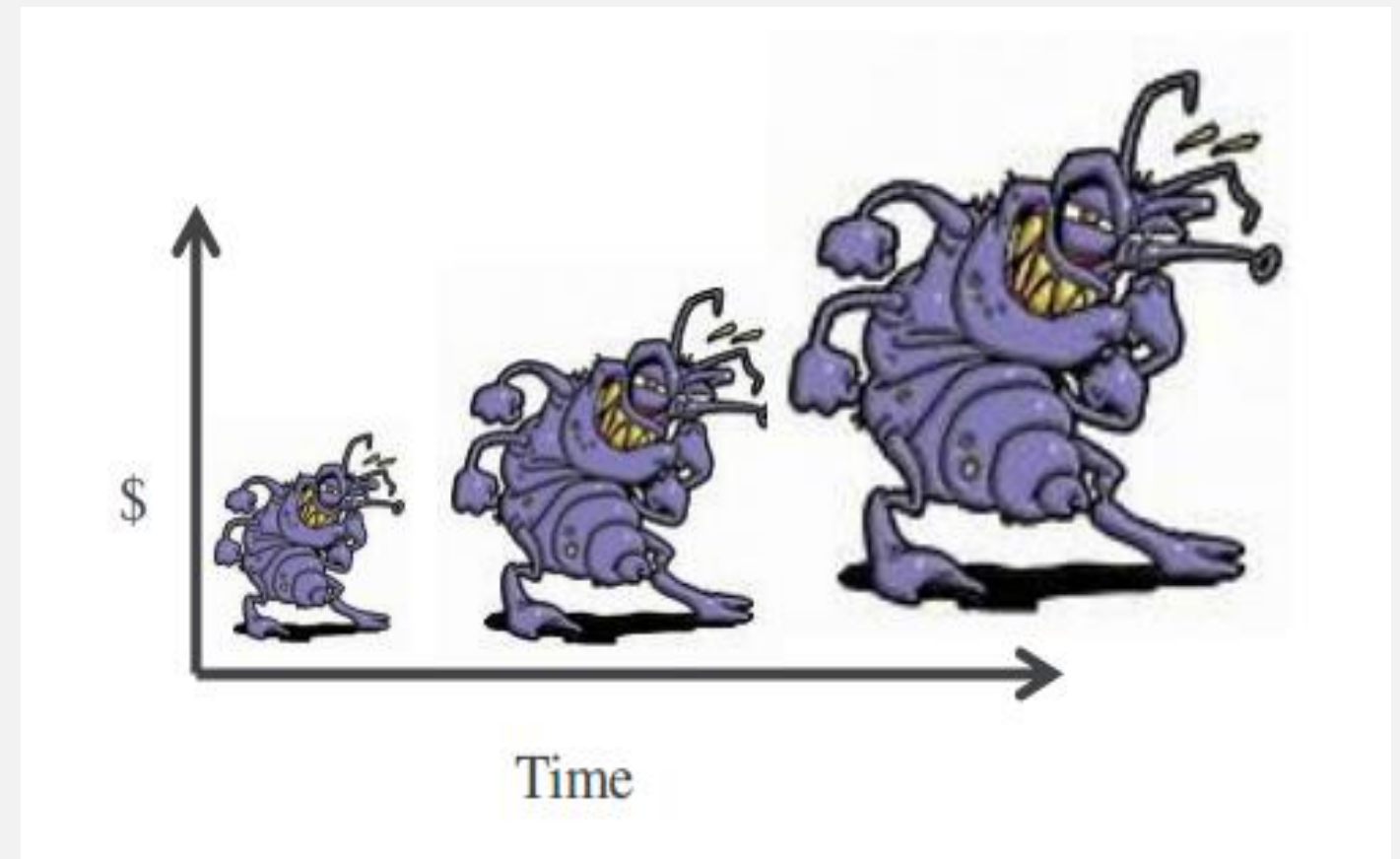
Automation does not do what testers used to do, unless one ignores most things a tester really does. Automated testing is useful for extending the reach of the testers work, not to replace it.”

James Bach



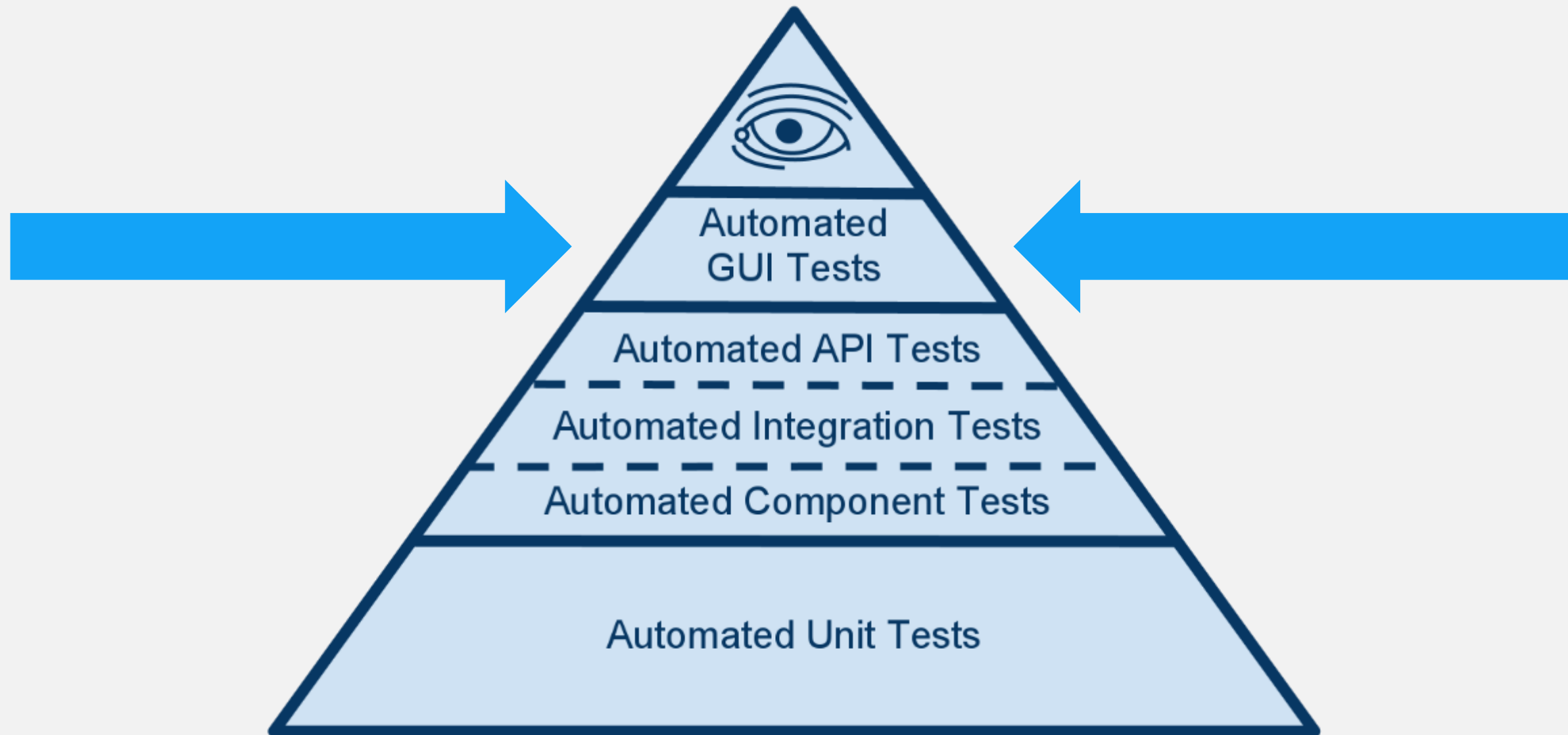
1:10:100

"1:10:100" rule. A defect that costs \$1 to fix in requirements or design costs \$10 to fix in a traditional test phase and \$100 to fix after the product goes into production (live) use.



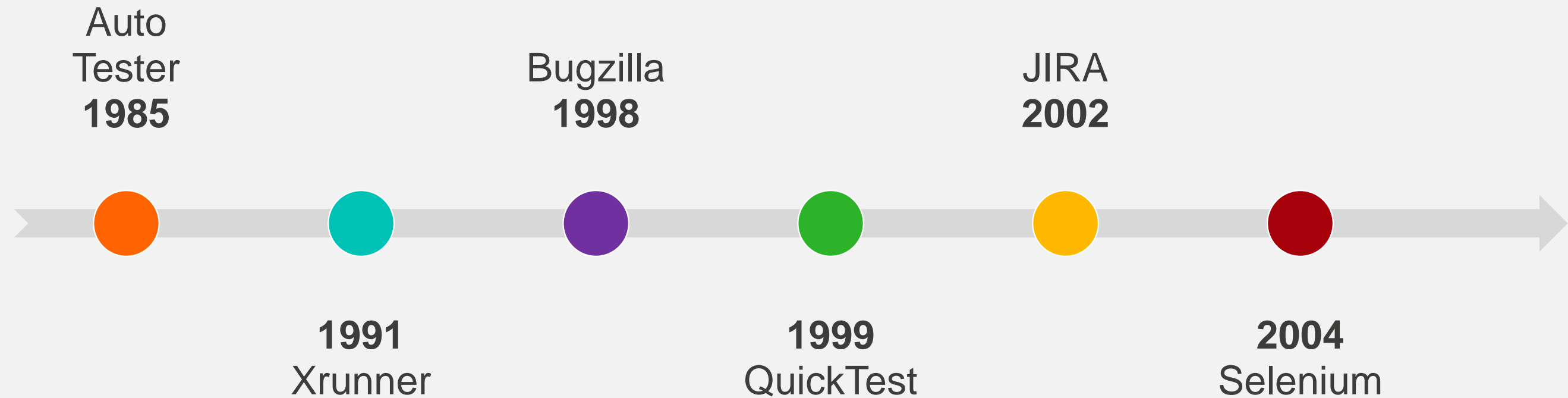


Test Automation Pyramid



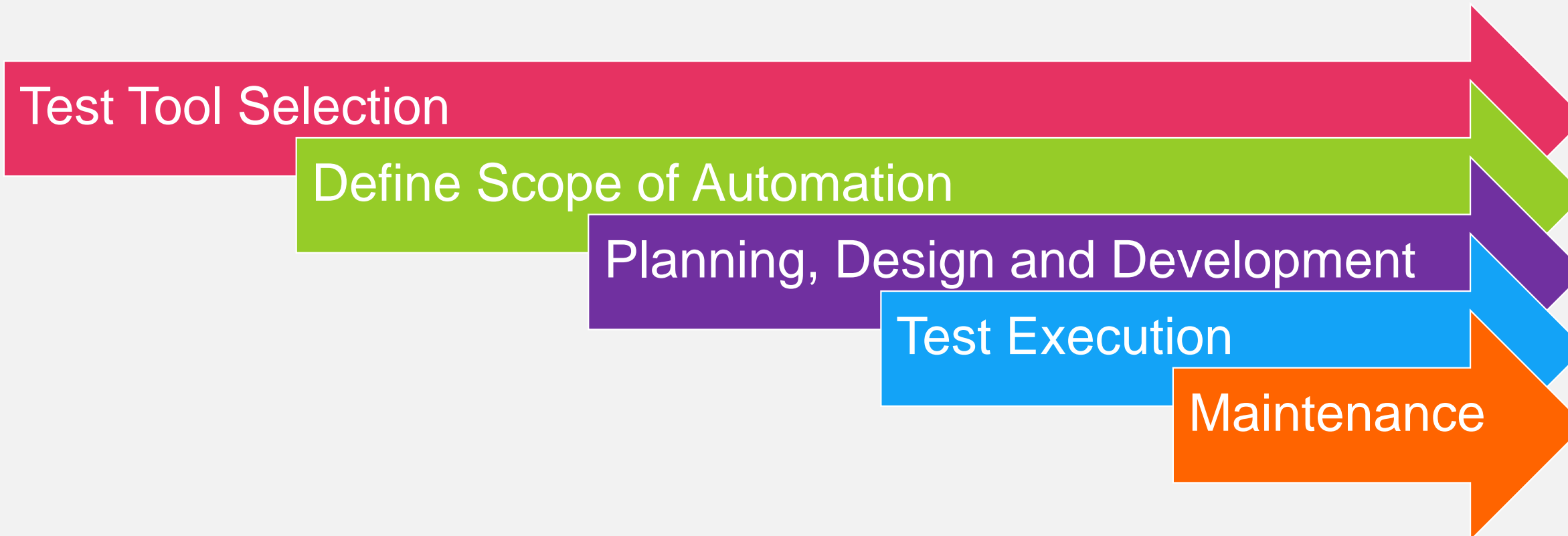


History of GUI Test Automation Tools



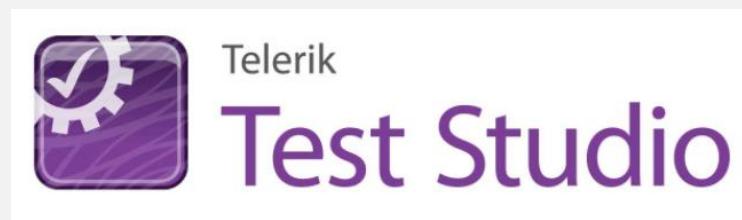
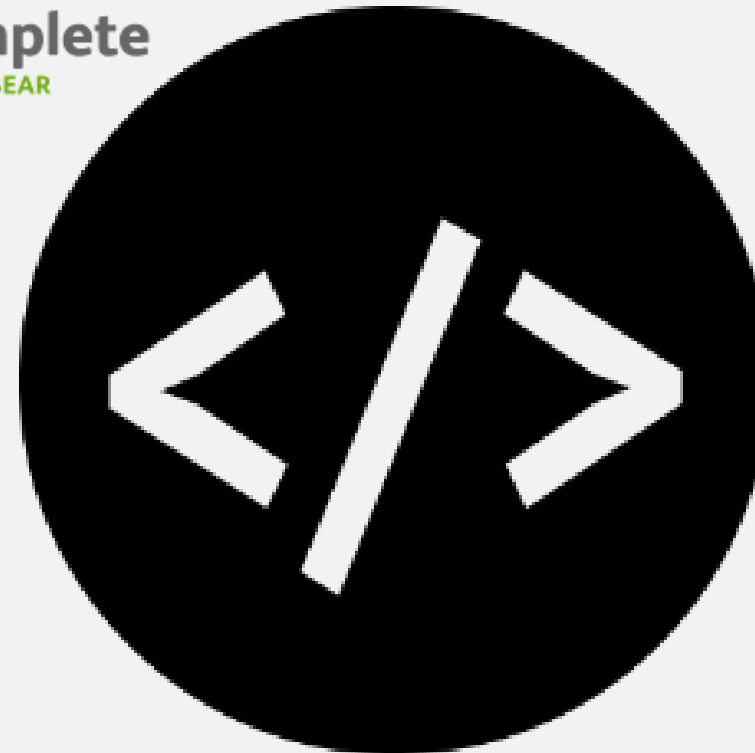
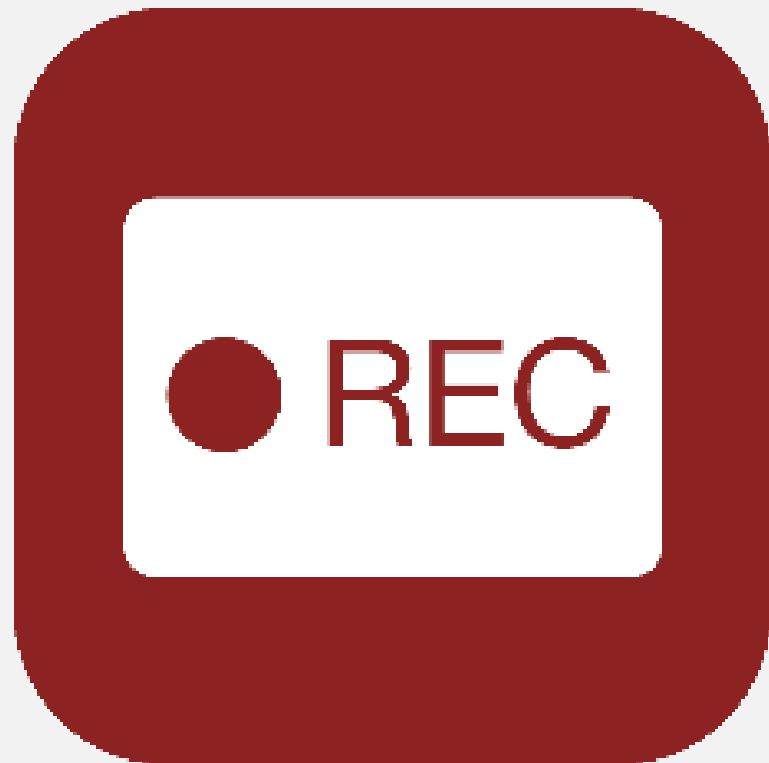


Introduction to Test Automation





Test Recording and Test Coding





Test recording



- Saves time
- No need to design the structure
- Immediate feedback on quality
- Everybody can use it



- Unstable
- One change to GUI will block multiple scripts
- Hard to maintain
- One platform only
- Vendor dependancy



Test coding – Page Object Pattern



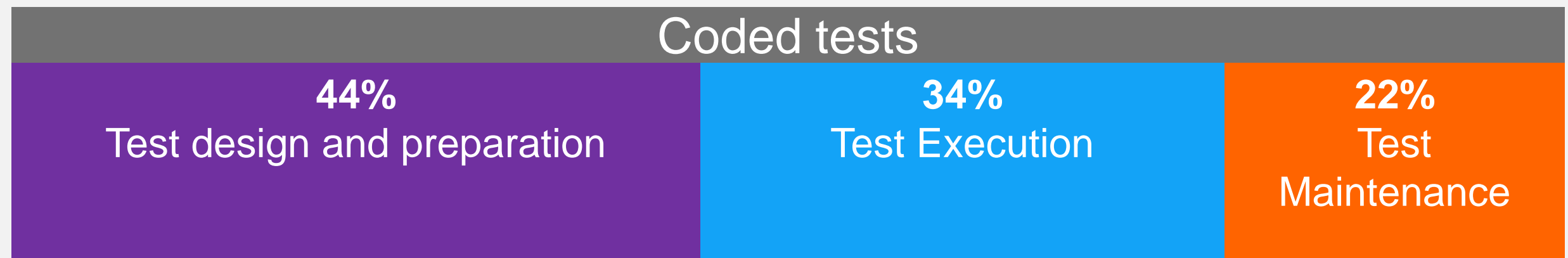
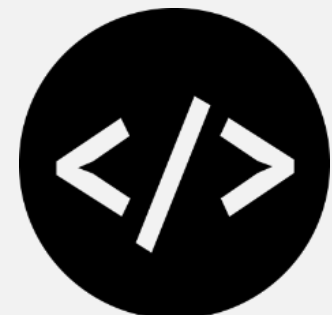
- Resistant to GUI changes
- Easy to create iterations of tests
- Possibility to use same tests across platforms
- Easy to maintain



- Steep learning curve
- Should be well thought and designed first
- Takes time and effort to develop
- Problems with certain GUI elements

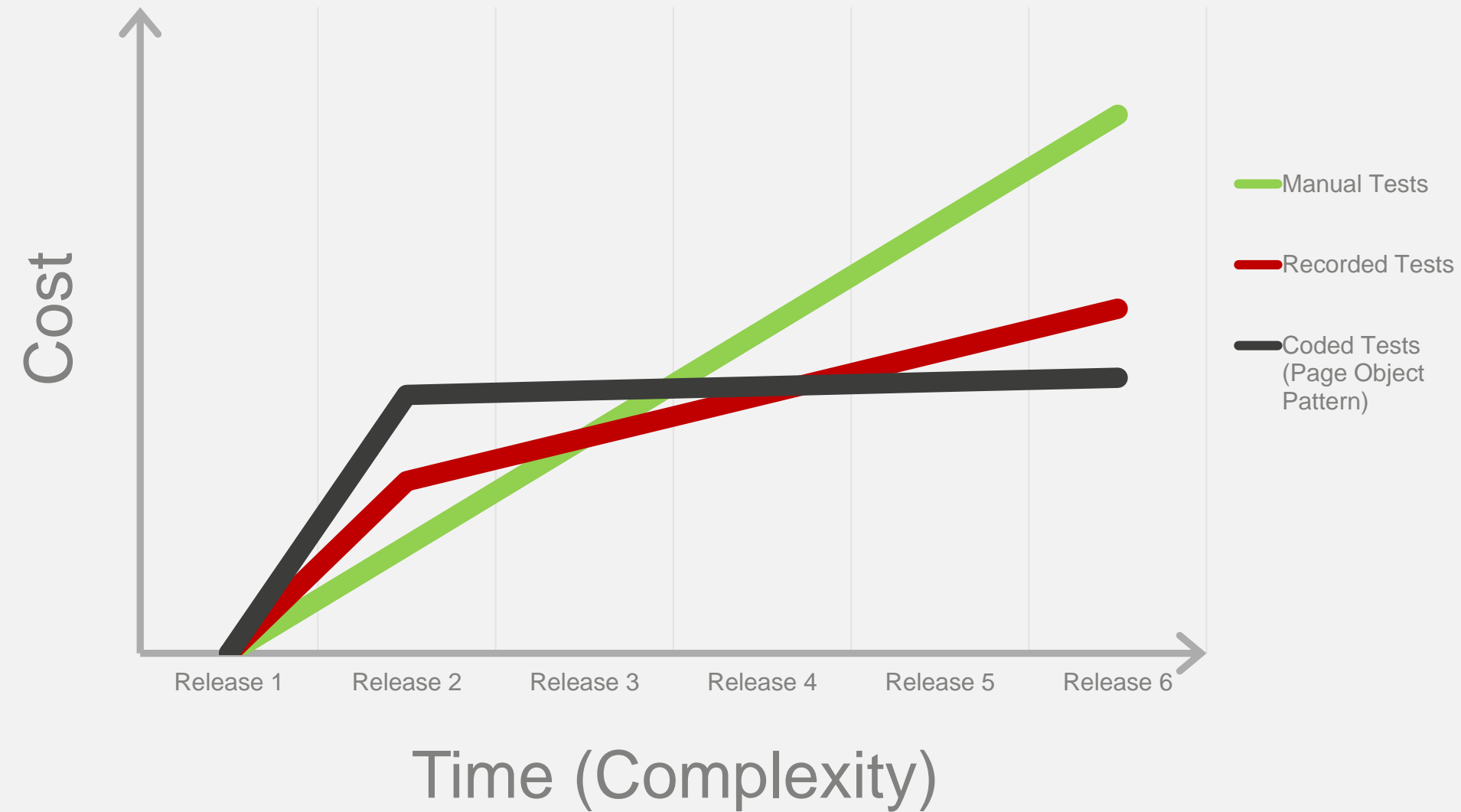


Effort Comparison





Cost comparison





Summary

Manual testing



Recorded tests



Coded tests



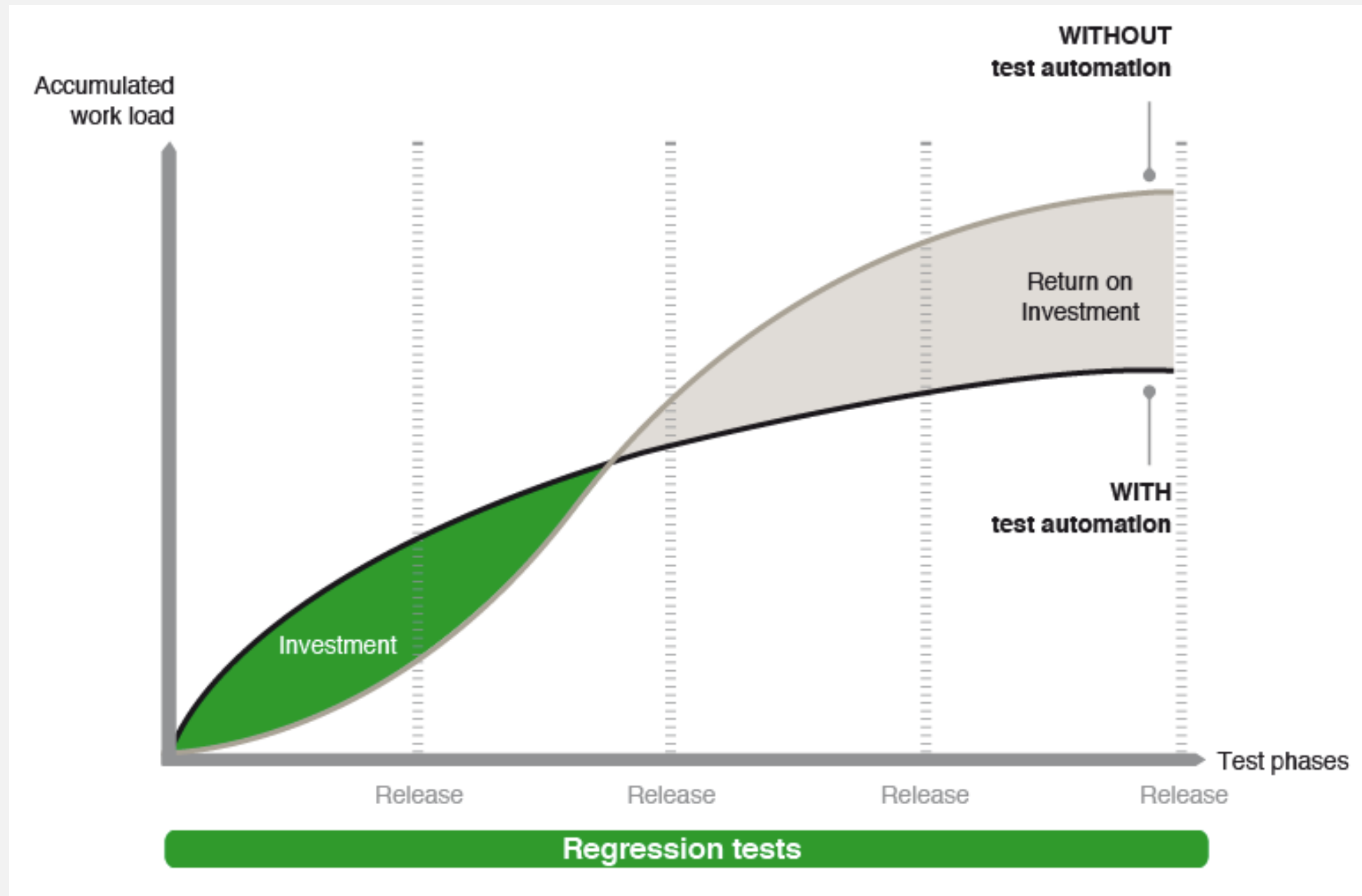


Return on investment

$$ROI = \frac{\textit{Gain from Investment} - \textit{Cost of Investment}}{\textit{Cost of Investment}} \times 100$$



Return on investment





Case 1

8 Cycles

5 Test cases

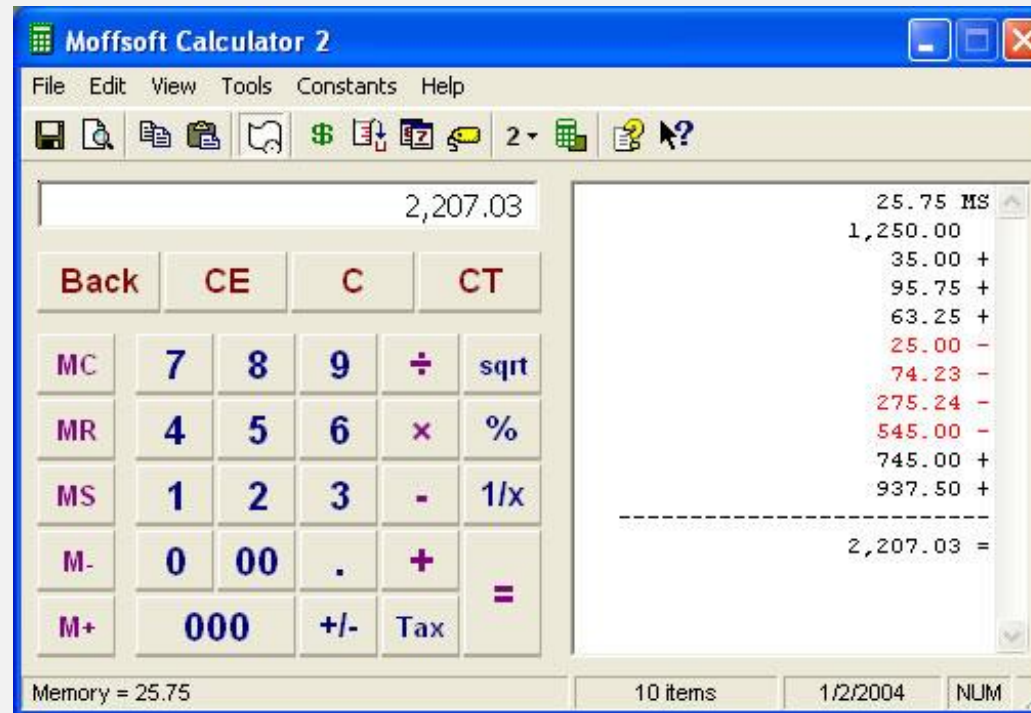
10 min to test manually each test

15 min to record each test

60 min to code each tests

0 min maintenance of recorded

0 min maintenance of coded



Recorded tests ROI:

$$\frac{400 - (75 + 0)}{75 + 0} \times 100 = 433.33\%$$

Coded tests ROI (Page Object Pattern):

$$\frac{400 - (300 + 0)}{300 + 0} \times 100 = 25\%$$



Case 2

8 Cycles

35 Test cases

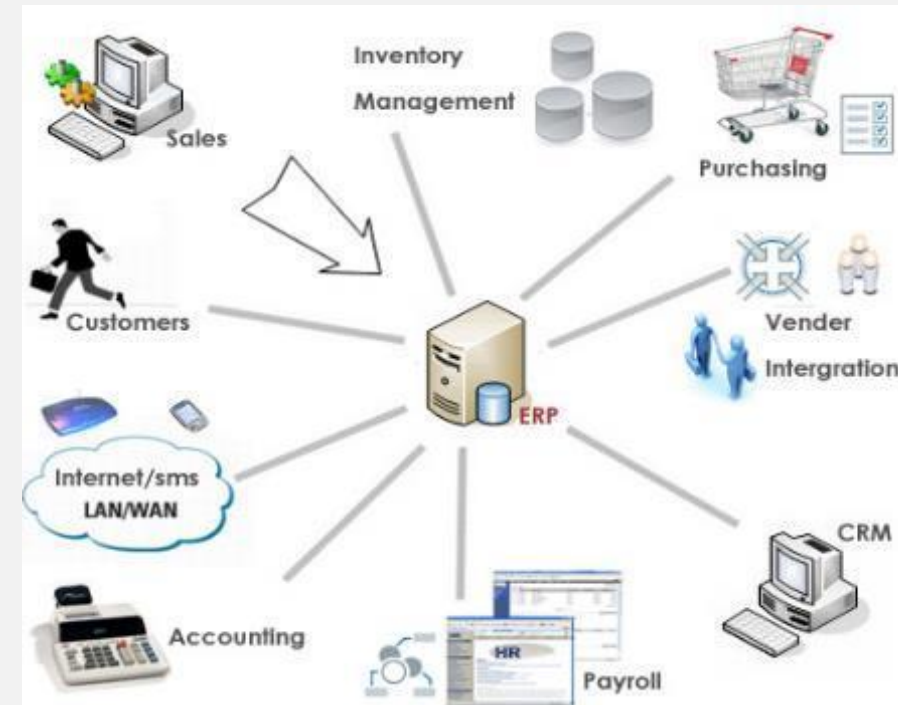
10 min to test manually each test

15 min to record each test

25 min to code each tests

30 min maintenance of recorded

5 min maintenance of coded



Recorded tests ROI:

$$\frac{2800 - (525 + 1225)}{525 + 1225} \times 100 = 60\%$$

Coded tests ROI (Page Object Pattern):

$$\frac{2800 - (875 + 175)}{875 + 175} \times 100 = 167\%$$



Which to use?

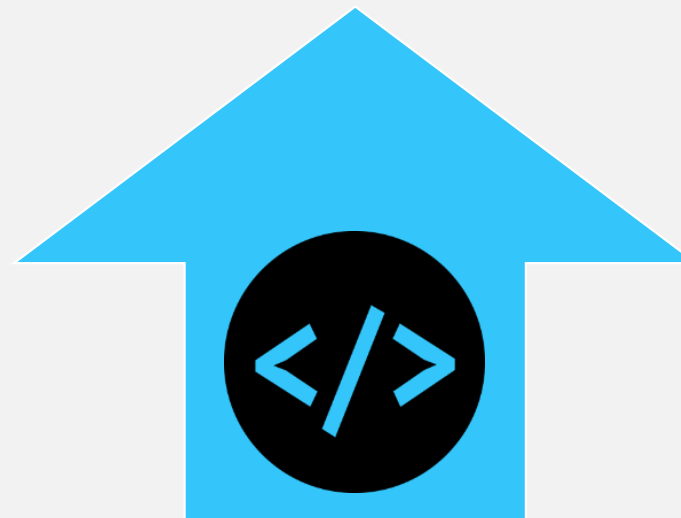


Test Recording:

- simple apps (calculator, mobile calendar, home budget)
- ad hoc tests
- little to test
- no iterations of business scenarios
- test data creation

Test Coding:

- big projects (ERP, Finance solutions, online stores)
- complex apps
- cross-platform apps
- many iterations of business scenarios





Test Recording or Test Coding - Summary

Not all of tester's tasks can be automated

What kind of software are we testing? Do we only maintain it or is it still being developed?

There are a lot of tools, find which one suits your needs the most

Test Recording – low effort at the start, high in maintenance

Test Coding – big effort at the start, pays off in maintenance

Test Recording and Test Coding can be used simultaneously



Agenda

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Test recording
or test coding
(Page Object
Pattern)

Return on
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Coded tests
Page Object
Pattern
with Demo

Cross-
Platform
testing
with Demo

Q&A



Coded tests

Manual testing



Recorded tests



Coded tests





Coded tests

TGV



Slow train





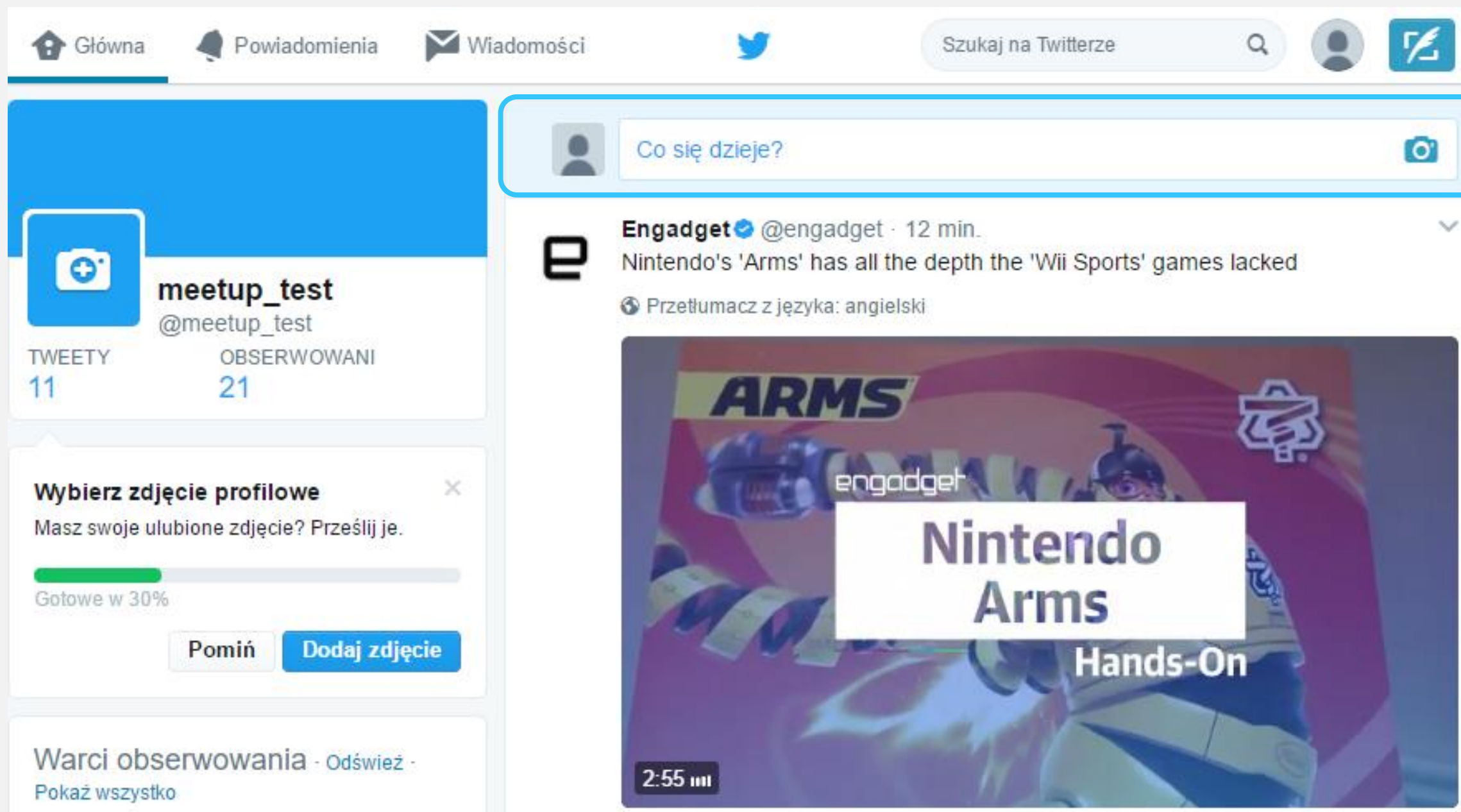
Coded tests

Test Scenario



Web

Test Scenario – Step 1



The screenshot shows a Twitter interface. At the top, there's a navigation bar with 'Główna', 'Powiadomienia', and 'Wiadomości'. A search bar says 'Szukaj na Twitterze'. The profile of 'meetup_test' (@meetup_test) is shown on the left, with 11 tweets and 21 followers. A modal for adding a profile picture is open, showing a progress bar at 30%. The main content area shows a tweet from Engadget (@engadget) about Nintendo's 'Arms' game, with a video player showing a hands-on demo.

Twitter Profile: meetup_test
 @meetup_test
 TWEETY: 11
 OBSERWOWANI: 21

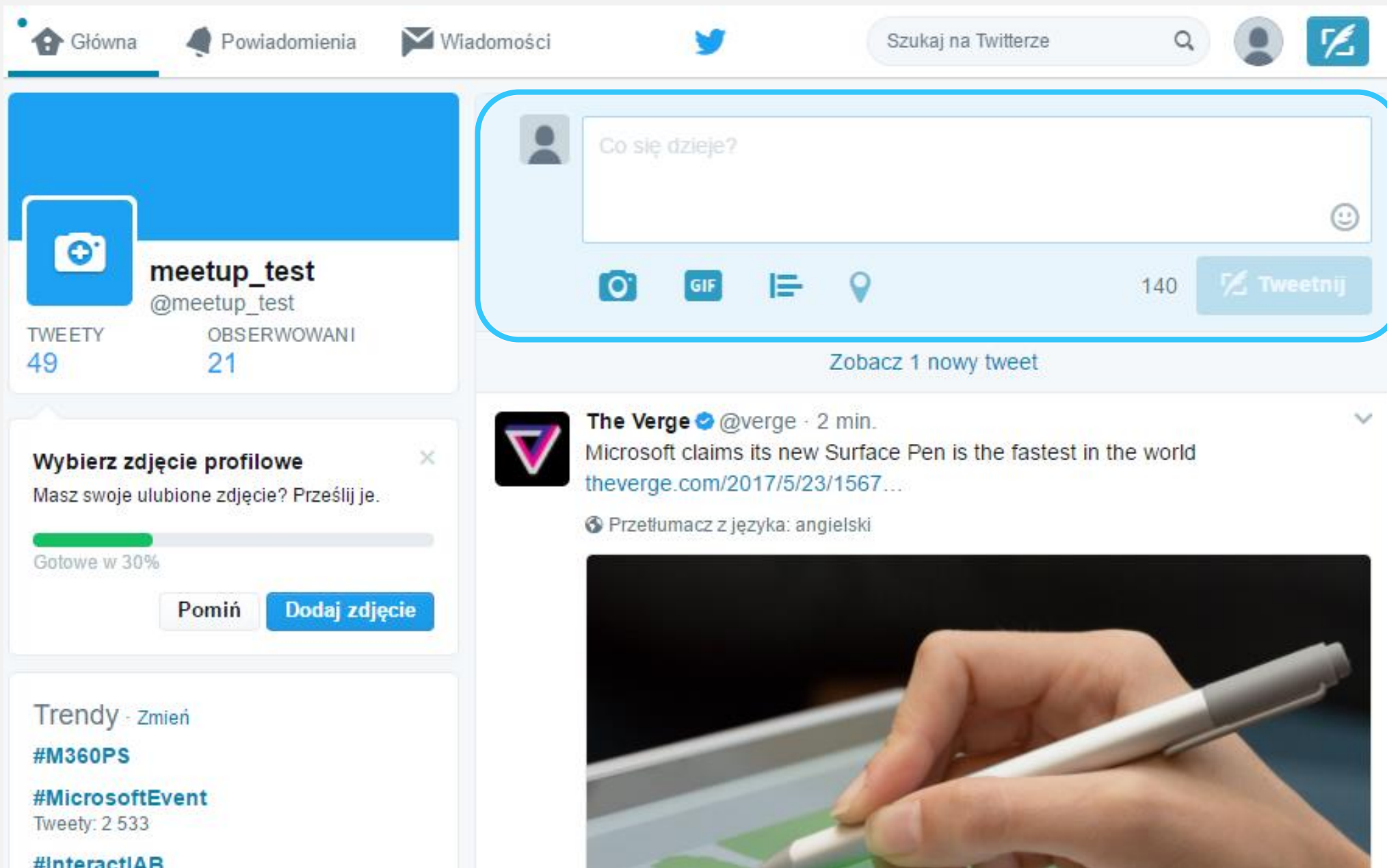
Wybierz zdjęcie profilowe
 Masz swoje ulubione zdjęcie? Prześlij je.
 Gotowe w 30%
 Pomiń Dodaj zdjęcie

Warci obserwowania - Odśwież - Pokaż wszystko

Engadget @engadget · 12 min.
 Nintendo's 'Arms' has all the depth the 'Wii Sports' games lacked
 Przetłumacz z języka: angielski

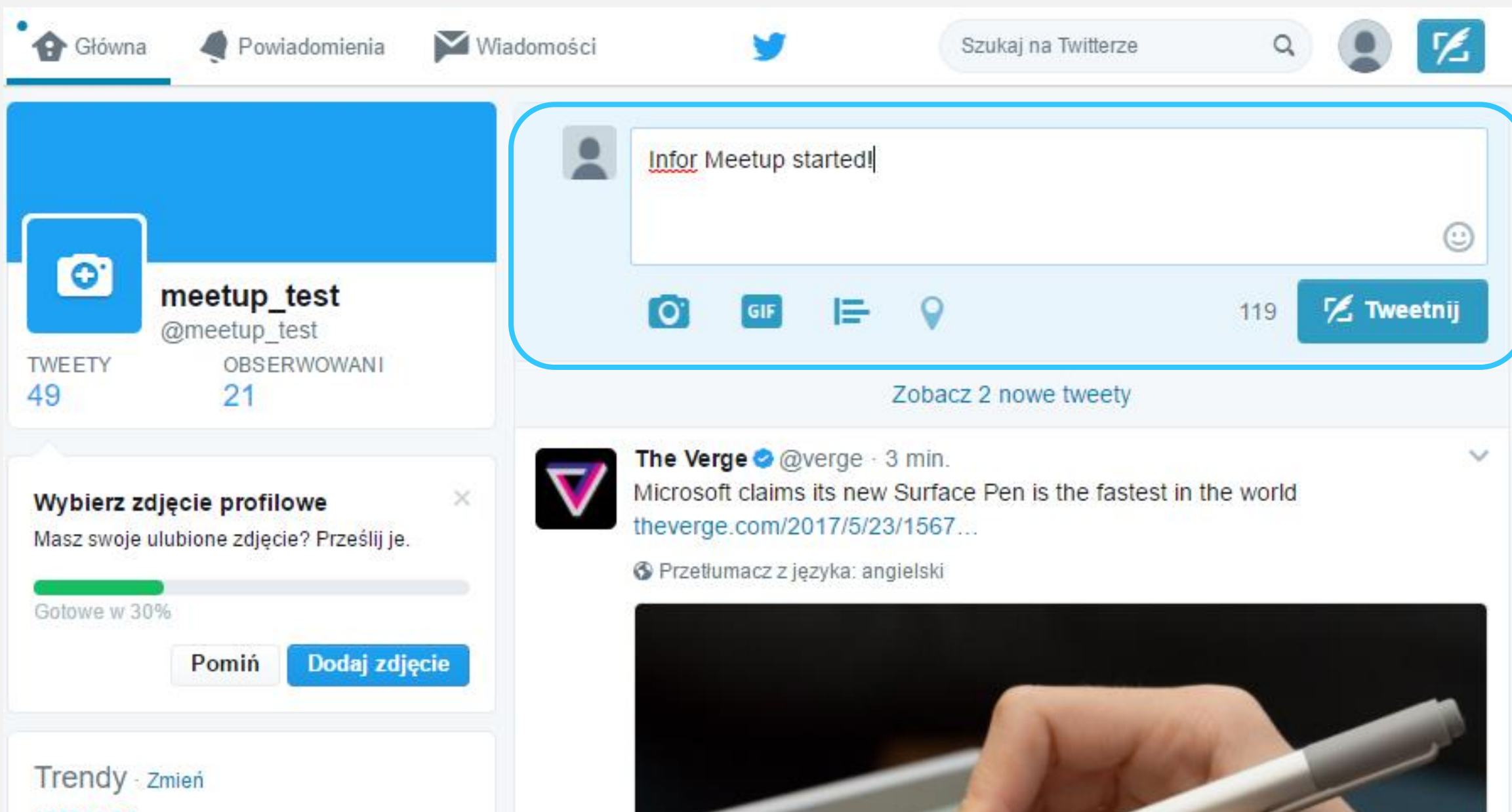
Arms
 Nintendo Arms Hands-On
 2:55

Test Scenario – Step 2



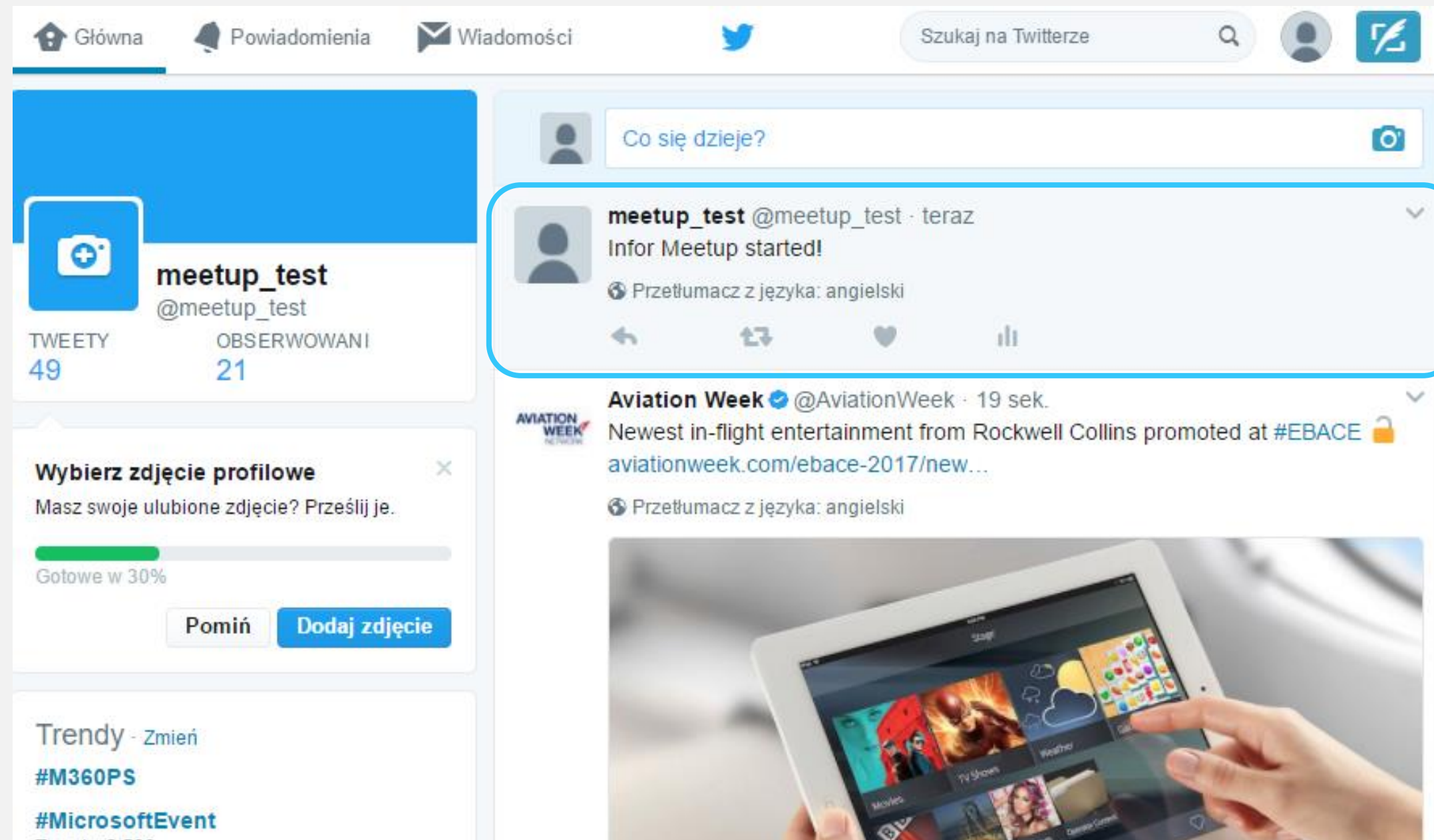
The screenshot shows a Twitter profile page for 'meetup_test' (@meetup_test). The profile has 49 tweets and 21 followers. A blue border highlights the tweet composition area, which includes a text input field with the placeholder 'Co się dzieje?', icons for adding photos, GIFs, videos, and locations, a character count of 140, and a 'Tweetnij' button. Below the composition area, a tweet from 'The Verge' (@verge) is visible, mentioning Microsoft's Surface Pen. The left sidebar contains a prompt to 'Wybierz zdjęcie profilowe' (Choose profile picture) and a 'Trendy' section with hashtags like #M360PS, #MicrosoftEvent, and #InteractIAB.

Test Scenario – Step 3



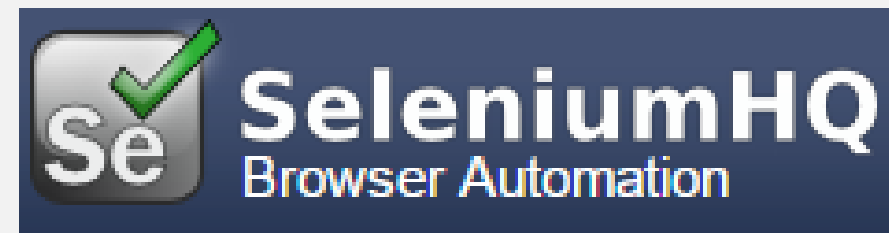
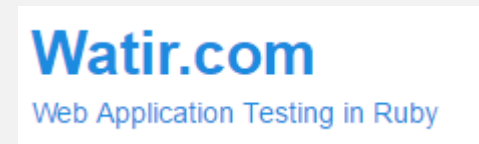
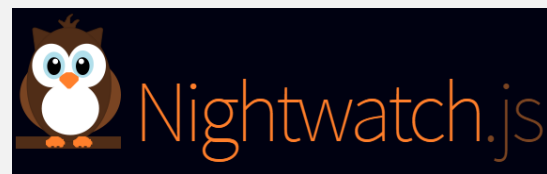
The screenshot shows a Twitter profile for 'meetup_test' (@meetup_test). The profile has 49 tweets and 21 followers. A blue border highlights the tweet composition area, which contains the text 'Infor Meetup started!'. Below the text are icons for adding photos, GIFs, lists, and locations, along with a character count of 119 and a 'Tweetnij' button. Below the composition area, a tweet from 'The Verge' (@verge) is visible, mentioning Microsoft's new Surface Pen. The tweet text is 'Microsoft claims its new Surface Pen is the fastest in the world' with a link to 'theverge.com/2017/5/23/1567...'. Below the text is a video thumbnail showing a hand holding a pen.

Test Scenario – Step 4





Coded tests – Web Frameworks





Demo 1

- <https://github.com/achrapowicki/cross-platform-testing/tree/master/Demo1/Tweeter.Tests>



Demo 1 - Issues

- Test cases are difficult to read
- Changes in the UI breaks multiple tests often in several places
- Duplication of selectors inside and across tests

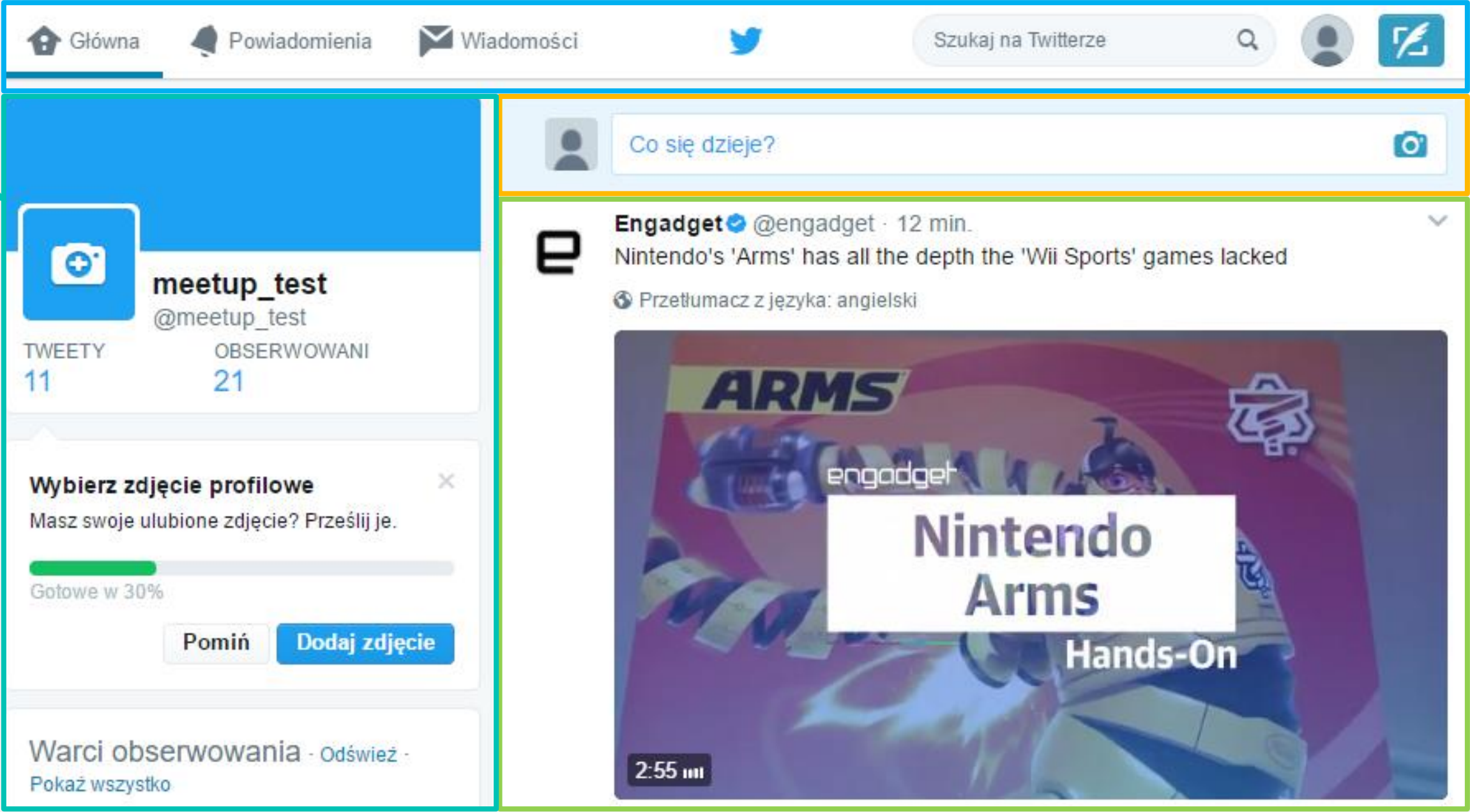
Page Object Pattern

Navigation bar

Side menu

Create Tweet

Tweets stream





Page Object Pattern

Publish Tweet Test

- TweetLessThan140Signs_Published()
- ...

Navigation bar

- GoToNewTweet()
- GoToMessages()
- GoTo...()

Create Tweet

- PutMessage()
- Publish()
- AttachImage()
- ...

Tweet stream

- GetLastTweet()
- ReplayTweet()
- ForwardTweet()

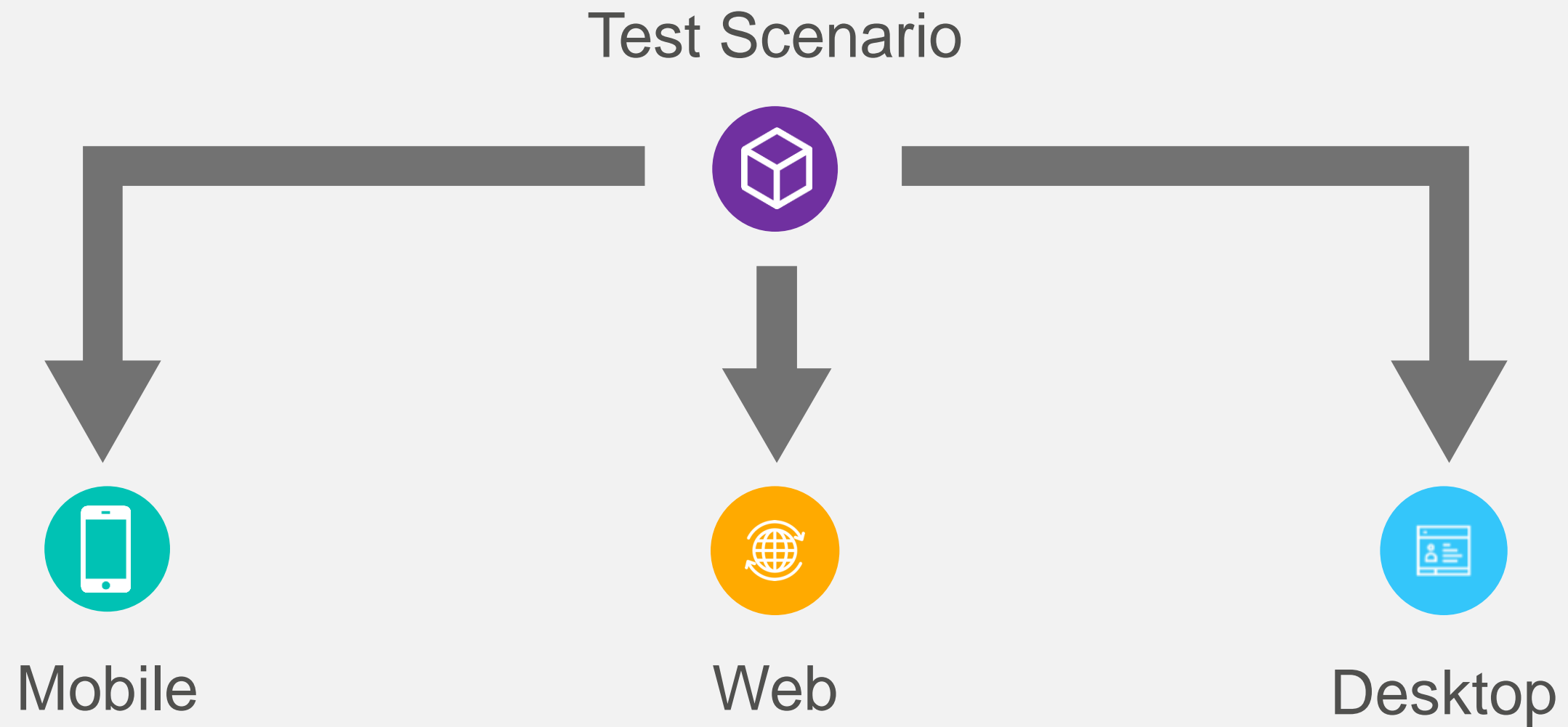


Demo 2

- <https://github.com/achrapowicki/cross-platform-testing>

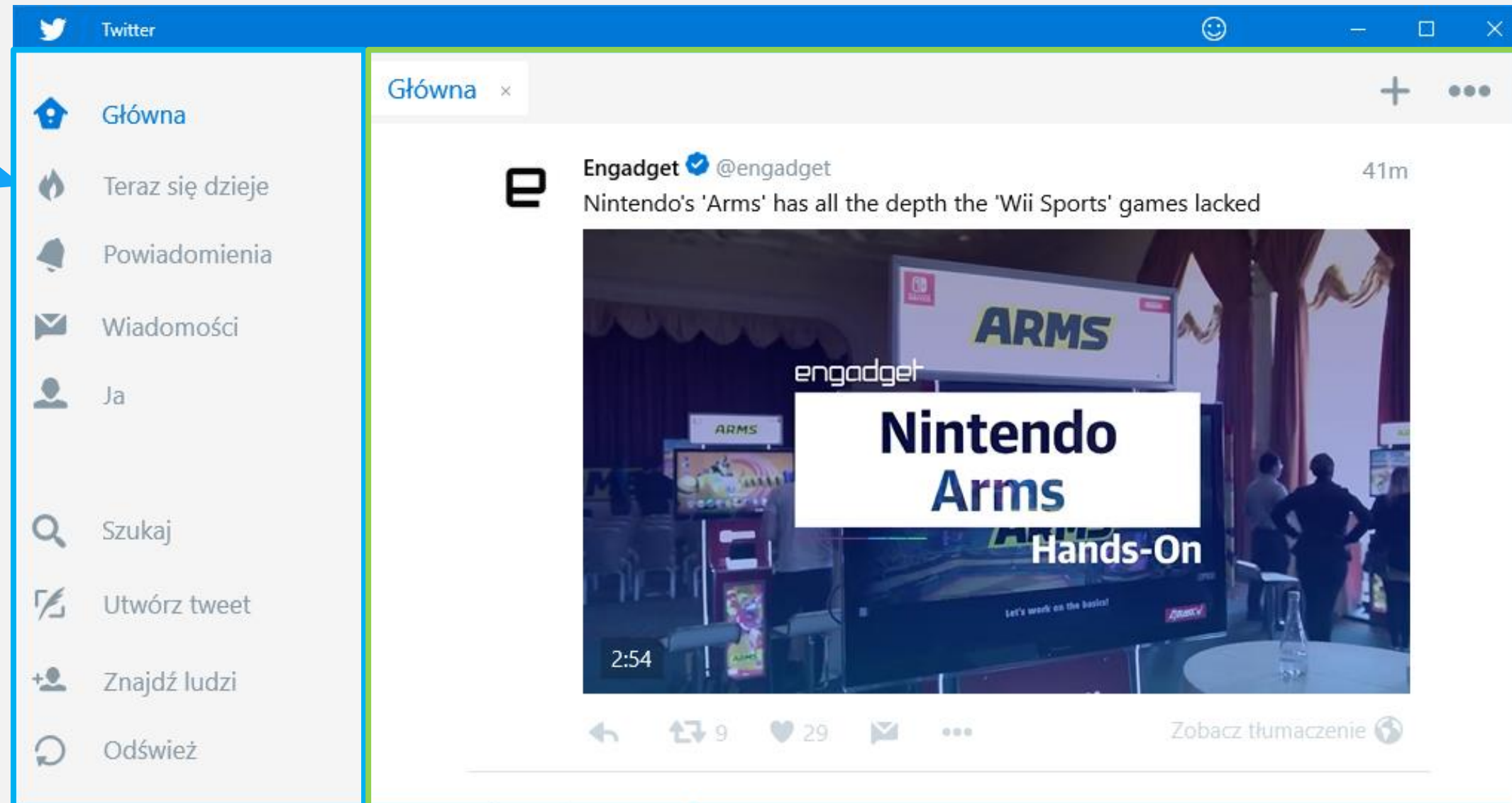


Cross-Platform testing



Cross-Platform testing - Desktop

Navigation
bar

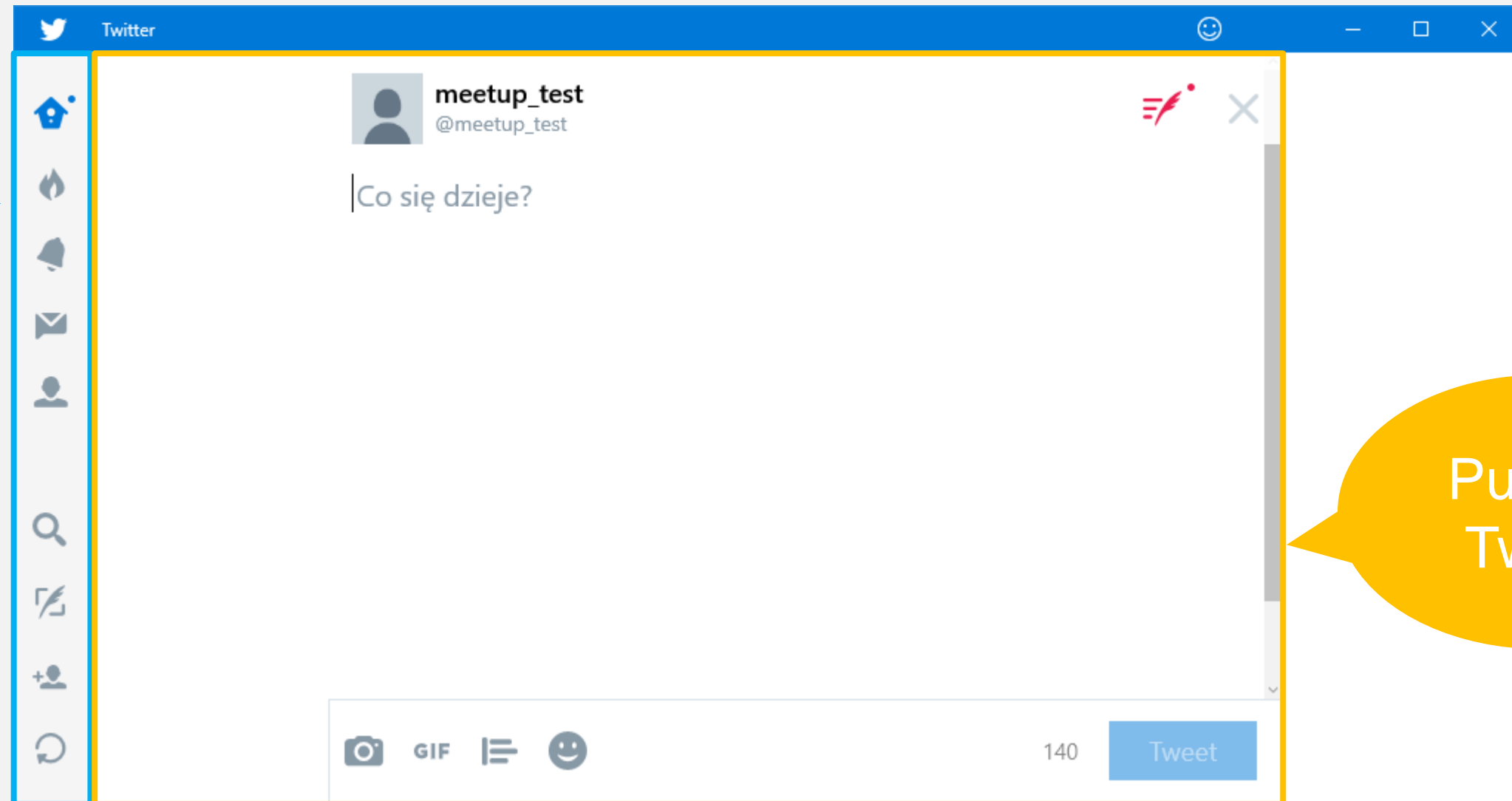


Tweets
stream



Cross-Platform testing - Desktop

Navigation
bar



Publish
Tweet



Cross-Platform testing - Page Object Pattern

Publish Tweet Test

- TweetLessThan140Signs_Published()
- TweetMoreThan140Signs_CannotPublish()

Web

Navigation bar

- GoToNewTweet()
- GoToMessages()
- GoTo...()

Create Tweet

- PutMessage()
- Publish()
- AttachImage()
- ...

Tweet stream

- GetLastTweet()
- ReplayTweet()
- ForwardTweet()

Desktop

Navigation bar

- GoToNewTweet()
- GoToMessages()
- GoTo...()

Create Tweet

- PutMessage()
- Publish()
- AttachImage()
- ...

Tweet stream

- GetLastTweet()
- ReplayTweet()
- ForwardTweet()



Demo 3

- <https://github.com/achrapowicki/cross-platform-testing>



Page Object Pattern - Summary

- Makes tests more readable
- Reduces the duplication of code
- Changes in the UI doesn't break multiple tests
- Allow to separate the tests logic from manipulation with application
- Opened for the new platforms
- Require some effort at the beginning to implement the basic framework and PageObjects



Q&A

