# The Impact of Testing on a DevOps Pipeline

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Code-squid provides solid, in-depth frontend training that is supported with real-world code projects. Blessed husband and proud father of two.



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## What is Devops?



#### The Goal ...

To build better, faster and more responsive software **by** bringing Development and Operations teams together.

#### DevOps ...

Is a **cultural shift** to remove the barriers for **shorter and more frequent** software deliveries, and to respond well to changing business requirements.

The **cultural shift** depends on continuously optimizing:

- Workflow
- Architecture
- Infrastructure

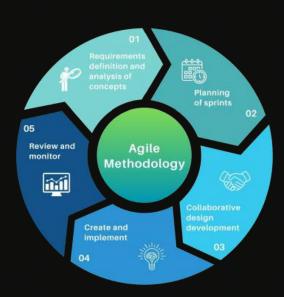
## What is the Agile Model?

Software developed with the Agile Model adheres to the following four basic priorities:

- 1. Individuals and interactions over processes and tools;
- 2. **Working software** over comprehensive documentation;
- 3. Customer collaboration over contract negotiation; and
- 4. Responding to change over following a plan.

#### In Agile development:

- A test-first approach is used, rather than a test-at-the-end approach, when developing.
- Code is developed and tested in small increments of functionality.



## What is Continuous Testing?

Testing is done by the whole team (not just designated testers or quality assurance professionals).

- Shared responsibility for attaining the highest quality.
- Equal responsibility for the success of the project.

Unit and Component Testing ...

- Written by developers.
- Using Test-Driven Development (TDD)
- TDD helps think through the desired behavior.

#### Collaboration ...

- QA, devs, and non-technical / business.
- Using tools like Cucumber (GIVEN, WHEN, THEN format).

## **DevOps Continuous Testing: What does it mean?**

| Activity                      | Detail  |
|-------------------------------|---|
| Early Detection of<br>Defects | <ul> <li>Automated tests are run as soon as code changes are committed, providing immediate feedback to developers.</li> <li>This early detection helps prevent the accumulation of defects, reducing the time and effort required to address issues later in the development cycle.</li> </ul> |
| Faster Release<br>Cycles      | <ul> <li>Accelerate software delivery, ensure high-quality digital experiences across diverse<br/>platforms, and meet evolving customer demands.</li> </ul>   |
| Improved<br>Collaboration     | <ul> <li>Collaboration between development and operations teams.</li> <li>Automated testing provides a common framework for both teams to work within, promoting shared responsibility for quality.</li> </ul>  |
| Enhanced Test<br>Coverage     | <ul> <li>Leverages automation to achieve extensive test coverage over a wide range of scenarios.</li> <li>Ensuring all aspects of the application are thoroughly validated, reducing the risk of undetected issues in production.</li> </ul>  |

## **DevOps Continuous Testing: Strategy**

Basic Agile Testing and Development Methodology: (and the aim of most DevOps projects)

- Automate manual processes.
- Equal responsibility.
- The whole team tests.
- Testing is done continuously: **Early**, **Often**, **and After**.

#### Roadblocks

- Handoffs (e.g. from Development Team to a QA Team).
- Required signoff; bureaucratic approval.
- Slow, error-prone manual processes and checks.
- Poor-quality, big-bang rollouts that fail in production.

# **DevOps Continuous Testing: Implementation**

| Activity                                   | Detail   |
|--|--|
| Continuous Testing<br>(shift-left testing) | A key element of a successful DevOps Continuous Testing strategy for pipelines.  • Performed earlier in the software lifecycle,  • With the goal of increasing quality,  • Shortening long test cycles,  • Reducing the possibility of software defects making their way into production code.   |
| Continuous<br>Development                  | The first stage in implementing a Continuous Delivery DevOps pipeline.  • Developers write Unit Tests for each piece of code they write (prefer TDD).  • New features are checked into a central code base, built, and tested.   |
| Continuous Integration                     | <ul> <li>The use a version control system and integrate work frequently in the same location (main branch).</li> <li>Each change is tested in order to detect any integration errors as quickly as possible.</li> <li>The build happens automatically rather than when a developer triggers the process manually.</li> <li>Once an application passes all required tests, it's then released into production.</li> </ul> |

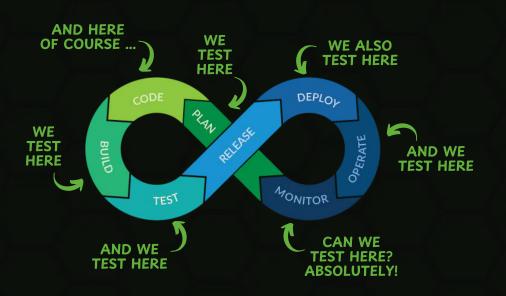
# **DevOps Continuous Testing: Pros**

| Activity          | Detail   |
|-------------------|--|
| Quick<br>Delivery | New functionality to users within minutes  |
| Fast<br>Feedback  | Instant feedback that, in turn, allows rapid response to customer demand.  |
| Handling<br>Risk  | <ul> <li>Risk-based Testing: Identifying the highest-risk areas of a software application and focusing testing efforts on those areas.         This approach helps to ensure that the most critical areas of the application are thoroughly tested.     </li> <li>Reduces testing time and effort in areas that are less important.</li> </ul> |

# **DevOps Continuous Testing: Cons**

| Activity              | Detail  |
|-----------------------|---|
| Bugs in<br>Production | Risk of releasing buggy software into production faster.  |
| Loss of<br>Customers  | Alienate users and cause your company to lose customers.  |
| Tech Limitations      | TA 2022 Mabl report found that 53% of respondents indicated that technology limitations were holding back their testing strategies. |
| Budget<br>Constraints | 1-in-3 aspiring DevOps teams reported budget as their most pressing obstacle.   |

## **DevOps Testing: Where?**



# **DevOps Continuous Testing: Methodologies (1/3)**

| Activity                    | Detail  |
|-----------------------------|---|
| Shift-Left Testing          | Prioritizing early software and system testing in the Software Development Life Cycle (SDLC) to minimize debugging challenges later in the process.                                 |
| Shift-Right Testing         | Emphasizing testing towards the end of the SDLC to enhance user experience, overall performance, failure tolerance, and functionality.  |
| Smoke Tests                 | <ul> <li>Initial, cursory screenings (manual or automated) for glaring flaws in software, offering a<br/>swift and cost-effective solution for eliminating gross errors.</li> </ul> |
| Unit & Component<br>Testing | <ul> <li>Ideal for small-scale stress, load, volume, or memory leak checks in early<br/>developmental stages to identify potential degradations.</li> </ul>                         |

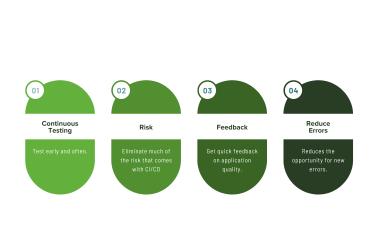
# **DevOps Continuous Testing: Methodologies (2/3)**

| Activities                       | Detail  |
|----------------------------------|---|
| Integration &<br>Message Testing | Checking errors when software modules collaborate, with continuous testing in DevOps virtualizing missing dependencies to assess end-to-end processes and scenarios.  |
| Performance<br>Testing           | <ul> <li>Assessing application software performance, with integrated system testing required to evaluate overall solution performance, accounting for hardware and middleware in the final production environment.</li> </ul> |
| Functional Testing               | Verifying if the user experience aligns with expectations and if functional workflows are executed across the software system as needed.  |

# **DevOps Continuous Testing: Methodologies (3/3)**

| Activity                   | Detail   |
|----------------------------|--|
| Regresstion<br>Testing     | Ensuring no changes in performance, functionality, or dependencies after correcting errors in dependent software, maintaining system performance.        |
| User-Acceptance<br>Testing | <ul> <li>Also known as application or end-user testing, assessing the application in real-world<br/>situations by a subset of intended users.</li> </ul> |

### **DevOps Continuous Testing: Best Practices**



#### **Automate as Many Tests as You Can**

- Continuous Testing means testing early and often.
- Eliminate much of the risk that comes with CI/CD.
- Get quick feedback on application quality.
- Reduces the opportunity for new errors.

#### **Use Pair Testing & Pair Programming**

- On non-automated tests.
- Knowledge Transfer is an efficient way to train new members and maintain velocity.
- One tests; the other analyzes or reviews the results.
- Useful in breaking down communication barriers.

