

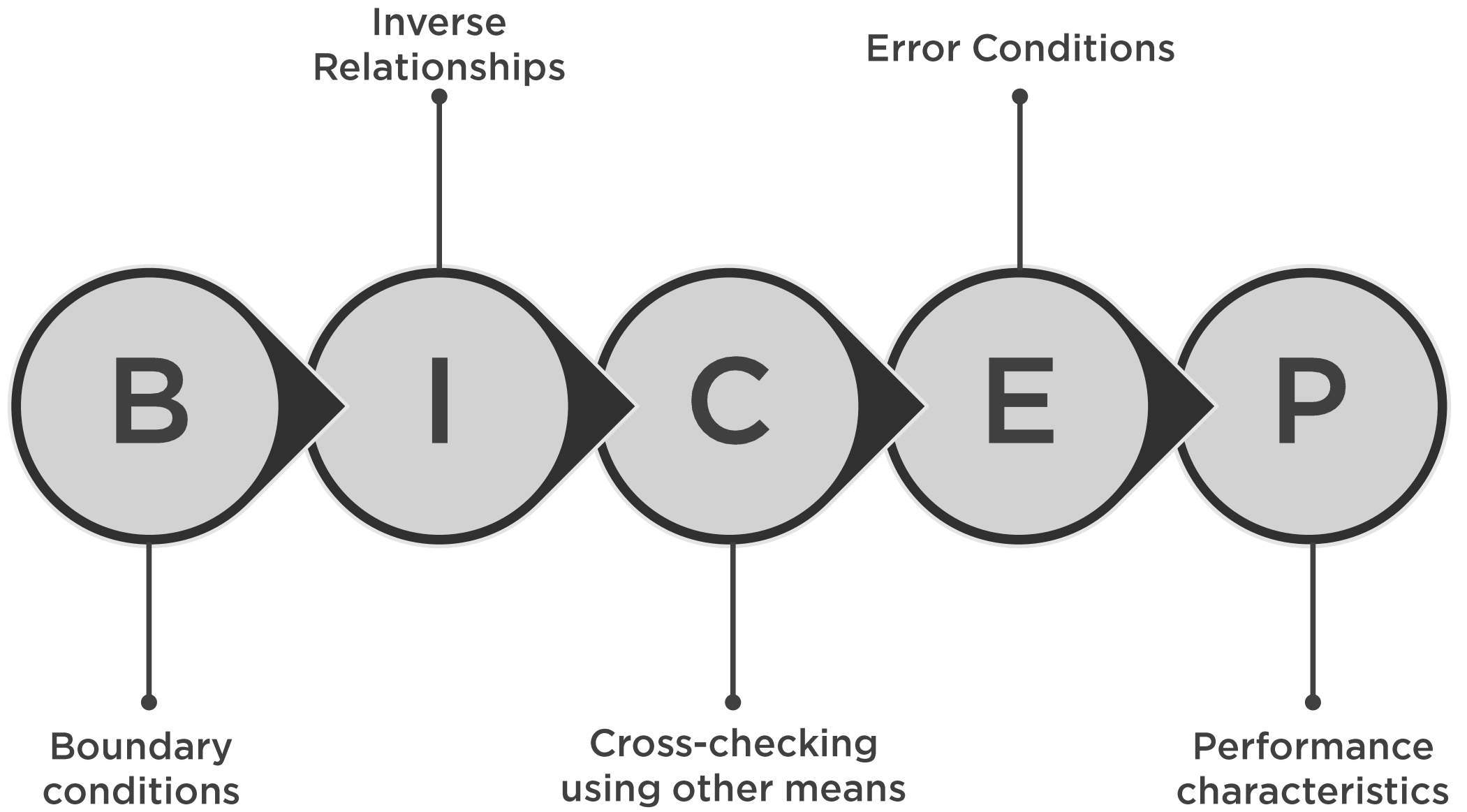
Leveraging BICEP Principles

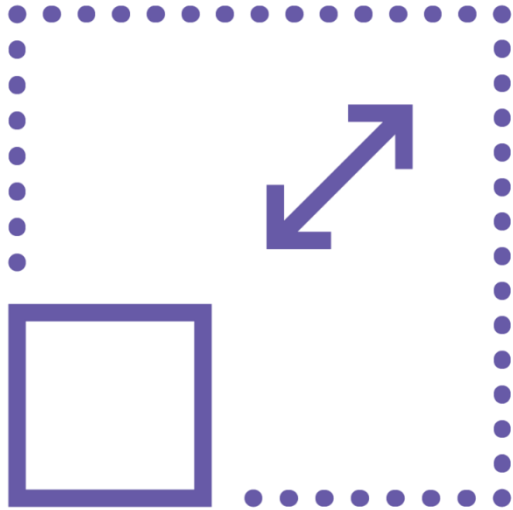


Andrejs Doronins

TEST AUTOMATION ENGINEER







Boundary Conditions



Happy Path

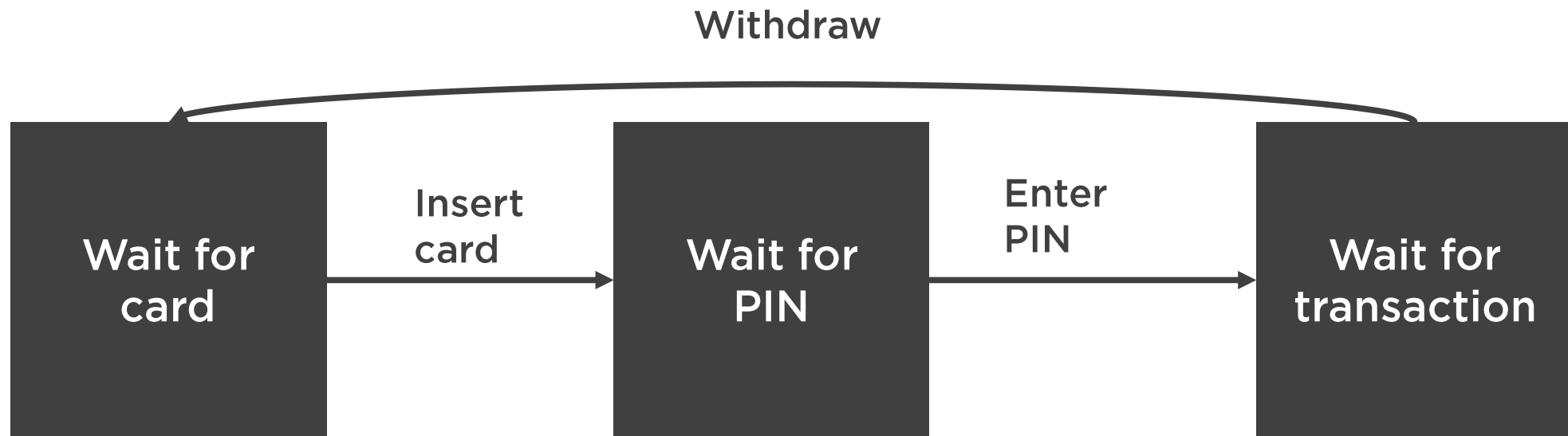


Edge Cases

Happy Path

A default scenario featuring no exceptional or error conditions. It's a scenario when the user or other systems do everything as you expect them to.





What if... ?

- Wrong PIN? Three times?
- Force pull the card out?
- Try to withdraw 0?
- Try to withdraw too much?
- Take the cash, but forget the card?

Better Boundary Scenarios

**Deep understanding
of the domain and SUT**

**Universal and common
scenarios**



{B}ICEP



CORRECT



Checking Inverse Relationships

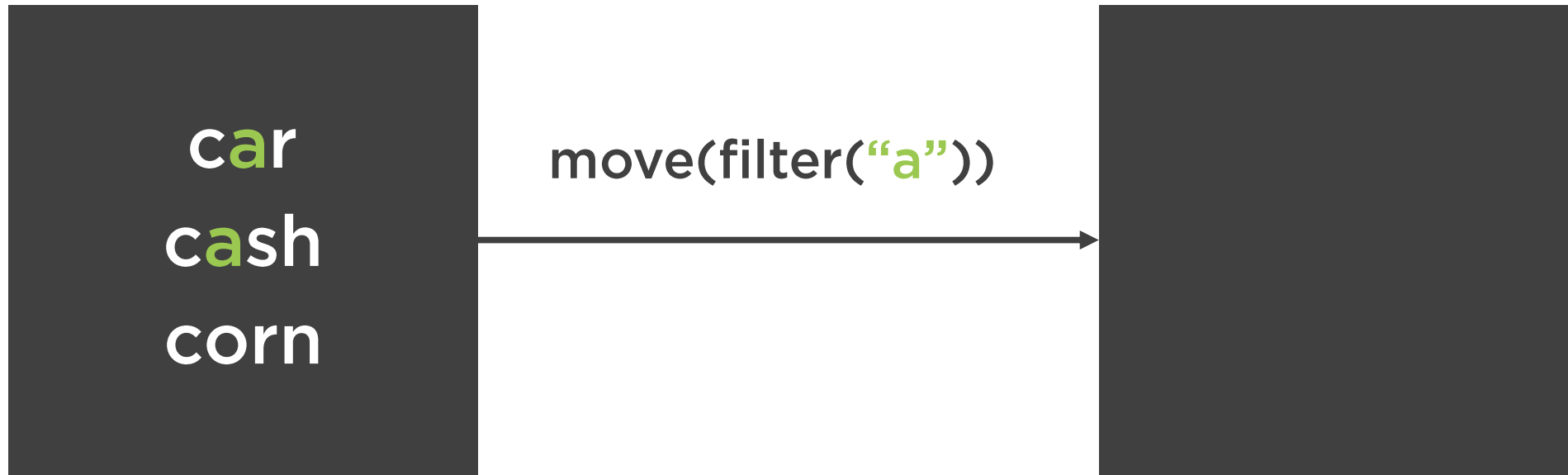


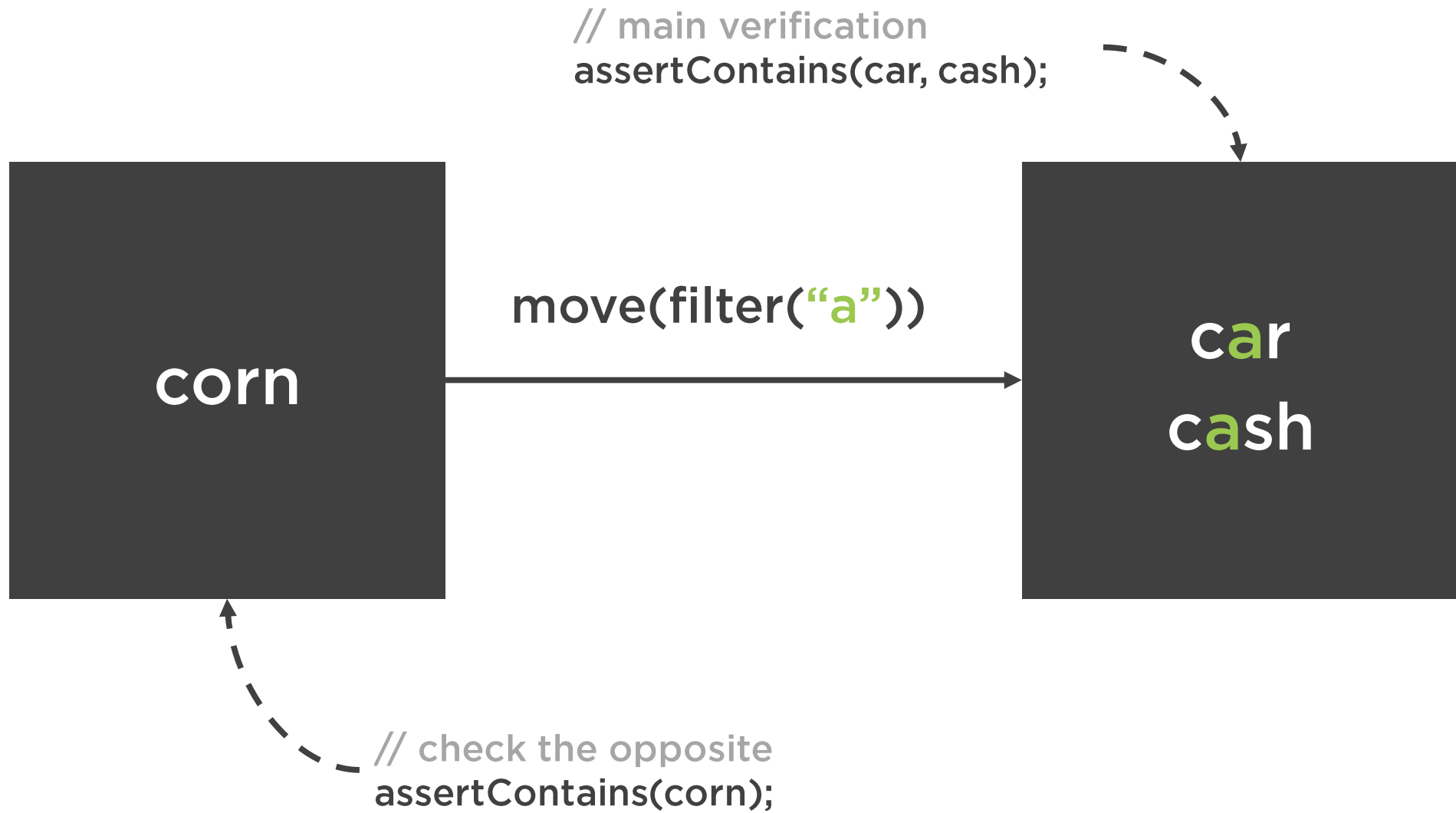
Math:

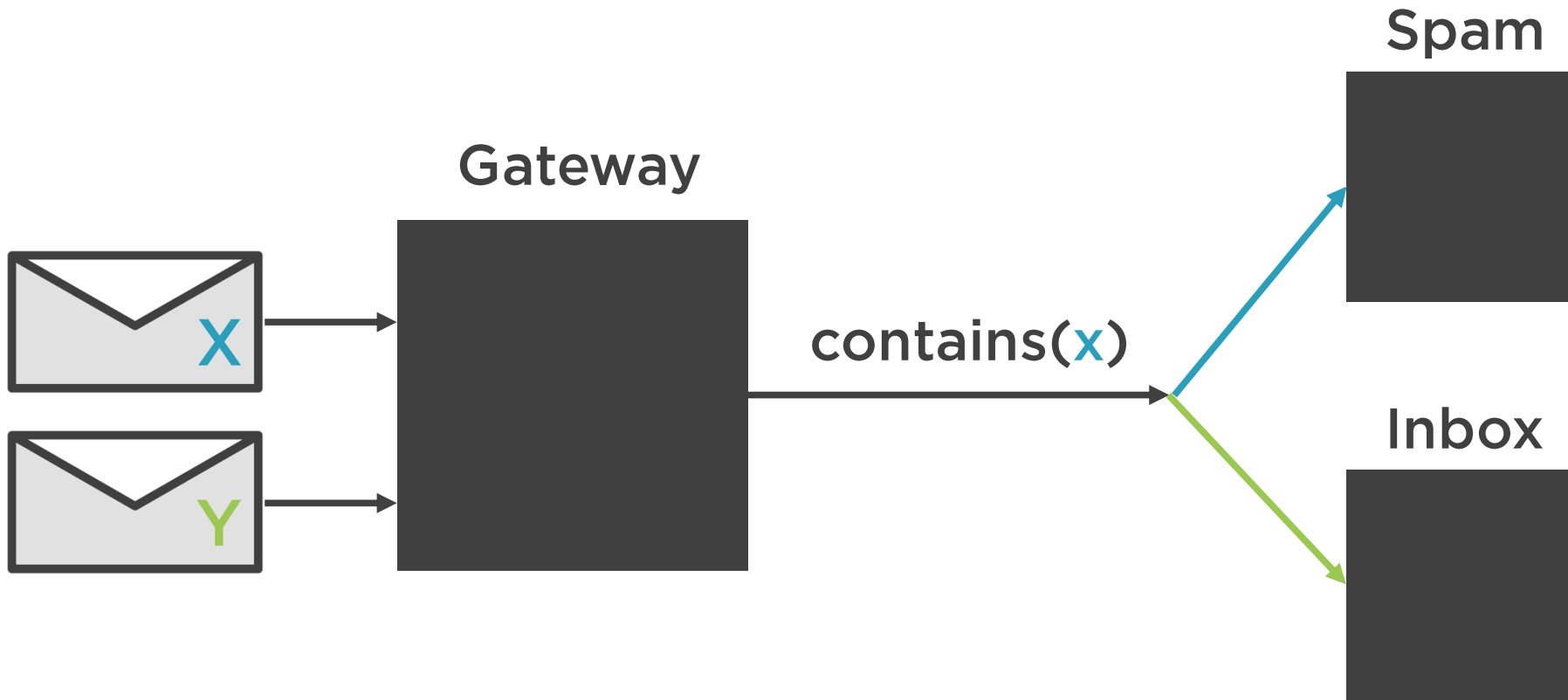
```
int result = 2 + 2;  
int result2 = 4 - 2;  
assertEquals(result, result2);
```

Negative Testing (the opposite):

- uncover bugs
- uncover faulty or useless tests







Change to **Z**

Then should not happen

Test: If **X**, then **Y**

Execute: still happens! Why?

- Misunderstood requirements?
- Faulty setup?
- A test that always passes proves nothing!



See the test both pass and fail
(automatically adhered to
with TDD)



Checking Inverse Relationships

If | ...

- ... reverse or undo the operation - will it bring me back to the exact original state without side-effects?
- ... execute an operation on A and B, will C and D remain unaffected?



Cross-checking

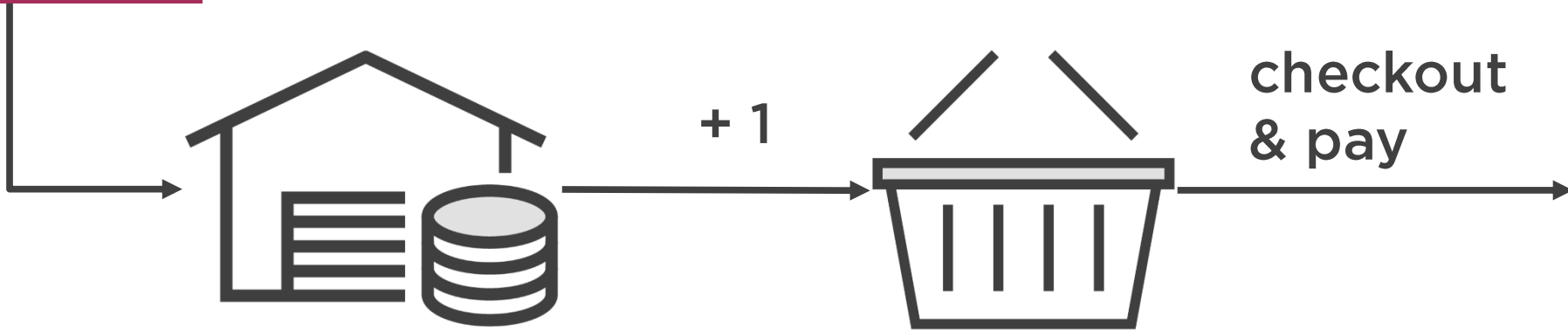


Ensuring that everything adds up and balances

- At the same layer
- Across layers

Just because you can cross-check, doesn't mean you should do it everywhere and all the time

Browser #1



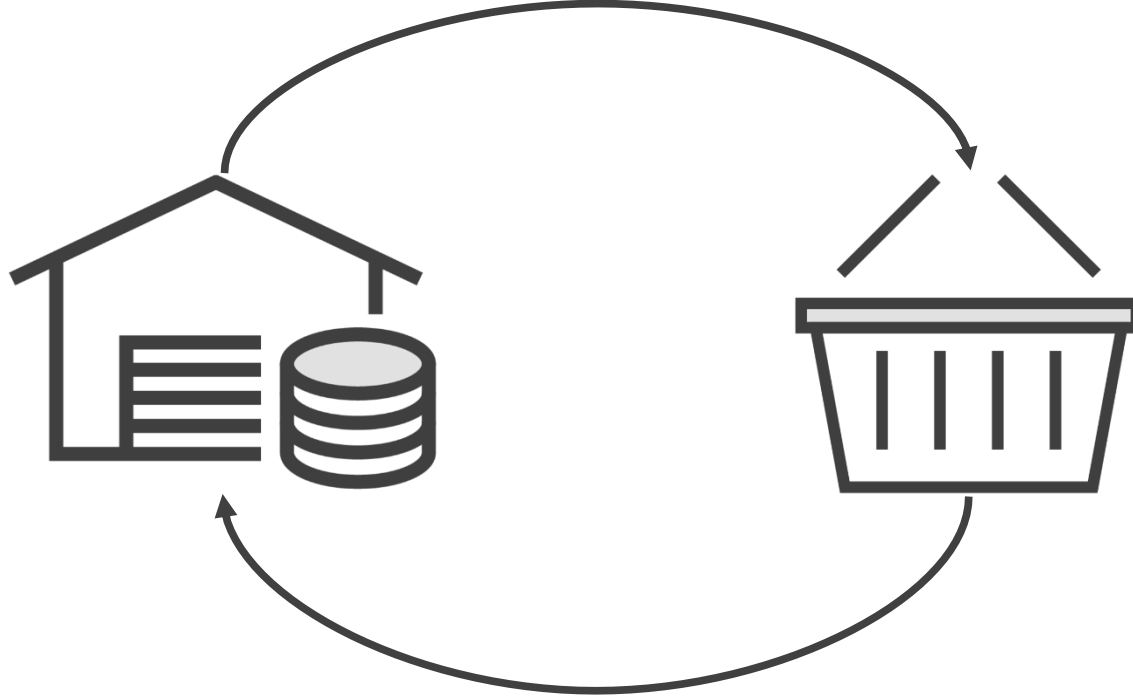
In stock: 10

Browser #2

`assert(9);`

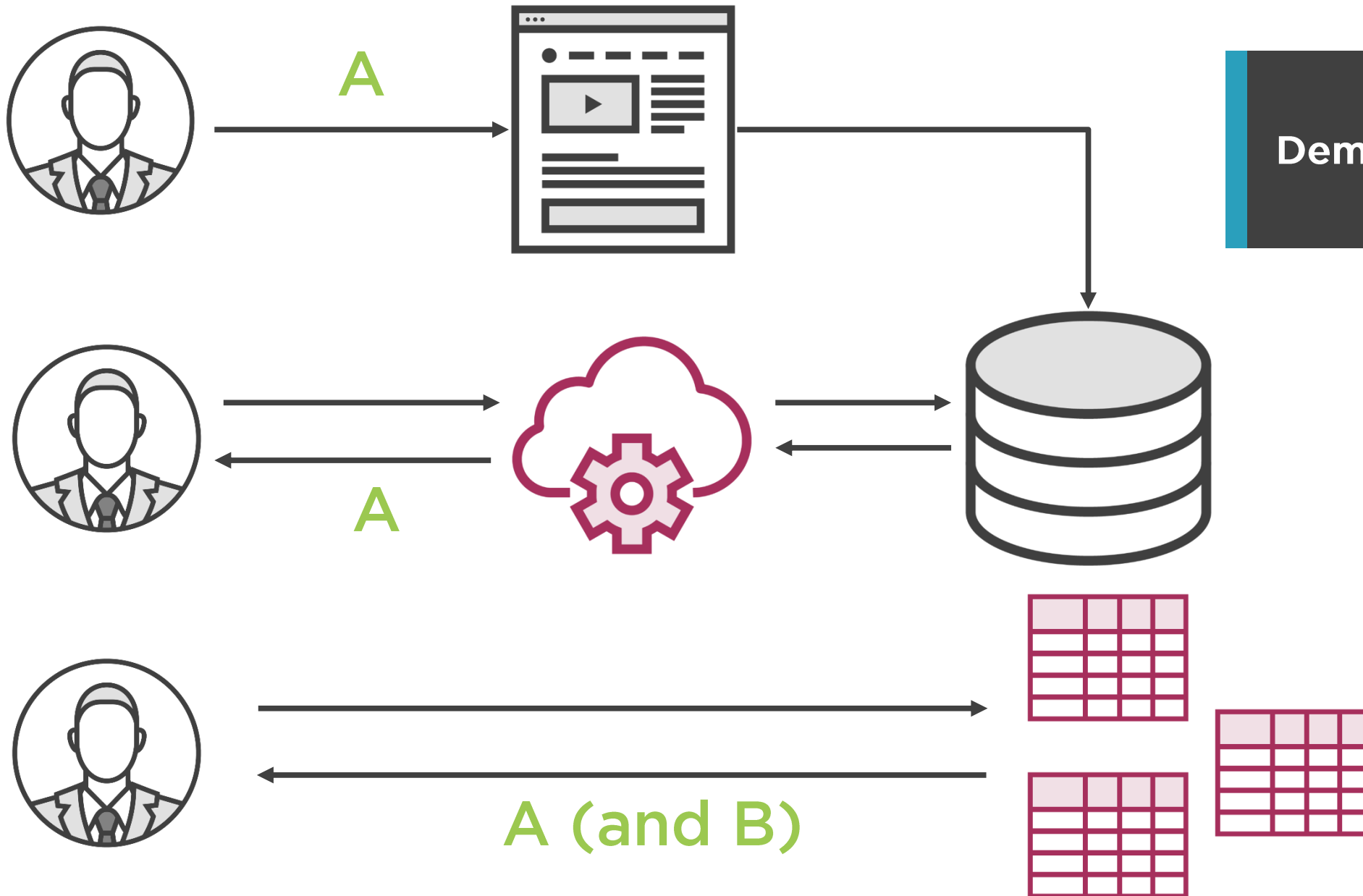


It all must add up



reserve
add
remove
add again
...



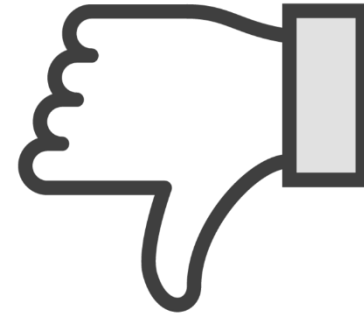


Demo coming up



Test Suite

(all or most tests have
cross-checks added)



Test Suite

+

Test with cross-check

+

Test with cross-check

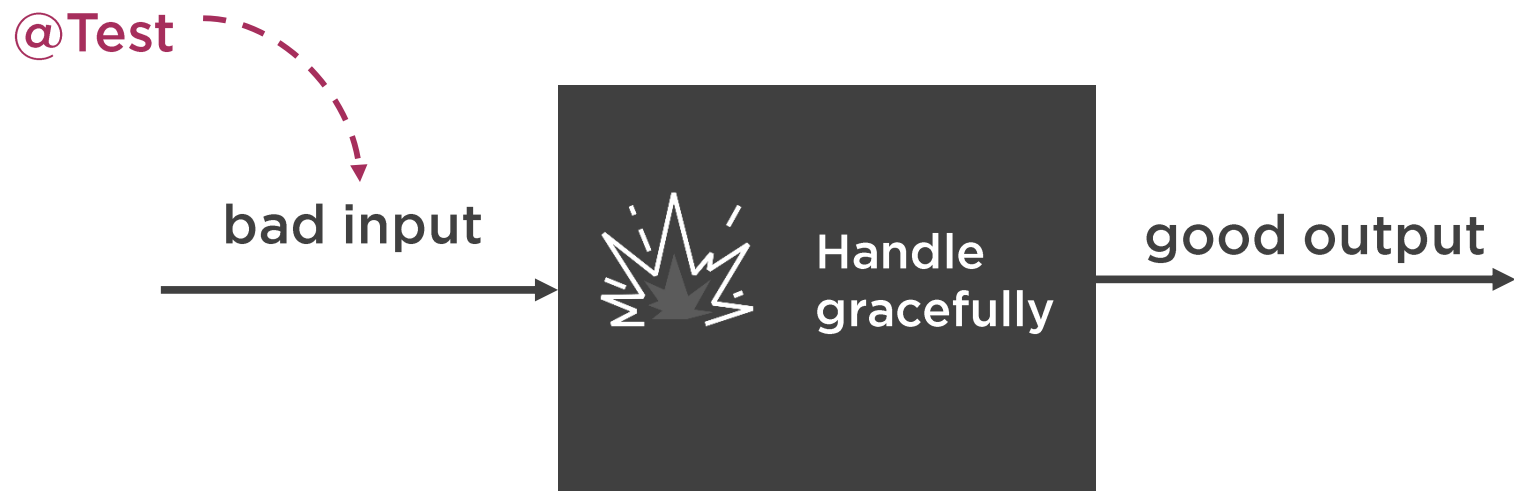


Demo



Cross-checking between UI and Web API





Error Conditions

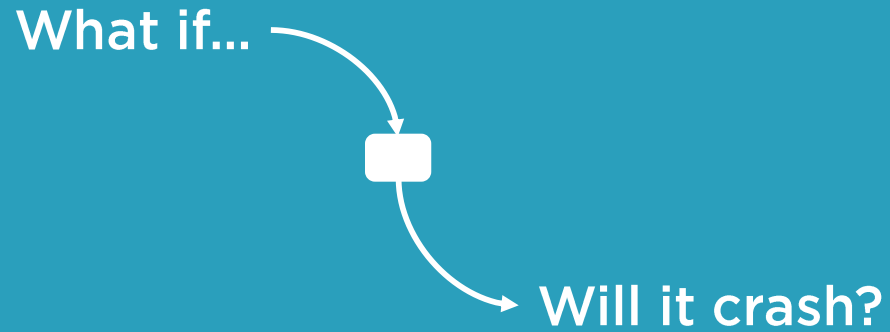
Expected

Thrown by developers
themselves, e.g.
`IllegalArgumentException`

“Unexpected”

(i.e. typically less expected)





Error conditions are (sort of) a
sub-set of Boundary conditions



Typical “Unexpected” Error Conditions



Running out of memory

Running out of disk space

Network availability issues

IO operations:

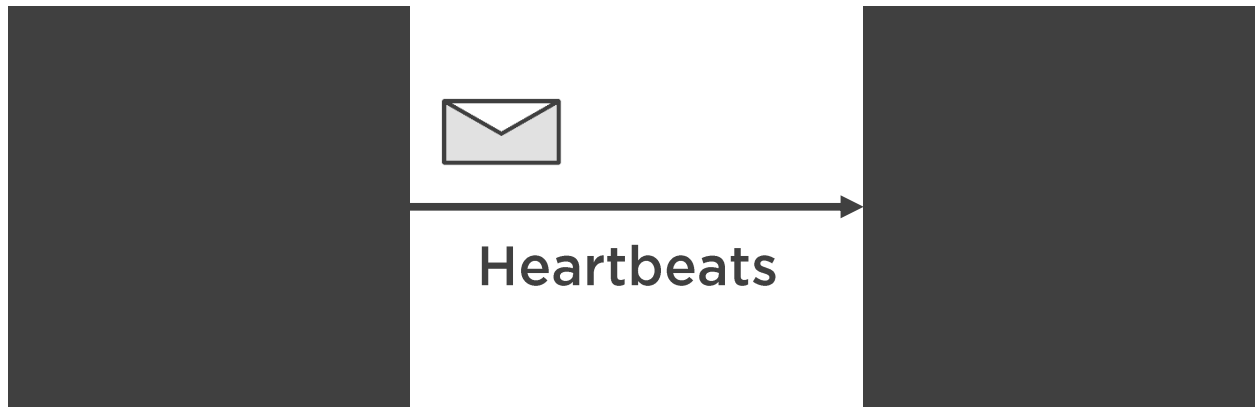
- Files doesn't exist
- No read/write rights
- File is too big to load into memory
- etc.

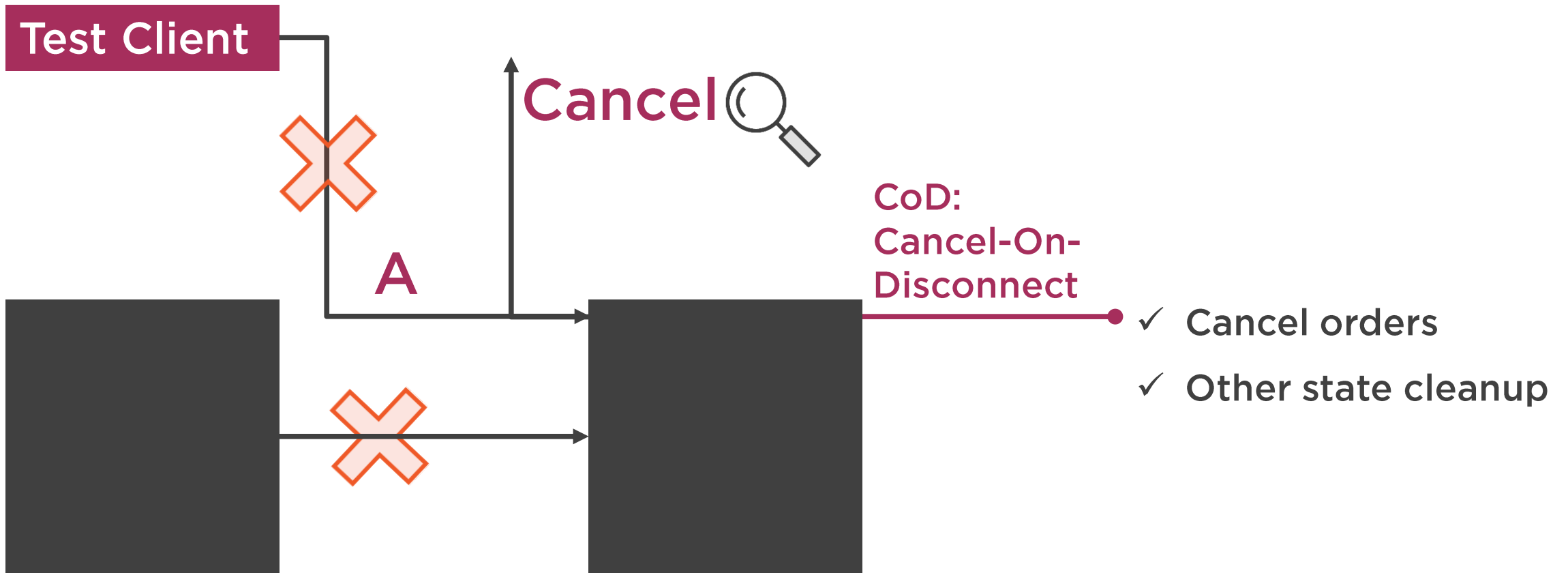
Typical “Unexpected” Error Conditions



Running out of memory or space:

- Don't catch Java Throwable or Error
- Do try to shutdown gracefully





Heartbeat

A periodic signal to indicate normal operation.



```
boolean isAccessible =  
    isRegularFile(path) && isReadable(path) &&  
    isExecutable(path) && isWritable(path);  
  
if (isAccessible) { /* ... */ }
```

Java IO

Handling files defensively



Demo



Forcing error conditions with bad input



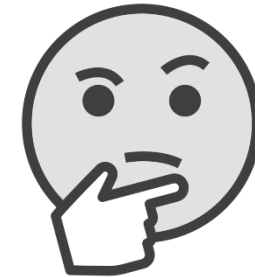
Flight Search Service

From

Date

To

Passengers #



What if...



FIRST vs. BICEP

{F}IRST

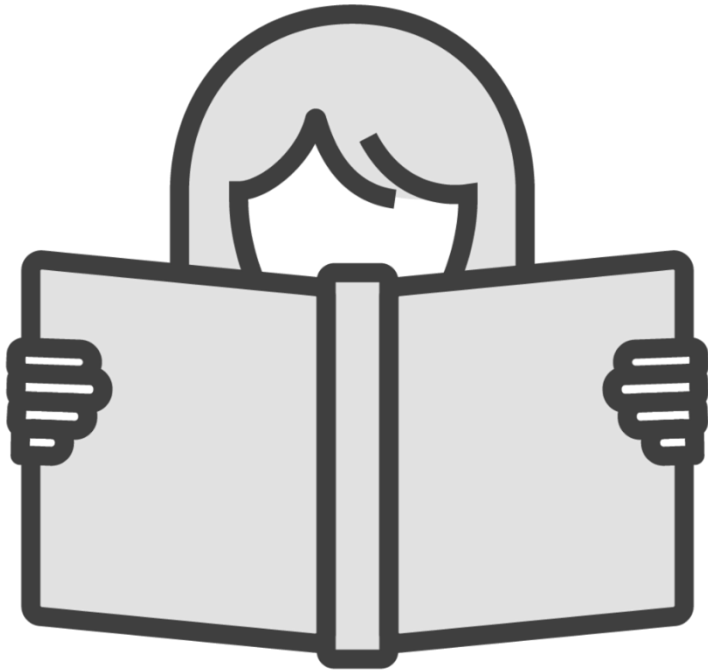
Fast: refers to the speed of tests

BICE{P}

Performance: refers to the speed of the SUT



Resources on Performance Testing



Book:

- The Art of Application Performance Testing

Pluralsight Videos:

- Tracking Real World Web Performance
- JMeter: Getting Started

Performance Testing Tips



Don't try to optimize something that is working fine now

Don't try to guess where the problem is

- Optimizing one place or layer
- But the bottleneck might be somewhere else

Investigating is a big part of performance testing

Typically carried out higher-than-unit level

“Programmers waste enormous amounts of time thinking about, or worrying about, the speed of noncritical parts of their programs [...] and that premature optimization is the root of all evil”

Donald Knuth





My performance
unit tests pass!



Great, but the system
as a whole is still slow!



Summary



Boundary – the “What if?” scenarios

Inverse relationship – consider when dealing with mathematical computations, counting or keeping track of stock

Cross-checking – single or cross-layer

Error conditions – “How can I make this system crash?”

Performance – typically done with higher level tests



Up Next: CORRECT

