

UNIVERSITY OF MANNHEIM

USING TEST SHEETS FOR ASYNCHRONOUS TESTING OF REAL TIME SOFTWARE

Master Thesis

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Abstract

Contents

Abstract	iii
List of Figures	ix
List of Tables	xi
List of Abbreviations	xii
1 Introduction	1
2 figo GmbH	3
2.1 IT infrastructure. Banking Server	4
2.1.1 Banking Server Architecture	4
2.2 Transformation project	5
2.2.1 Test Sheets project	7
2.2.2 Technical requirements	8
3 Testing. Existing approaches. Test Sheets	9
3.1 Software testing	9
3.2 Existing approaches for test definitions	10
3.2.1 xUnit	10
3.2.2 Fit	11
3.2.3 Cucumber	11
3.3 Test Sheets	12
3.3.1 Basic Test Sheets	13
4 Real-Time Software and its Testing. Web scrapping	15
4.1 Real-Time Software	15
4.2 Testing Real-Time software	15
4.3 Web scraping. CasperJS	16

5	Asynchronous programming. Strategies and performance . . .	19
5.1	Asynchronous programming	19
5.1.1	node.js	19
5.1.2	Event handling	22
5.2	Asynchronous handling strategies	24
5.2.1	Continuation passing	24
5.2.2	Imperative	24
5.2.3	Performance	26
6	Architecture	29
7	Design and Implementation	33
7.1	Conventions for definitions of Test Sheets	33
7.2	Implementation and input example	34
7.3	Read Stream	37
7.3.1	Test Coverage	38
7.3.2	Correspondence to design principles	39
7.4	Transform Stream	40
7.4.1	Test Coverage	41
7.4.2	Correspondence to design principles	41
7.5	Scheme	42
7.5.1	Test Coverage	44
7.5.2	Correspondence to design principles	45
7.6	Execution Order	46
7.6.1	Test coverage	49
7.6.2	Correspondence to design principles	50
7.7	Execution Scheme	51
7.7.1	Test Coverage	51
7.7.2	Correspondence to design principles	52
7.8	Template	52
7.8.1	Test Coverage	54
7.8.2	Correspondence to design principles	55
7.9	Write Stream	56
7.9.1	Test Coverage	59
7.9.2	Correspondence to design principles	59

7.10 Reporting mechanism	60
7.10.1 Implementation	60
7.10.2 Test coverage	61
7.10.3 Correspondence to design principles	62
8 Performance and User Experience	65
9 System fit and benefits	67
9.1 Task-Technology Fit	67
9.1.1 Task characteristics	68
9.1.2 Technology Characterisites	68
9.1.3 Individual Characterisites:	68
9.1.4 Task-Technology-Fit:	68
9.1.5 Utilization:	68
9.1.6 Performance Impact:	68
9.2 Mistfits	69
9.2.1 Functionality missfits	69
9.2.2 Data misfits	69
9.2.3 Usability misfits	69
9.2.4 Role misfits	69
9.2.5 Control misfits	69
9.2.6 Organizational culture	70
9.3 Benefits and affecting factors	70
9.3.1 Short-term factor	70
9.3.2 Long-term factor	71
10 Limitations and Future Work. Planned product usage	73
10.1 Limitations and Future Work	73
10.2 Planned product usage	74
11 Conclusion	77
Bibliography	79
Appendix	83

List of Figures

2.1	figo GmbH high level architecture	4
2.2	O-I-T model[45]	6
3.1	Basic Test Sheet	14
4.1	General Testing and Debugging Strategy[52]	17
5.1	npm comparison with other package managers[24]	20
5.2	Node.js architecture [39]	22
5.3	Node.js event handling system [39]	23
5.4	Duality Matrix [22]	25
6.1	Information flow	29
7.1	Test Sheet coverage for stack.js	36
7.2	Test coverage for read_stream.js	39
7.3	Test coverage for transform_stream.js	41
7.4	Test coverage for scheme.js	45
7.5	Test coverage for order.js	50
7.6	Test coverage for creation of execution scheme	51
7.7	Test coverage for template.js	55
7.8	Test coverage for write_stream.js	59
7.9	Result Test Sheet for stack.js	61
7.10	Test coverage for report mechanism	62
9.1	Task-Technology Fit model[44]	67

List of Tables

5.1 Performance comparison of patterns for asynchronous information flow [34][2]	26
9.1 Operational Benefits of Test Sheets Use	71
9.2 Managerial Benefits of Test Sheets Use	71
9.3 Strategic Benefits of Test Sheets Use	72
9.4 IT infrastructure Benefits of Test Sheets Use	72
9.5 Organizational Benefits of Test Sheets Use	72

1 Introduction

This paper shows the case of the Test Sheets' use for asynchronous testing of a real-time software. The approach of tests definition using Test Sheets is not widely used now and have not been applied for such kind of the problem yet. The end product introduced this paper is a proof of concept, applicable for using Basic Test Sheets for asynchronous testing and for asynchronous testing of real-time software systems.

The wide spread of systems with time constraints imposed on their response time in a web development, caused an appearance of new technologies for asynchronous programming (i.e. node.js, python's tornado or twisted, ruby's event machine etc). This together with increasing level of code reuse raised the speed of software development process, and, as a result, the velocity of a new business requirements introduction. However, the processes for definitions of tests did not really change a lot. It still have high entry level for people who defines tests requiring some development background. This fact necessitates direct involvement of software developers in test definition and edition processes. Test Sheets is a new approach developed by Software Engineering group of the University of Mannheim. It combines tool-free user experience of test definitions for business related staff via use of regular spreadsheets editors. As a result, it reduces involvement of technical staff into this process to minimum.

The work is based on researches of Michael Zhivich and Robert Cunningham in field of software testing. Papers of Robert Glass and Tsai, Fang and Bi in scope of testing of real-time software systems. Description of asynchronous strategies is based on General Theory of Relativity, the research made by Chris Kowal and researches in field of reactive programming made by Erik Meijer, Conal Eliot and Mark S. Miller. Selection of the strategy for asynchronous event handling in node.js is based on performance measurements made by Gorgi Kosev. System architecture and design were made with respect to principles of agile architecture described by Robert C. Marting and John Dolley. The implementation of the

system was made according to Test Driven Development approach and guidances introduced by Robert C. Martin in his book "Clean Code: A Handbook of Agile Software Craftsmanship".

In scope of this paper was created guidance for code generation applicable for asynchronous testing of real-time software (Section 7.6). It provides an opportunity to use Test Sheets for testing such the kind of a software systems. The implemented system is a complete product used by figo GmbH. The conventions (Section 7.1) for Test Sheet definitions developed within the scope of this paper put some limitations on number of input/output parameters and reduce their type to javascript object. While enhancing the flexibility by introducing two types of comparison for actual and expected execution result. Within the process of this research and software implementation was made the integration of Basic Test Sheets into the business process of financial technology company (Chapter 2). The description of project for Test Sheets introduction to the company (Section 2.2) is based concepts of enterprise systems transformations projects. Further, in this paper were made researches on comparison of Test Sheets to another widely used test definition approaches (Chapter 3). Given definition of real-time software with respect to modern state of art in web development and made an investigation regarding specific of a testing process for real-time software systems (Chapter 4). The structure of event mechanism of node.js, and strategies for asynchronous event handling together with their performance were investigated (Chapter 5). Given motivation for system architecture (Chapter 6), design and implementation (Chapter 7) together with principles and patterns this process was guided by. During the research were done measurements of performance and user experience (Chapter 8). Paper describes system fits and misfits together with benefits analysis of system use (Chapter 9). Described limitations with guidance for future work in chapter (Chapter 10) The paper is closing with (Chapter 11).

2 figo GmbH

The German banking system is divided into three large sectors: private, public, and cooperative. The cooperative sector is represented by 1,144 credit unions and 2 cooperative central banks. The public sector employs 431 savings bank, 10 land banks and other institutions. Private banks represented 4 transnational banks, 42 investment banks, and 176 regional and other banks. There is also operating are 167 registered branches of foreign banks, including 60 investment banks[5].

The introduction of Payment Services Directive (PSD) and PSD2 by European Commission in EU together with initiatives of UK Government regarding API provision and standardization have obligated banks with the implementation of on-line access points to their services[23][25][4]. Within the Single European Payment Area acceptance of directive by European Bank Authority scheduled within 2017 year[8].

figo GmbH is a financial technology (FinTech) company with the headquarter located Hamburg, Germany. It was founded in 2012 with the mission “to build the backbone of next generation financial services”[16]. Currently, the API is fully functional in Germany, partly in Austria and England[10][11].

figo Connect API was created with the aim to accelerate innovations in the FinTech area and to allow figo’s partners to offer products with real added value[30]. It enables developers, startups, and even banks to connect to every financial service. These partners can access every bank account (current, savings, loan, securities, etc), credit card, eWallet and other financial services l(i.e. PayPal) through one single REST-API [30][16][33]. The list of figo’s partners and customers together with their use cases can be found via following link: http://figo.io/use_cases.html.

2.1 IT infrastructure. Banking Server

The high-level IT infrastructure of figo GmbH consists two parts (Fig. 2.1). The **API Server** implements interfaces to figo's customers and partners for accessing banking information and services (lays outside of the paper's scope). The **Banking Server** implements the connections to banks via three possible communication channels, their description provided below together with basic motivation for each of them.

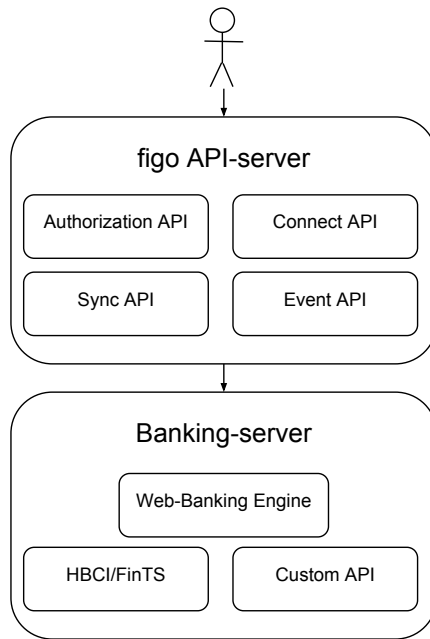


Figure 2.1: figo GmbH high level architecture

2.1.1 Banking Server Architecture

Banking server has three parts for communication with banks via three separate channels. Each of them is a realization of different technology in a same programming language - javascript.

Custom-API is responsible for connection to custom APIs provided by banks. It implements the client for custom banks APIs. Some of them provide full functionality while some only partial. All this APIs vary in their structure and functionality but most of them are an implementation of REST-API specification.

HBCI+/FinTS is responsible for connection to banks' interfaces via Home Banking Computer Interface (HBCI). It is an implementation of an *adapter OOP pattern* for the jsHBCI library. HBCI is an open publicly available protocol. Its specification was originally designed by the two German banking groups *Sparkasse and Volksbanken und Raiffeisenbanken* and *German higher-level associations as the Bundesverband deutscher Banken e.V.* [12]

Web-Banking Engine is responsible for communication with banks which does not provide API or HBCI. This is an implementation of a *factory OOP pattern* for scraping libraries. Here figo GmbH uses *web scraping* technology to perform interaction with internet-banking web pages. From the banks perspective, the interaction looks completely like direct communication with an user, while a user does not feel the difference between interaction via Custom-API or HBCI or Web-Banking Engine while accessing his bank or service via figo API. This is the most sensitive part from the developer's perspective since every change to the bank's web page can lead to failure of the specific scripts.

2.2 Transformation project

This section describes transformation project created by figo GmbH for use of Test Sheets within the organization. **Enterprise System Transformation** - "is a hierarchic-sequential process involving all actions of individuals in an organization leveraging information technology to support the transition of an Enterprise System from its original O-I-T[(Fir.:2.2)] configuration [...] to an (enhanced) O-I-T[(Fir.:2.2)] configuration." [45]

The transformation project includes within itself four processes:

Development focuses on the issue how information systems are developed. In contrast to software engineering, software development takes the socio-technical perspective on information systems[46].

Adoption is a process defined by three concepts[47]

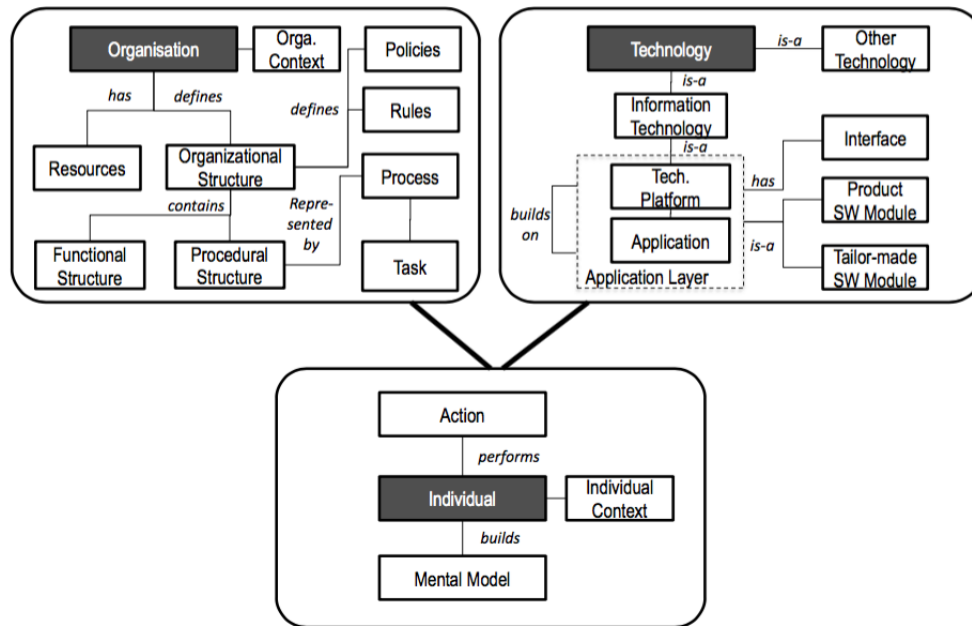


Figure 2.2: O-I-T model[45]

1. **Diffusion** refers to the breadth of use, e.g. the number of adopters in an organization
2. **Infusion** describes how extensively the technology is used and the level of impact within the organization
3. **Assimilation** addresses how extensively the new technology is used and how deeply the firm's use of the technology alters processes, structures, and organizational culture

Conversion is a process of realization of transformation projects with goal of successful system transformations [48]

Use continues process closely coupled with conversion process. It covers not only the process of the system usage by the individuals but also the impact of it on the organization in context of short- and long-term benefits. Individuals in the context of their performance and satisfaction.

2.2.1 Test Sheets project

Project definition: Introduction of a tool for verification and/or testing of product's functional fit to its requirements (i. e. detection of changes in banks web-pages, local software failures and/or errors) with minimal involvement of software developers into the process. Continuous project which requires software to be developed and supported by developers and can be executed on workstations of product/project managers.

Project uncertainties.

- Priority
- Functional fit
- Maintenance process
- Usage enhancement
- Organizational culture fit

Rationale for project creation and focus. High load on developers caused by requirements to the speed of delivery reduced amount of time available for system monitoring. Repairment time estimation required by customers user experience.

Underlying assumptions. Shift of responsibility for functionality on managers will improve system maintenance process and customers' user experience.

Goal. Routinization of product verification/testing process with respect to its business and functionality requirements by use of Test Sheets.

Plan:

- Test Sheets introduction to the target customers
- Requirements analysis
- Mapping requirements to the concept of Test Sheets

- Development process definition
- System design
- Development
 - Alpha1 version without support of references and optimization for real-time testing
 - Alpha2 version with references support and optimization for real-time testing
 - BETA version with optimization for real-time testing
 - Reporting mechanism
- Introduction (demonstration)
- Learning
- Routinization

Success. Goals are met, system is fully routinized within the business processes, time for bugs allocation and fix is reduced. The number of affected customers is minimized.

2.2.2 Technical requirements

First, test execution must be performed in a timely fashion for an opportunity to detect changes as early as possible to prevent attempts of customers' communication with not available banks or services. Consequently, tests execution have to be fast. Nextm software developers must be notified about script failure as soon as it was detected to improve response time. Moreover, scraping scripts are communicating with web-pages in a real-time and asynchronous fashion. Further, the language of implementation must be javascript for low entry level of developers in the future maintenance process. Last but not least, due to the nature of data represented on a web page the comparison between actual and expected results must have two possible options: object keys comparison and object key-value comparison.

3 Testing. Existing approaches. Test Sheets

3.1 Software testing

Software testing is an important technique to evaluate and assess software's quality and reliability, it provides possibility to determine whether the development of product conform the requirements. The variety of tests coincides the variety of requirements for the software under test. At least 30% of the price of a software project is the cost of software testing [38]. The general requirements to test definitions are following: fast, independent, repeatable, self-validating, timely. More detailed information regarding requirements can be found via following URL: <http://www.extremeprogramming.org/rules/testfirst.html>

The economic costs of unexpected software behavior (bug, failure or error) can go up to several millions or even billions of USD.

Web application failures only in the USA lead to losses of \$6.5 million per hour in financial services and \$2.4 million per hour in credit card sales applications[37].

Alarm-management fault was one of the reasons of the black-out occurred in the northeastern US on August 2003. Estimated costs were between US\$7 and \$10 billion[26].

In general, according to report made by US National Institute of Standards and Technology (NIST) in 2009 the estimated economy loses were \$60 billion annually as associated with developing and distributing software patches and re-installing systems that have been involved, together with losses in productivity due to errors and malware infections[26].

3.2 Existing approaches for test definitions

In most of the cases developers are using testing frameworks or internal DSLs which requires usage of formal programming languages. This in a result makes writing of tests not different from the programming. It requires knowledge of languages and understanding of basic programming concepts from everyone who is involved in the creation of a test, reading its result or updating/deleting the test. Since it is common practice to base tests on top of business requirements tests should be used by different shareholders who define this requirements. Below provided brief overview of different testing approaches and their analysis with respect to modern business requirements.

3.2.1 xUnit

xUnit is a family of unit testing frameworks with shared architecture and functionality which is derived from Smalltalk's SUnit, designed for tests automation[50][35]. The general simplicity and lightweight made them popular tool for Test Driven Development[35].

xUnit basic features implemented by all members of the family provide functionality to perform following tasks[50]:

1. Specify a test as a *Test Method*;
2. Specify the expected results within the test method in the form of calls to *Assertion Methods*;
3. Aggregate the tests into test suites that can be run as a single operation;
4. Run one or more tests to get a report on the results of the test run

Test **cases** in xUnit are defined as a methods united in to **suites** with shared preconditions called **fixtures**. Cases or suites are executed by a **runner** which compares actual and expected results using **assertion** function.

The family includes a wide variety of implementations for multiple programming languages, and diverse enhancement of functionality (e. g. code coverage statistics, assertion add-ons etc.)[36].

Definition of tests with formal general programming language from one side makes

tests definition and execution fast but in a same time makes impossible the creation of tests for people without developer background.

3.2.2 Fit

Framework for Integrated Test (Fit) - is a way of defining test cases with HTML pages. It enhances the communication and collaboration connecting customers and programmers. Moreover, it creates a feedback loop between them. Fit automatically checks HTML pages against actual program[13].

Fit reads tables in HTML files, each table is interpreted by a *fixture* written by programmers. This fixture checks the examples in the table by running the actual program[14].

Programmers use a *ColumnFixture* to map the columns in the table to variables and methods in the fixture. The first columns provide correspond to variables in the fixture. The last column has the expected result and corresponds to the method in the fixture[14].

Different implementations provide different user experience from Wiki pages (i.e. FitNess) to complete standalone application with internal functionality for tables definitions and tests execution (i.e. GuiRunner).

With Fit, customers can provide more guidance in a development process by lending their subject matter expertise and imagination to the effort[13] requiring developer to write only *fixture*, the middleware between tests and code. In the same time, it provides media between CRUD operations over tests and the results of their execution for people without development experience.

3.2.3 Cucumber

Cucumber is a Behavior Driven Development tool which allows users to define tests specifications with *Gherkin*, the language which is structured plain text with support of internationalization for 60+ different languages[7].

Feature files written in Gherkin consists of plain text and general key-words are used for identification of following concepts:

- Feature under the test: *Feature*;

- Test scenario: *Scenario*;
- Scenario Outline: *Scenario Outline*
- Test Steps: *Given, When, Then, And, But*;
- Test Background: *Background*;
- Test Examples: *Examples*

Specific characters are used for identification of:

- Step Inputs: String - `"""`, Table - `|`;
- Step Tags: `@`;
- Comments: `#`

Step definitions are written by developers. Definition parses feature file with attached pattern to link all the step matches and code executed by cucumber when match is met.

Human readable input and output of the tests defined in gherkin makes cucumber a good media for communication between people who create requirements and those who are trying to meet them. But in a same time software development experience required for writing code with step definitions.

3.3 Test Sheets

Test Sheets is a representation for tests a developed with the goal to combine the power and completeness of formal programming language with a representation that is easy to understand and work with even for people with little IT knowledge[27].

Test Sheets approach uses a usual spreadsheet for a definition of test and representation of their result.

- Rows - represent operations being executed;
- Columns - variables for input or output parameters;

The actual content of a cell can be made dependent on other cells by addressing them via their location. Just like in Fit result of tests execution is provided in

the same table with coloring and actual return are separated by "\ " symbol in case of failing test[28].

There are three types of test sheets which can be used in combination:

- **Basic** - order of test step execution is defined by order of rows in a table;
- **Non-Linear** - order of test steps execution is defined by finite state machine with states represented by test steps and transition function by step execution results or number of test step execution;
- **High-Order/Parametrized** - The actual value used for Parameterized Test Sheets is specified by a Higher-Order Test Sheet in a column with letter Parametrized Test Sheet refers to.

The main benefit of this approach over *xUnit*, *Cucumber*, *Fit* is an exclusion of software developers from CRUD test operations which can be performed by a user without prior development experience with usage of any spreadsheet editor.

3.3.1 Basic Test Sheets

A Basic Test Sheet is a type of Test Sheets with sequential tests execution without parametrized values, but with possibility to use references between cells for definition of values. The rows content is structured as following:

- *Test name* - first row;
- *Class/Module under test* - second row;
- *Test step* - all next rows represent method calls;

Values in columns cells of which belong to the test step has net purposes:

- *Object Under Test* - cells in a first column;
- *Method Under Test* - cells in a second column;
- *Input Parameters* - cells in a next column before invocation line;
- *Invocation Line* - cells in a delimiter column between cell(s) with biggest number of input and column with expected return value;
- *Expected Return* - cells in a column after invocation line;

	A	B	C	D	E
1	Search-BCCTestResult				
2	examples.ieee.SearchUtilities.class Search - BCSSTest				
3	SearchUtilities	Search	"of"	"Richard of York"	TRUE
4	SearchUtilities	Search	"gave"	"Richard of York"	FALSE
5	SearchUtilities	Search	""	"Richard of York gave"	FALSE / TRUE
6	SearchUtilities	Search	"battle"	"Richard of York gave battle"	TRUE
7	SearchUtilities	Search	"Richard"	"Richard of York of"	TRUE
8	SearchUtilities	Search	"Richard"	""	FALSE

Object / Class Method Input parameters Invocation line Expected return values

Figure 3.1: Basic Test Sheet

The description provided above is shown in a summarized example from the web site of Chair of Software Engineering of University of Mannheim (Pic.: 3.3.1).

The software developed within the scope of this research is a proof of concept for an usage of Test Sheets for scenario testing of asynchronous real-time software. The scope of this paper covers only Basic Test Sheets. For more details about Test Sheets and Research Topics of the Chair of Software Engineering please visit <http://swt.informatik.uni-mannheim.de/de/home/>.

4 Real-Time Software and its Testing. Web scrapping

4.1 Real-Time Software

Donald Gillies defined a real-time software as a system: *"[...] in which the correctness of the computations not only depends upon the logical correctness of the computation but also upon the time at which the result is produced. If the timing constraints of the system are not met, system failure is said to have occurred."* While Robert L. Glass[43] defines this term as: *"[...] a software that drives a computer which interacts with functioning external devices or objects. It is called real-time because the software actions control activities that are occurring in an ongoing process"*.

Within this research, we will define *Real-Time software* as a combination of this to definitions which covers both logical and time correctness as well as an interaction with external systems controlled by the ongoing process.

The Web-Banking engine of figo GmbH matches this definition due to the following facts. First, it performs communication with external systems (Web Banking HTML pages). Next, its result correctness depends on time restrictions (if child process responsible for script execution was not finished within 1200 seconds, and with each task performed within 0.5 seconds it is treated as failed) as well as logical correctness depended upon ability of the script to perform necessary actions for a fulfillment of a requested task.

4.2 Testing Real-Time software

Tsai, Fang and Bi[52] state that testing and debugging of real-time software are very difficult because of timing constraints and non-deterministic execution behavior. In a real-time system, the processes receive inputs from real world

processes as a result of asynchronous interrupts and it is almost impossible to precisely predict the exact program execution points at which the inputs will be supplied to the system. Consequently, the system may not exhibit the same behavior upon repeated execution of the program. In addition, in a real-time system, the pace of an execution of processes is determined not only by internal criteria but also by real world processes and their timing constraints.

The general testing and debugging strategy (Fig. 4.2) described by Tsai, Fang and Bi [52] consists of four steps. At the *first* step, a set of events which can be used to represent the program's execution behavior at a specific abstraction level and the event key values which describe these events are identified. At the *second* step, the execution data, containing the event key values identified in the first step, is collected using the real-time monitoring system. The first and second steps constitute the monitoring phase. After the data is collected, at the *third* step, the collected data is processed in an off-line mode to construct logical views to represent the program's execution behavior. At the *fourth* step, analysis algorithms will be employed to identify fault units and to report to the user. Finally, the user can use this report to decide next monitoring and debugging cycle for a lower level abstraction. In this paper, the provided strategy is applied for each individual test.

4.3 Web scraping. CasperJS

Web scraping is a method for extracting information from web pages[31]. This technique is useful when you want to do real-time, price and product comparisons, archive web pages, or acquire data sets that you want to evaluate or filter[3].

Web scraping works via interaction with Document Object Model (DOM) of the web page it is a useful technique for real-time data extraction from human readable web-pages. W3Council defines DOM[29] as "... a platform- and language-neutral interface that will allow programs and scripts to dynamically access and update the content, structure and style of documents."

CasperJS is an open source navigation scripting & testing utility written in javascript for the headless browsing. It eases the process of defining a full naviga-

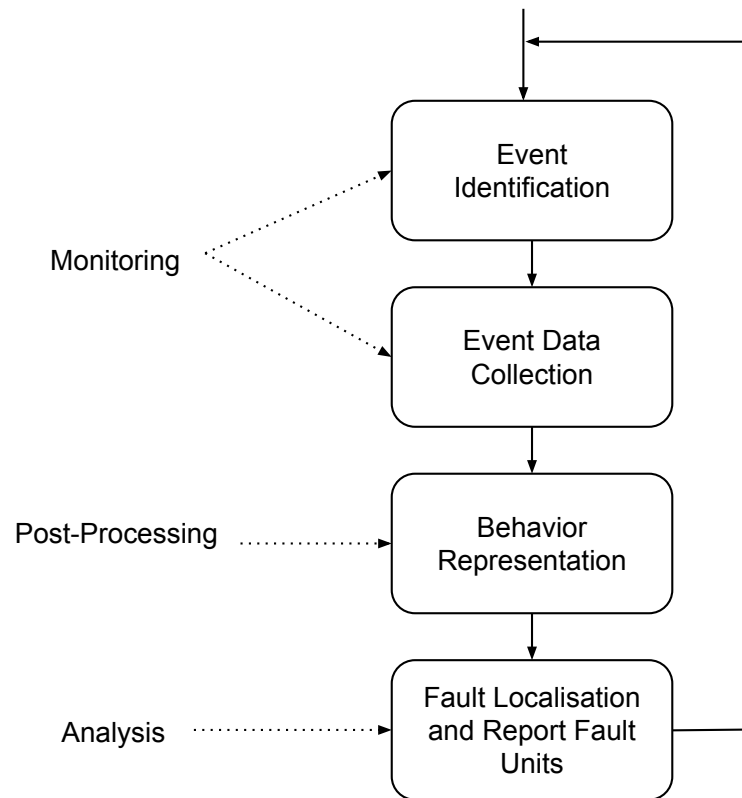


Figure 4.1: General Testing and Debugging Strategy[52]

tion scenario and provides useful high-level functions, methods & syntactic sugar for doing common tasks for interaction with DOM of the web page[6]:

- defining & ordering browsing navigation steps
- filling & submitting forms
- clicking & following links
- capturing screenshots of a page (or part of it)
- testing remote DOM
- logging events
- downloading resources, including binary ones
- writing functional test suites, saving results as JUnit XML
- scraping Web contents

Usage of this tool gives an ability for figo GmbH to pragmatically imitate user behavior on a web page. Which includes filling login forms, filing forms for

retrieving service information and perform other business activity available via a service web site. CasperJS instantiates web-page or its part defined as tree of DOM selectors. Page content includes both HTML and javascript/jQuery code from the web-page addressed with provided URL. Instantiated page or its part is stored in memory and can be accessed for further manipulation by CasperJS methods as any other object instance.

5 Asynchronous programming. Strategies and performance

5.1 Asynchronous programming

Asynchronous programming is the programming model in which operations should be done are interleaved with one another within the single control thread. An analogy to it can be package multiplexing in a Computer Networks.

To compare to multi-threaded systems are synchronous and allow execution of one task per unit of time blocking execution of other tasks until programmer will perform explicit control delegation to another task.

Generally, asynchronous systems are easier to control and to develop rather than multi-threaded, and they perform better than synchronous in following cases[18]:

- Large number of tasks and, at least, one task likely to make progress;
- A lot of I/O operations;
- Tasks are independent of one another;

5.1.1 node.js

node.js is an asynchronous event-driven framework designed to build scalable network applications. node.js is similar in design to and influenced by systems like Ruby's Event Machine or Python's Twisted with the difference that it presents the event loop as a language construct instead of as a library[1].

node.js as a framework has powerful ecosystem - npm which consists of three parts. *npm* - package manager for node.js, *npm Registry* - public collection of packages of open-source code, *npm command line client* which allows developers to install and publish those packages. On a diagram (Fig.: 5.1.1) stated the

Module Counts

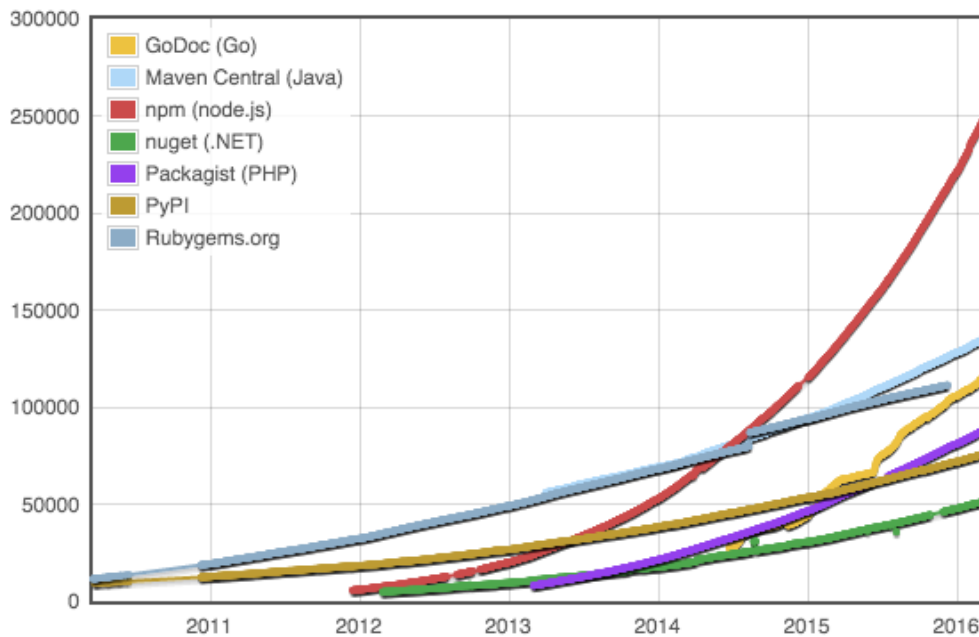


Figure 5.1: npm comparison with other package managers[24]

comparison of npm with other package managers made by module counts, for more up to date information please visit <http://www.modulecounts.com/>.

At the same time there is a downside of such ecosystem. The case of *left-pad* the module which was deleted from the npm due to copyright concerns caused by the failure during the build process for thousands of projects[40]. Further, there are three factors explained by Sam Saccone [51] [41] which make npm a root source of hackers attack since all life-cycle scripts executed by installed packages are executed with same privilege level as user invoked their installation. The *first* reason is caused by the usage of SemVer for version controlling which does not lock dependencies to a specific version The *second* reason is the lack of automatic npm user log-out. Since npm can run arbitrary scripts on install that means that any user who is currently logged in and types npm install is allowing any module to execute arbitrary publish commands. The *third* reason is dependent on that fact that a singular npm registry is used by the large majority of the node.js ecosystem on a daily basis.

General suggestions to overcome this problems for project developers and maintainers are following.

- disable life-cycle scripts during update/install process;
- lock down all dependencies versions either manually or using shrinkwrap package <https://docs.npmjs.com/cli/shrinkwrap>
- store dependencies locally and use them as a part of source code being deployed.

Node.js applications are written in javascript - a lightweight dynamic scripting multi-paradigm language with first-class functions and prototype-based inheritance which provides both object-oriented and functional programming approaches[21].

When it comes to inheritance, JavaScript only has one construct: objects[17]. This can be called classless, prototype-oriented, or instance-based programming[20]. Each object has an internal link to another object called its *prototype*. That prototype object has a prototype of its own, and so on until an object is reached with **null** as its prototype. **null**, by definition, has no prototype and acts as the final link in this prototype chain. JavaScript objects are dynamic "bags" of properties (referred to as own properties). When trying to access a property of an object, the property will not only be sought on the object but on the prototype of the object, the prototype of the prototype, and so on until either a property with a matching name is found or the end of the prototype chain is reached[17] This type of inheritance provide objects inherit both instance and class methods and properties.

The high-level architecture of node.js looks following:(5.1.1).

Node core is a javascript library (called node-core) that implements the high-level node.js API.

Bindings responsible for wrapping and exposing *libuv* and other low-level functionality to javascript.[39]

Non blocking I/O provided by libuv[1][39]. Which is "a multi-platform support library with a focus on asynchronous I/O." [32] with following properties[19]:

- Abstract operations, not events
- Support different nonblocking I/O models

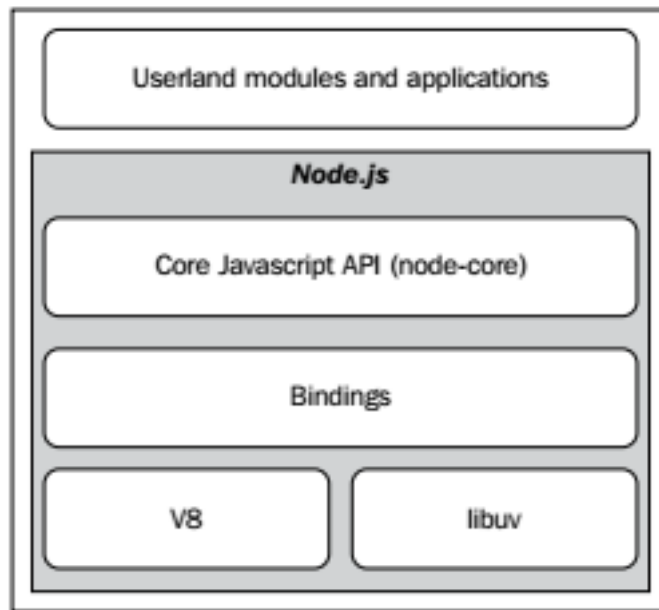


Figure 5.2: Node.js architecture [39]

- Focus on extendability and performance

V8/Chakra the JavaScript engine originally developed by Google for the Chrome browser/ Microsoft for IE 9 browser” [39]

5.1.2 Event handling

An event is a core concept of asynchronous programming in node.js. All objects that emit events allows one or more functions to be attached to named events emitted by the object. When an event is emitted all of the functions attached to that specific event are called synchronously[9]. Node.js event handler is an implementation of *reactor pattern*. The illustration of process life-cycle is shown in Fig. 5.1.2:

1. The application generates a new I/O operation by submitting a request to the *Event Demultiplexer*. The application also specifies a *listener*, which will be invoked when the operation completes. Submitting a new request to the Event Demultiplexer is a non-blocking call and it immediately returns the control back to the application.
2. When a set of I/O operations completes, the Event Demultiplexer pushes

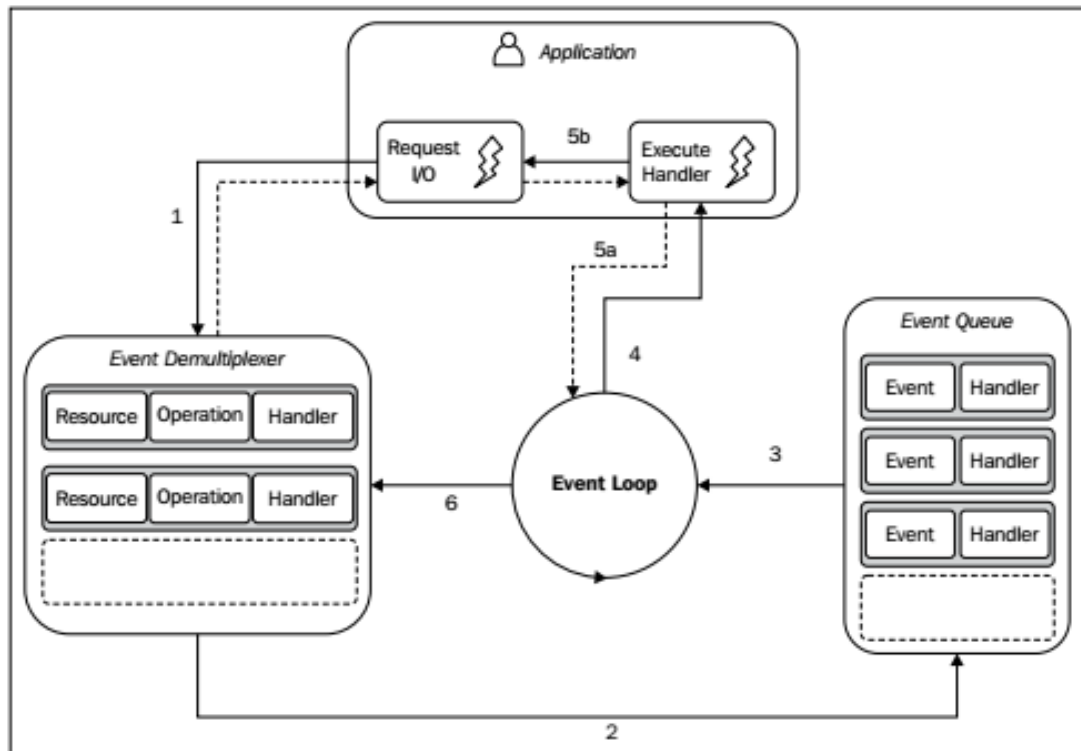


Figure 5.3: Node.js event handling system [39]

the new events into the *Event Queue*.

3. At this point, the *Event Loop* iterates over the items of the *Event Queue*.
4. For each event, the associated listener is invoked.
5. The listener, which is part of the application code, will give back the control to the *Event Loop* when its execution completes. However, new asynchronous operations might be requested during the execution of the listener, causing new operations to be inserted in the *Event Demultiplexer*, before the control is given back to the *Event Loop*.
6. When all the items in the *Event Queue* are processed, the loop will block again on the *Event Demultiplexer* which will then trigger another cycle.

5.2 Asynchronous handling strategies

5.2.1 Continuation passing

The presence of functions as a first class citizens in javascript allows direct usage of functions for handling asynchronous program behavior. *Callbacks* default are handlers for the reactor pattern described before. They are similar to *visitor pattern* in OOP, they also represent an operation to be performed on the elements of an object structure and they let define a new operation without introducing any changes to the definition of the object.

Callbacks implement continuation-passing-style from Functional Programming. By convention callbacks must be passed as the last argument and accept two parameters, the first is an error and the second is a data to be processed further.

There are two main negative sides of using callbacks. One of them is so-called *callback hell* occurs due to the abundance of closures and in-place callback definitions. This makes the code hard to be read because of high level nesting, as well as written due to a scope of nesting and difficult to manage because of possible memory leaks created by closures. Another negative side is called *releasing Zalgo*[15], it occurs only in case of inconsistent function behavior when under some hidden conditions a function performs a synchronous action but some under other - asynchronous.

5.2.2 Imperative

Before starting with imperative strategies for handling of asynchronous data flow we would like to show the *concept of duality* (Fig. 5.2.2). showed by Erik Meijer <https://channel9.msdn.com/Events/Lang-NEXT/Lang-NEXT-2014/Keynote-Duality> and hardly used by Kris Koval in his *General Theory of Reactivity* <https://github.com/kriskowal/gtor/>. This chapter is based on works of Kris Koval, Erik Meijer, Conal Eliot and Mark S. Miller in a field of Reactive Programming.

The explanation of asynchronous patterns in this chapter will be performed via two-dimensional mapping. The first dimension is a time where things can be *synchronous* and *asynchronous*. Another dimension of space where mapping is done between *singular* and *plural*.

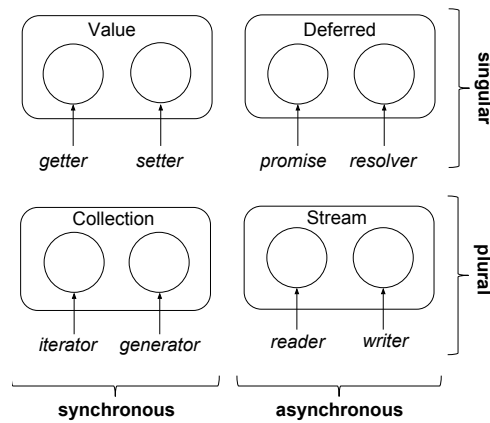


Figure 5.4: Duality Matrix [22]

During communication can occur the problem caused by the fact that different parts for the dialog can have different load and different performance. The first situation is the **Fast producer - slow consumer** - the get of one entity works faster then the set of next entity in the chain. This situation occurs when values are *pushed* by a producer. The second situation is the **Slow producer - fast consumer** - thr get of one entity works slower then the set of next entity in the chain. This situation occurs when values are *pulled* by consumer. The solution of this problems lays in a scope of the system design which should allocate push and pull entities in an appropriate sides of the communication channels.

Synchronous: **Value** is a singular unit data. Its duals are *getter* (*pull*) and *setter* (*push*). Setter accepts a value to be assigned and return nothing and getter accepts nothing and returns a value. The chaining process can be performed here by applying setter to getter and getter to setter and by applying the same logic to their analogs for further entities. A **Collection** is a plural form of the value. The duals of a collection are *iterator* (*pull*) and *generator* (*push*). An *iterator* as a plural analog of getter, it accepts nothing and returns the element from collection. A *generator* is a plural analog of setter it accepts element to be added to collection and returns nothing.

Asynchronous: **Deferred** is analog of the value. The duals for it are *resolver* (*push*) and *promise* (*pull*). The resolver is an asynchronous analog of setter. It accepts value which will be assigned as soon as it will be resolved. The promise is

an asynchronous analog of the getter . It allows to obtain the value of the promise as soon as it will be resolved. The deferred concept guaranties unidirectional data flow which means that data can go only from resolver to promise. Further deferred entities guaranties asynchronism of execution for an operation which means they are "Zalgo safe"[2]. **Stream** is an analog of the collection. It can be treated as a collection of deferred elements. The duals for stream are *write (pull)* and *read (push)*. The read is an analog of iterator it accepts nothing and takes values from the stream. The write is an analog of generator it accepts values from the stream and returns nothing. As a plural analog of deferred it guaranties unidirectional data flow. The special case for streams in node.js are transform and duplex (transform) streams which are combination of read and write.

5.2.3 Performance

Following measures are taken from the article "Analysis of generators and other async patterns in node" by Gorgi Kosev (<https://spion.github.io/posts/analysis-generators-and-other-async-patterns-node.html>). There were no hardware characteristics provided for the experiment execution environment except following description[34]: "On my machine redis can be queried about 40 000 times per second; node's 'hello world' http server can serve up to 10 000 requests per second; postgresql's pgbench can do 300 mixed or 15 000 select transactions per second."

The performance metrics were taken from the experiment under the the conditions where all external methods are mocked using setTimeout 10ms to simulate waiting for I/O with 1000 parallel requests (i.e. 100K IO / s) [34]

pattern	time(ms)	memory (MB)
promises-bluebird	512	57,45
promises-bluebird-generator	364	41,89
callbacks	316	34.97

Table 5.1: Performance comparison of patterns for asynchronous information flow [34][2]

"The original and flattened solutions are the fastest, as they use vanilla callbacks"[2]

Note that this table has only fastest among promise objects and since there were no measurements performed for streams but according to their nature the most optimistic performance for them should be equal to the promise generator provided by Bluebird <http://bluebirdjs.com/docs/getting-started.html>.

6 Architecture

The system consist of three piped object streams 6. Streams piping implements the idea of pipe ”|” in Unix systems invented by Douglas McIlroy. It enables the output of one program to be connected to the input of the next program. *Object stream* (*Stream in a object mode*) is a stream in which data treated as a sequence of discrete javascript objects. Further, piping of object streams allows to perform parallel executions which can be beneficial from the performance perspective.

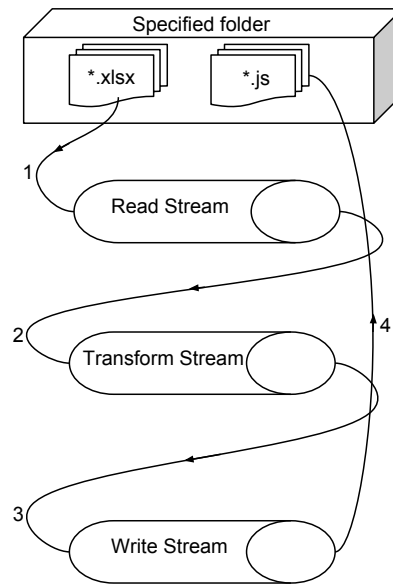


Figure 6.1: Information flow

1. **Read Stream** accepts directory address and *pulls* content of all .xlsx files together with their metadata from this directory including nested directories;
2. **Transform Stream** accept data object with file name, content, metadata from upstream, creates TestSheet schema and generates content of .js file implementing *interpreter pattern*;

3. **Write Stream** pulls data from upstream perform attempt to read representative .js file from specified folder if file exists and its last update date is older then for .xlsx file the next step will be skipped;
4. **Write Stream** if file does not exist or its last update date is earlier then last update date of .xlsx file it creates/overwrites .js file.

Pipe method of streams provide developers with opportunity to chain streams implementing different piping patterns:

1. *Combining* - encapsulation of sequentially connected streams in to single looking stream with single I/O points and single error handling mechanism by pipeing readable stream in to writable stream;
2. *Forking/Merging* - piping single readable in to multiple writable streams / piping multiple readable streams in to single writable stream;
3. *Multiplexing/Demultiplexing* - forking and merging pattern which provides shared communication channel for entities from different streams, analogy can be computer networks.

As was already described streams are deferred analog of arrays, which allows to perform such operations as mapping, reducing and filtering. The process of transformation of xlsx files to js files in this application is treated as mapping process in general case, and filtering for avoiding of redundant file's overwriting.

The folder/file structure of the application looks as following:

- index.js
- package.json
- ReadMe.md
- lib/
 - scheme/
 - * index.js
 - * execution_scheme.js
 - * order.js
 - * scheme.js

- stream/
 - * index.js
 - * read_stream.js
 - * transform_stream.js
 - * write_stream.js
- template/
 - * index.js
- test/
 - read_stream.js
 - write_stream.js
 - transform_stream.js
 - scheme.js
 - execution_scheme.js
 - order.js
 - template.js
 - doublers/
 - * TestSheetObject.js
 - * TestSheet.xlsx
 - * TestSheet.js
- node_modules/

Creation of folders for scheme and template directories is made for purpose of expansion in case of adding Non-linear and/or HigherOrder Test Sheets. The entry point of the system ./index.js looks as following (Listing: 6.1):

```
var stream = require('./lib/stream');

stream.read(process.argv[2]).pipe(stream.transform).pipe(stream.write);
```

Listing 6.1: index.js

Program is invoked from the command line interface accepts one parameter - path to the folder with predefined xlsx files with defined Test Sheets.

7 Design and Implementation

7.1 Conventions for definitions of Test Sheets

Following conventions were developed with respect to requirements defined by figo GmbH and must be followed by Test Sheet for proper work of developed system:

- Number of columns within one Test Sheet should not exceed 26 columns (from A to Z);
 - **A1** cell(optional) - description of the test case;
 - **A2** cell - module under testing with an extension **(.js)**;
 - **A3..n** cells - name of the class/object under the test;
 - **B3..n** cells - name of the method from representative class **(same row)** under the test;
 - **C2..n** cells to **Invocation Column** - input parameters for representative method **(same row)** under the test;
- Invocation delimiters must be allocated within single column the (aligned to the longest row);
 - **Invocation Column** - the column for separation of input values from expected output value(s) filled with | (pipe)(for comparison by scheme and data types) || (two pipes)(for deep comparison - by scheme, data types and values) as a cells values until the last line which includes objects under tests;
- **Expected Return** - column must be next after invocation line.
- All functions under test should be asynchronous and accept callback as a last input parameter with standard signature for handling emitted event;
- References to the columns with expected returns columns will take as value actual return value obtained from method execution;

- References should be defined only to cells in one of the previous row;
- Files extensions should be .xlsx.

7.2 Implementation and input example

The implementation of each part of the system was made with application of Test Driven Development proper use of which guarantees full test coverage for the code. Used testing framework is *mocha* <https://mochajs.org/>. For creation of doublers (mocks, stubs and spies) for object and method was used *sinon.js* <http://sinonjs.org/>.

The symptoms of not agile design defined Robert Cecil Martin[49]:

- Rigidity - The design is difficult to change;
- Fragility - The design is easy to break;
- Immobility - The design is difficult to reuse;
- Viscosity - It is difficult to do the right thing;
- Needless complexity - Overdesign;
- Needless repetition - Mouse abuse;
- Opacity - Disorganized expression;

To avoid creation of such software John Dooley [42] and Robert Cecil Martin [49] defined the principles of agile architecture:

- Closing - Encapsulate things in your design that are likely to change.
- Code to an Interface - rather than to an implementation.
- Do not repeat yourself - Avoid duplicate code.
- The Single-Responsibility Principle - A class should have only one reason to change from the business perspective;
- The Open/Closed Principle - Software entities (classes, modules, functions, etc.) should be open for extension but closed for modification
- The Liskov Substitution Principle - Subtypes must be substitutable for their base types.

- The Dependency-Inversion Principle -
 - High-level modules should not depend on low-level modules. Both should depend on abstractions.
 - Abstractions should not depend upon details. Details should depend upon abstractions.
- The Interface Segregation Principle - Clients should not be forced to depend on methods they do not use.
- Principles of Least Knowledge - Talk to your immediate friends.
- Principle of Loose Coupling - object that interact should be loosely coupled with well-defined interfaces.

These principles have a suggestional nature and can not be strictly followed due to their mutually exclusive nature. Correspondence to each of them will be provided in the end of each section within this chapter.

For the description of data structures processed by the system, we will use following module (Listing: 7.14) which implements a stack with asynchronous methods (response time for each method delayed 10 milliseconds). Usage of *setTimeout()* method guarantees its asynchronism while the fact that timeframe for response is hard coded into scraping scripts guarantees that this method is valid for usage as a proof of concept within the current research topic.

```

var stack = [];

module.exports = {
  push: function (el, cb) {
5      return setTimeout(function () {
          stack.push(el);
          return cb(null, {});
        }, 10);
  },
10
  pop: function (cb) {
      return setTimeout(function () {
          return cb(null, stack.splice(-1)[0]);
        }, 10);
15  },

```

```

top: function(cb){
    return setTimeout(function(){
        return cb(null, stack.slice(-1)[0]);
    }, 10);
},

size: function(cb){
    return setTimeout(function(){
        return cb(null, {size: stack.length});
    }, 10);
},
}

```

Listing 7.1: stack.js

The Test Sheet for test coverage of this module looks as following (Figure: 7.1). Note that this test coverage was made with purpose to show handling of asynchronous testing of real-time software but not to cover stack module. There are both types of comparison in invocation line **D**. Red arrows indicates references withing this test sheet.

	A	B	C	D	E
1	Demonstaration				
2	stack				
3	stack	size			{"size":0}
4	stack	push	{"el":1}		{}
5	stack	top			{"el":1}
6	stack	push	{"el":1}		{}
7	stack	push	{"el":1}		{}
8	stack	pop			{"el": 5}
9	stack	push	{"el": 5}		{}
10	stack	pop			{"el":1}
11	stack	push	{"el":1}		{}
12					

Figure 7.1: Test Sheet coverage for stack.js

The system has following dependencies upon external npm packages:

- Development dependencies:
 - "fs-readdir": "0.0.3", (<https://www.npmjs.com/package/fs-readdir>)
 - "through2": "2.0.0", (<https://www.npmjs.com/package/through2>)
 - "xlsx": "0.8.0", (<https://www.npmjs.com/package/xlsx>)
- Testing dependencies:
 - "mocha": "2.3.4", (<https://www.npmjs.com/package/mocha>)
 - "sinon": "1.17.2", (<https://www.npmjs.com/package/sinon>)

7.3 Read Stream

This part of the system is an implementation of combining streams pattern. From the internal view, it consists of two streams. First stream performs a recursive search for files in a provided directory and returns array with absolute paths to them. Second stream reads content of files with *xlsx* module <https://www.npmjs.com/package/xlsx> and meta data of the file using embedded node.js module *fs* and pushes it to the next stream (Listing: 7.2).

```

function getFilesStream(dirPath) {
  return fsReaddir(dirPath)
    .on('error', function(obj) {
      console.error(obj);
5    })
    .on('finish', function(obj) {});
};

var getDataStream = through.obj(function(files, enc, callback) {
10   for (var file of files) {
      if (path.extname(file) === '.xlsx') {
        var sheet = xlsx.readFile(file).Sheets.Sheet1;
        var meta = fs.statSync(file);

15      this.push({ fileName: file, meta: meta, sheet: sheet });
      };
    };

    callback();
20  });

```

```

module.exports = function(dir) {
  return multipipe(getFilesStream(dir), getDataStream);
};

```

Listing 7.2: read_stream.js

The **function** `getFilesStream` creates the readable stream for reading content of directory including nested directories and returns it. The **variable** `getDataStream` defined by the stream in an object mode. For every file path, it accepts from the down stream checks its extensions if its .xlsx then it reads it and obtains first sheet from the book, and reads meta data of the file and pushes it to the up stream. These two streams are piped into combined stream using module *multipipe* <https://www.npmjs.com/package/multipipe> and returned by the function exported by this module. In other words, this module exports function which accepts path to the directory and returns array of deferred values each of which is a javascript object with following structure (Listing 7.3)

```

{
  fileName: <String>,
  meta: <Object>,
  sheet: <Object>
5 }

```

Listing 7.3: Read Stream Output / Transform Stream Input JSON

7.3.1 Test Coverage

Following test cases show every step incrementally performed during the develop process. All calls to systems I/O (e. g. read file meta data, read file) are implemented using stubs. **Stub** is an implementation of *proxy pattern* which allows to redefine functions behavior. This gives an opportunity to improve speed of tests by replacing functions with call to I/O with empty functions.

The result of tests execution for this module is following (Fig.: 7.2):

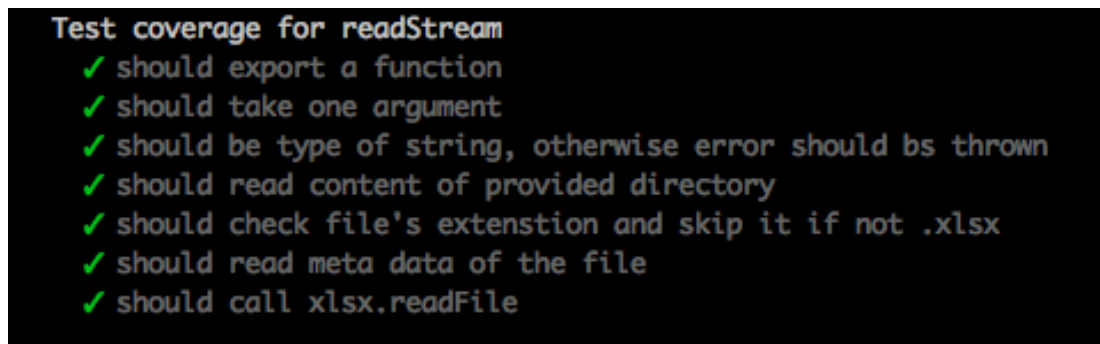


Figure 7.2: Test coverage for read_stream.js

7.3.2 Correspondence to design principles

- Closing - the part of the code responsible for the reading content of the file with concrete extension and concrete structure is encapsulated with *getDataStream* function
- Code to an Interface - the communication is done via standard stream interface.
- Do not repeat yourself - no code duplication;
- The Single-Responsibility Principle - can be changed only due to the change of input file's type and as a result parser library;
- The Open/Closed Principle - functionality of the library can be extended via adding new pipes with application of different piping patterns in a single place;
- The Liskov Substitution Principle - object composition is used over inheritance (function wrapped in to pipe object);
- The Dependency-Inversion Principle - communication with other modules is done via standard interface.
 - Higher level module *index.js* does not depend on implementation current library
 - Current library depends on the input type provided by the *index.js*
- The Interface Segregation Principle - composition over inheritance and usage of standard interfaces;

- Principles of Least Knowledge - communication done only with *xlsx* files;
- Principle of Loose Coupling - communication is done via standard file system and standard stream interfaces.

7.4 Transform Stream

This part of the system performs translation of the Test Sheet in to executable javascript code. In this realization of the Test Sheet concept translation performed in a four stages.

```

var through = require('through2');
var template = require('../template');
var scheme = require('../scheme');

5 function transform(data, enc, callback) {
    var res = {
        fileName: data.fileName,
        meta: data.meta,
        content: template.applyTemplate(
10         data.sheet,
            scheme(data.sheet),
            data.fileName),
    };

15     this.push(res);
    callback();
};

```

Listing 7.4: Transform Stream

The first stage which is necessary for the translation is a creation of *schema* object of the Test Sheet. Next stage is detection of execution order. The third stage is merging results from previous steps. The last stage is an application of a template to the content of Test Sheet together with the file name of the *xlsx* file and execution schema created on a previous stage. The result of this transformation is pulled by the downstream as a *content* property of an object together with *meta data* and *fileName* obtained from the upstream (Listing: 7.5).

```

{
    fileName: <String>,

```

```
meta: <Object>,  
content: <String>  
5 }
```

Listing 7.5: Transform Stream Output / Write Stream Input JSON

7.4.1 Test Coverage

Following test cases can show every step incrementally performed during the develop process. Including invocations of helper methods from *scheme* and *template* modules.

The result of test execution:

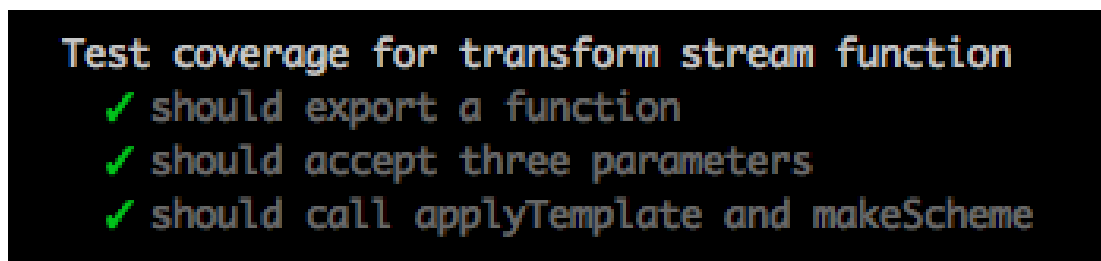


Figure 7.3: Test coverage for transform_stream.js

7.4.2 Correspondence to design principles

- Closing - the creation of data structure to be transformed to the next stream is created in a single function;
- Code to an Interface - the communication with external modules done via standard stream in an object mode.
- Do not repeat yourself - no code duplication;
- The Single-Responsibility Principle - can be changed only due to the change of Test Sheet type (another type of scheme);
- The Open/Closed Principle - new pipes can be added in a single place with adding new functions to be wrapped in them;
- The Liskov Substitution Principle - object composition over inheritance (function wrapped in to pipe object);

- The Dependency-Inversion Principle -
 - Higher level module *index.js* does not depend on implementation current library;
 - Current library depends on the input object provided by the previous stream;
- The Interface Segregation Principle - does not depend on methods since only creates data object to be passed to the next stream;
- Principles of Least Knowledge - direct communication done only with helper functions for schema creation and content generation.
- Principle of Loose Coupling - communication is done via the standard stream interface

7.5 Scheme

This part of the system creates a scheme object from the Test Sheet object, the only parameter accepted by the main function of this module is a Test Sheet object (the content of *xlsx* file). Due to the structure of object was taken decision to perform creation of the scheme in two stages.

The **first stage** is creation of javascript object with Test Sheet properties (e.g. *description*, *moduleUnderTest*, *objectsUnderTest*, *methodsUnderTest*, *inputs*, *outputs*, *invocations*) value of each property except *description* and *moduleUnderTest* are arrays of string with values which represent cell addresses for representative property of the Test Sheet. For the first two properties the values are strings with values (in a Test Sheet) from the cells *A1* and *A2* respectively (Listing: 7.6).

```

{
  description: 'Demonstaration',
  moduleUnderTest: 'stack',
  objectsUnderTest: [ 'A3', 'A4', 'A5', 'A6', 'A7', 'A8', 'A9', 'A10',
    'A11' ],
5  methodsUnderTest: [ 'B3', 'B4', 'B5', 'B6', 'B7', 'B8', 'B9', 'B10',
    'B11' ],
  inputs: [ 'C4', 'C6', 'C7', 'C9', 'C11' ],
  outputs: [ 'F3', 'F4', 'F5', 'F6', 'F7', 'F8', 'F9', 'F10', 'F11' ],
  ],

```

```

    invocations: [ 'E3', 'E4', 'E5', 'E6', 'E7', 'E8', 'E9', 'E10', 'E11'],
  }

```

Listing 7.6: Result of the first stage of Test Sheet scheme creation

The **sectod stage** is a pivot transformation of the scheme provided by the result of previous stage. The output of this transformation is an object with properties as a numbers of rows in the Test Sheet object. The values for first and second properties are values of *description* and *module* under test from the respective Test Sheet. While all next are objects which consists of following Test Sheet properties: *objectUnderTest*, *methodUnderTest*, *inputs*, *outputs*, *invocations*. With values as single element arrays with coordinate of respective cell (Listing 7.7).

```

{
  "1": "Demonstaration",
  "2": "stack",
  "3": { "objectsUnderTest": [ "A3" ],
5      "methodsUnderTest": [ "B3" ],
        "inputs": [ ],
        "outputs": [ "E3" ],
        "invocations": [ "D3" ] },
  "4": { "objectsUnderTest": [ "A4" ],
10     "methodsUnderTest": [ "B4" ],
        "inputs": [ "C4" ],
        "outputs": [ "E4" ],
        "invocations": [ "D4" ] },
  "5": { "objectsUnderTest": [ "A5" ],
15     "methodsUnderTest": [ "B5" ],
        "inputs": [ ],
        "outputs": [ "E5" ],
        "invocations": [ "D5" ] },
  "6": { "objectsUnderTest": [ "A6" ],
20     "methodsUnderTest": [ "B6" ],
        "inputs": [ "C6" ],
        "outputs": [ "E6" ],
        "invocations": [ "D6" ] },
  "7": { "objectsUnderTest": [ "A7" ],
25     "methodsUnderTest": [ "B7" ],
        "inputs": [ "C7" ],
        "outputs": [ "E7" ],
        "invocations": [ "D7" ] },
}

```

```

30      "8":{ "objectsUnderTest": [ "A8" ],
            "methodsUnderTest": [ "B8" ],
            "inputs": [ ] ,
            "outputs": [ "E8" ],
            "invocations": [ "D8" ] } ,
35      "9":{ "objectsUnderTest": [ "A9" ],
            "methodsUnderTest": [ "B9" ],
            "inputs": [ "C9" ],
            "outputs": [ "E9" ],
            "invocations": [ "D9" ] } ,
40      "10":{ "objectsUnderTest": [ "A10" ],
            "methodsUnderTest": [ "B10" ],
            "inputs": [ ] ,
            "outputs": [ "E10" ],
            "invocations": [ "D10" ] } ,
45      "11":{ "objectsUnderTest": [ "A11" ],
            "methodsUnderTest": [ "B11" ],
            "inputs": [ "C11" ],
            "outputs": [ "E11" ],
            "invocations": [ "D11" ] }
    }

```

Listing 7.7: Result of the scheme creation for Test Sheet

7.5.1 Test Coverage

Following test cases can show every step incrementally performed during the develop process. Since object obtained during reading of xlsx file is passed from one part of the system to another (*Object pool OOP pattern*) this module does not perform any I/O calls.

The result of test execution:


```

Creation of Test Sheet scheme
getDescription function
    ✓ should have getDescription function
    ✓ should accept one parameter
    ✓ should return description feild from sheet
getModuleUnderTest function
    ✓ should have getModuleUnderTest function
    ✓ should accept one parameter
    ✓ should return moduleUnderTest feild from sheet
getObjectsUnderTest function
    ✓ should have getObjectsUnderTest function
    ✓ should accept one parameter
    ✓ should return objects under test feilds from sheet
getMethodsUnderTest function
    ✓ should have getMethodsUnderTest function
    ✓ should accept one parameter
    ✓ should return methods under test feilds from sheet
getInputs function
    ✓ should have getInputs function
    ✓ should accept one parameter
    ✓ should return inputs feilds from sheet
getOutputs function
    ✓ should have getOutputs function
    ✓ should accept one parameter
    ✓ should return output feilds from sheet
getInvocationCells function
    ✓ should have getInvocationCells function
    ✓ should accept one parameter
    ✓ should return keys of input where field 'v' is equal to '|' or '||'
test coverage for transformScheme
    ✓ should have transformScheme function
    ✓ should accept one parameter
    ✓ should transform provided scheme to specific form
test coverage for getRowFromField
    ✓ should have getRowFromField function
    ✓ should accept two parameters
    ✓ should return all cells from same row in a specific feild

```

Figure 7.4: Test coverage for scheme.js

7.5.2 Correspondence to design principles

- Closing - comparison type is closed within the *getInvocationCells* function, all elements of Test Sheet are obtained via separate functions;
- Code to an Interface - all methods have same minimal abstraction layer for

object which represents the content of Test Sheet. All keys of the object should be named as a two dimensional addresses of the cells (i. e. *A1*, *D7* etc);

- Do not repeat yourself - no code repetition.
- The Single-Responsibility Principle - the interface of the data object;
- The Open/Closed Principle - violated in the two types comparison. For other types of Test Sheets either different scheme should be implemented or *createScheme* should be enhanced with new functions;
- The Liskov Substitution Principle - no inheritance.
- The Dependency-Inversion Principle - does not have any lower level modules;
- The Interface Segregation Principle - does not have any lower level modules;
- Principles of Least Knowledge - can be invoked only via direct import;
- Principle of Loose Coupling - exports single function;

7.6 Execution Order

This part of the system is responsible for the definition of an order for the test steps execution. In a general case, the execution order of tests within a Basic Test Sheet is defined by the order of test steps. All Test Sheets support references which provides an ability to define input for one test step as an output of some of the previous steps.

However, in *asynchronous* software the moment when execution is completed comes after the period of time when next function is invoked. Moreover, *real-time* systems have time constraints on their execution but do not provide an exact time within it will be completed. This two facts forces to define moment of each test step execution depending on the source of their input parameters.

For definition of test steps execution order was taken decision to separate test steps in two types. *The first* type covers test steps whose behavior does not make influence to next steps (do not define input parameters for further test steps) and is not determined by any of previous test steps. *The second* type covers test

steps which execution result determines behavior of next test steps or defined by previous steps.

The process of order definition is following. Main function accepts two input parameters: *sheet* - the content of xlsx file which defines test sheet and *scheme* - the object generated by the main function from *scheme.js* file (Listing: 7.8). Walking through the scheme elements stating with the third (skipping service rows) performs check for each cell in a sheet object for determining its behavior of test step defined by result of any previous test step. In this case such test step will be pushed to the *chain* array as the first element and all dependent test steps will be pushed to the nested array as a list of dependent test steps. If *chain* is not empty it will be pushed to global (in a function scope) *chains* array. All other rows will be pushed to the *linear array*. Such approach guarantees saving order of rows and creates a record of tree as a list of direct child nodes.

```

function makeOrder(sheet , scheme) {
    var chains = [];
    var linear = [];

5   for(var i = 3; i < Object.keys(scheme).length; i++){
        var chain = [];

        for (var cell in sheet) {
            if (sheet[cell].f == scheme[i].outputs[0]) {
10             if(chain[0]){
                chain[1].push(parseInt(cell.slice(1)));
            } else {
                chain[0] = parseInt(sheet[cell].f.slice(1));
                chain[1] = [parseInt(cell.slice(1))];
15             };
            }
        };
        if(chain.length > 0)
            chains.push(chain);
20    };

    for(var i = 1; i < Object.keys(scheme).length; i++){
        if (!isIn(i, chains)) linear.push(i);
    };
25

    return(linear.concat(transform(chains)));

```

```
};
```

Listing 7.8: Generation of tree structure as a list of childnodes

For the further creation of test steps execution order the list of direct child nodes should be merged in to nested list for child nodes which has other child nodes. In terms of test steps this means that result one test step can define behavior of few test steps either directly or via some intermediate test steps. The merging process is performed by the *transformation* function (Listing 7.9). It accepts an array object (*chains* array described previously) and performs iterative walk through with recursive call for each nested array. During each iteration this function iterates through values of childe (nested arrays) and checks is any of them is a parent for other childe (is it present as a first element in next arrays). In such case it takes list of its childe and creates a two dimensional array which replaces the the parent element in a list of childe with removing parent entry together with its childe from the current position. This operation of replacement performed recursively through all nested arrays using *isIn* function which determines is given element a belongs to the provided array including nested arrays.

```
function transform(array) {
  for (var i = 0; i < array.length; i++) {
    if (array[i][0] && array[i][1]) {
      for (var j = 0; j < array[i][1].length; j++) {
5       for (var k = i + 1; k < array.length; k++) {
          if (array[i][1][j] == array[k][0]) {
            array[i][1][j] = [array[i][1][j], array[k][1]];
            array.splice(k, 1);
          };
10      };
    };
  } else if (Array.isArray(array[0])) {
    if (isIn(array[i], array[0])) {
      array.splice(i, 1);
15    i--;
    };
  };
  if (Array.isArray(array[i])) {
    for (var j = 0; j < array[i].length; j++) {
20    if (Array.isArray(array[i][j]))
      transform(array[i][j]);
    }
  }
}
```

```

        };
    };
};
25  return array;
};

```

Listing 7.9: Generation of nested data structure

The final step is concatenation of arrays from *first* and *second* test steps types. For our example, rows *one* and *two* belong to the first type as a service rows which does not define any test steps together with rows *three* and *four*. Note that input parameter for the test step defined in a row four is referenced by the expected output of the test step defined in a row five. However, the input parameter can not be changed by the execution process of test step and can be passed to the next step before starting execution without any execution logic violation. In the same time result of test step *five* is an input parameter for the steps *six*, *seven* and *ten* which in turn defines an input for the test step *eleven* (Listing: 7.10).

```

[
    1,
    2,
    3,
5   4,
    [ 5 , [ 6 , 7 , [ 10 , [ 11 ] ] ] ] ,
    [ 8 , [ 9 ] ]
]

```

Listing 7.10: Execution order

7.6.1 Test coverage

Following test cases can show every step incrementally performed during the develop process. Here you also can see application of Object pool pattern which helped to get rid of call to I/O for reading content of xlsx file.

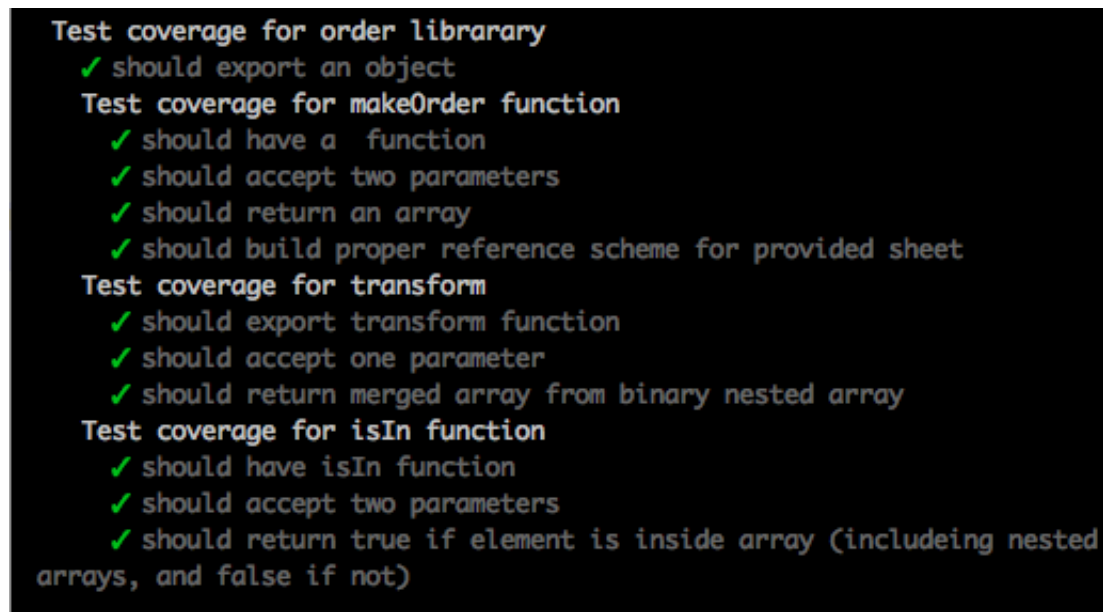


Figure 7.5: Test coverage for order.js

7.6.2 Correspondence to design principles

- Closing - nothing is likely to change;
- Code to an Interface - exports a single function;
- Do not repeat yourself - no code duplication;
- The Single-Responsibility Principle - nothing is likely to change;
- The Open/Closed Principle - no reason to change, no need for a new functionality;
- The Liskov Substitution Principle - no inheritance;
- The Dependency-Inversion Principle - does not have any lower level modules;
- The Interface Segregation Principle - does not have any lower level modules;
- Principles of Least Knowledge - can be invoked only via direct import;
- Principle of Loose Coupling - exports a single function.

7.7 Execution Scheme

In this step performed recursive replacement of respective elements in an *execution order* array with elements from the *scheme* object. The function (Listing: 7.11) accepts two arguments: *scheme* object and *order* array. If an element is of an input array is an array it performs recursive call.

```

function create(scheme, order) {
  var result = order.slice();
  for (line in order) {
    if (Array.isArray(order[line])) {
5      result[line] = create(scheme, order[line]);
    } else {
      result[line] = scheme[order[line]];
    }
  };
10 return result;
};

```

Listing 7.11: Result of the scheme creation for Test Sheet

7.7.1 Test Coverage

Following test cases can show each step incrementally performed during the develop process. It is also possible to combine all this three processes in to one performed inside main file within the module.

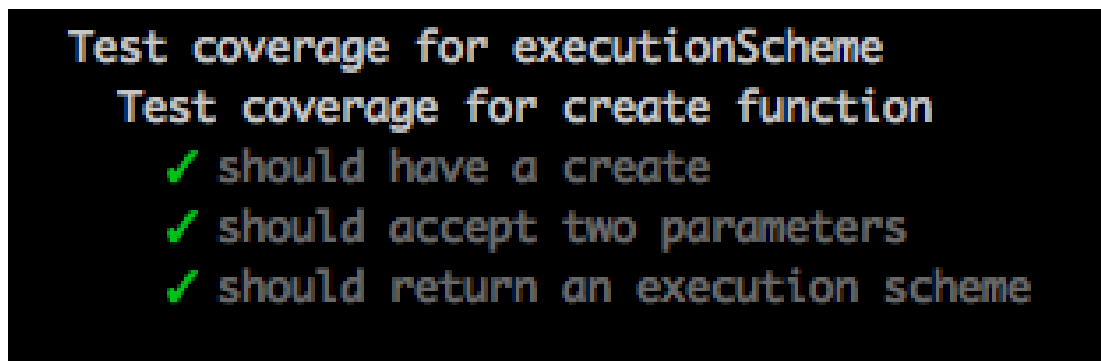


Figure 7.6: Test coverage for creation of execution scheme

7.7.2 Correspondence to design principles

- Closing - nothing is likely to change;
- Code to an Interface - exports a single function;
- Do not repeat yourself - no code duplication;
- The Single-Responsibility Principle - nothing is likely to change;
- The Open/Closed Principle - no reason to change, no need for a new functionality;
- The Liskov Substitution Principle - no inheritance;
- The Dependency-Inversion Principle - does not have any lower level modules;
- The Interface Segregation Principle - does not have any lower level modules;
- Principles of Least Knowledge - can be invoked only via direct import;
- Principle of Loose Coupling - exports a single function.

7.8 Template

The translation to executable javascript file is made by apply the *template* function. This function accepts three parameters *sheet* *Object*, *scheme* *Object*, *fileName* *String*. *Sheet* is a javascript object returned by reading the content of Test Sheet file. The *scheme* is an execution order scheme. The *fileName* is a path to the TestSheet file. This function creates a string content for javascript file based on provided parameters. The creation takes part in a four stages.

The **first stage** is adding a description from the first element of the scheme object. It enclosed within the multiline comment symbols.

The **second stage** is adding require of reporting module for representation of execution of the tests result.

The **third stage** is adding declarations of the module scope variables. The variable names are taken from the coordinates of cells which store input and output parameters in a Test Sheet. The values of this variables are taken as from the cells with respective addresses.

The **fourth stage** is adding calls to the methods (Listing: ??). This stage is the most important part of this module. Since there are two types of execution orders adding function calls performed in a two steps.

The **first step** is adding calls for independent test steps. This is made be iterative call of *makeCall* function with appending closing brackets to the end of the result string during each iteration. This function simply performs mapping between *sheet* object (content of xlsx file), *scheme* entry (test step) and string with content for executable javascript file (Listing: 7.12).

```

function makeCall(sheet , scheme , indent , res , fileName) {
    return res.concat(' ' .repeat(indent) + scheme.objectsUnderTest
        [0] ,
        ' ' + getValue(sheet , scheme.methodsUnderTest) ,
        '.call(' + scheme.objectsUnderTest [0] + getCallInputs(sheet ,
            scheme)
5      + ' , function(err , data){\n'
        + ' ' .repeat(indent + 1)
        + 'if(err)'
        + ' ' + 'return(err , null);\n'
        + ' ' .repeat(indent + 1)
10     + 'makeComparisonAndWriteResult('
        + scheme.outputs
        + ' , data , '
        + '\ ' + getValue(sheet , scheme.invocations , true) + '\ ' + ' ,
            ,
        + '\ ' + getValue(sheet , scheme.objectsUnderTest) + ' ' +
            getValue(sheet , scheme.methodsUnderTest) + '\ ' , ' + '\ ' +
            fileName + '\ ' , ' + '\ ' + scheme.outputs + '\ ' + '); \n'
15     + ' ' .repeat(indent + 1)
        + scheme.outputs
        + ' = data;\n');
};

```

Listing 7.12: Function makeCall from template module

Note that functions in the generated code are not called directly but via *call* method of the function's prototype. This method provides an opportunity to call the function from different context (environment). In current example the implementation of *stack* module does not depend on the environment in which it was called. But in some cases the result of function's invocation can depend on

the environment in which it was invoked. One of such cases can be creation of child process. The environment for such calls should be passed as a *object under test*.

The **second step** is adding calls for interdependent test steps. For every element of *nestedCalls* array it calls *makeCall* function and if next element is an array this functions performs recursive call with appending of the closing brackets to the result of this call. In case if next element is not an array it appends closing brackets and performs next iteration.

The general case signature for function call generated from this template is following (Listing 7.13):

```
<module under test>.<method under test>.call(<module under test>, [<
    input paramteres>],function(err , <actual output>){
    if(err) return(err , null);
    makeComparisonAndWriteResult(<expected output>, <actual output>, <
        comparison type>, '<module under test> <method under test>', '<
            path to xlsx file>', '<actual output>');
    <expected output> = <actual output>;
5
});
```

Listing 7.13: Signature for generated function call

7.8.1 Test Coverage

Following test cases can show each step incrementally performed during the develop process.

The result of test execution:

```

Test coverage for template module
✓ should export an object
Test coverage for applyTemplate function
✓ should export applyTemplate function
✓ should accept three parameters
✓ should generate string content for executable javascript file
Test coverage for addDescription
✓ should have addDescription function
✓ should accept one parameter
✓ should return string with description enclosed in comment
Test coverage for a addRequires
✓ should have addRequires function
✓ should accept zero parameters
✓ should return string with require applied to the input parameter
Test coverage for makeCall
✓ should have makeCall function
✓ should accept five parameters
✓ should build callback-hell of calls
Test coverage for getValue function
✓ should have getValue function
✓ should accept three parameters
✓ should return value from the cell in provided sheet
Test coverage for addDeclarations function
✓ should have addDeclarations function
✓ should accept two parameters
Test coverage for mergeSchemes function
✓ should have mergeSchemes function
✓ should accept two parameters
✓ should return object with two feils, "linear and nested"
Test coverage for makeLinearCalls function
✓ should have makeLinearCalls function
✓ should accept three parameters
✓ should call return string with calls of independent asynchronous function
Test coverage for makeNestedCall
✓ should have makeNestedCall function
✓ should accept 5 parameters
✓ should return nested functions calls
Test coverage for getCallInputs
✓ should have getCallInputs function
✓ should accept two parameters
✓ should return string of array of function inputs

```

Figure 7.7: Test coverage for template.js

7.8.2 Correspondence to design principles

- Closing - content generation is enclosed within three independent functions;
- Code to an Interface - exports a single function;

- Do not repeat yourself - no code duplication;
- The Single-Responsibility Principle - can be changed only due to the requirements for generated code;
- The Open/Closed Principle - no need to be changed;
- The Liskov Substitution Principle - no inheritance;
- The Dependency-Inversion Principle - does not have any lower level dependencies;
- The Interface Segregation Principle - composition over inheritance;
- Principles of Least Knowledge - can be invoked only via direct import;
- Principle of Loose Coupling - exports a single function.

7.9 Write Stream

This part of the system implements on function and exports it wrapped into object stream. It receives an object from the up stream with following structure (Listing: 7.5). It tries to read meta-data of the file with same name as Test Sheet file but with the .js extension, it possible only if the file exists. In other case, the exception will be thrown and caught by catch block which implements creation of the file with content received from the up stream, and notification of user about successfully created file via standard system output or an error if the file failed to create. If file already exists the function will be able to read its meta-data. After it, this meta-data will be compared with meta-data of the Test Sheet file received from the upstream. In case if modification date of the Test Sheet file is bigger then modification data of javascript file system will overwrite the javascript file with content received from the upstream. In other case (Tests sheet file was not updated after creation of representative javascript file) the system will switch to the next object received from the up-stream. The result javascript file generated from the provided Test Sheet looks as following (Listing: 7.14)

```
/*
  Demonstaration
 */
var makeComparisonAndWriteResult = require('../compare_and_write');
```

```

var A3 = require('./stack');
var E3 = {"size": 0};
var A4 = require('./stack');
var C4 = {"e1": 1};
10 var E4 = {};
var A5 = require('./stack');
var E5 = C4;
var A6 = require('./stack');
var C6 = E5;
15 var E6 = {};
var A7 = require('./stack');
var C7 = E5;
var E7 = {};
var A10 = require('./stack');
20 var E10 = E5;
var A11 = require('./stack');
var C11 = E10;
var E11 = {};
var A8 = require('./stack');
25 var E8 = {"e1": 5};
var A9 = require('./stack');
var C9 = E8;
var E9 = {};

30
A3.size.call(this, function(err, data) {
    if (err) return (err, null);
    makeComparisonAndWriteResult(E3, data, '||', 'stack size', 'demo/
        demo.xlsx', 'E3');
    E3 = data;
35 });
A4.push.call(this, {
    "e1": 1
}, function(err, data) {
    if (err) return (err, null);
40 makeComparisonAndWriteResult(E4, data, '||', 'stack push', 'demo/
        demo.xlsx', 'E4');
    E4 = data;
});
A5.top.call(this, function(err, data) {
    if (err) return (err, null);

```

```

45  makeComparisonAndWriteResult(E5, data, '||', 'stack top', 'demo/
      demo.xlsx', 'E5');
    E5 = data;
    A6.push.call(this, E5, function(err, data) {
      if (err) return (err, null);
      makeComparisonAndWriteResult(E6, data, '|', 'stack push', 'demo/
      demo.xlsx', 'E6');
50    E6 = data;
    });
    A7.push.call(this, E5, function(err, data) {
      if (err) return (err, null);
      makeComparisonAndWriteResult(E7, data, '|', 'stack push', 'demo/
      demo.xlsx', 'E7');
55    E7 = data;
    A10.pop.call(this, function(err, data) {
      if (err) return (err, null);
      makeComparisonAndWriteResult(E10, data, '||', 'stack pop', '
      demo/demo.xlsx', 'E10');
      E10 = data;
60    A11.push.call(this, E10, function(err, data) {
      if (err) return (err, null);
      makeComparisonAndWriteResult(E11, data, '||', 'stack push',
      'demo/demo.xlsx', 'E11');
      E11 = data;
    });
65  });
  });
  A8.pop.call(this, function(err, data) {
    if (err) return (err, null);
70    makeComparisonAndWriteResult(E8, data, '||', 'stack pop', 'demo/
      demo.xlsx', 'E8');
    E8 = data;
    A9.push.call(this, E8, function(err, data) {
      if (err) return (err, null);
      makeComparisonAndWriteResult(E9, data, '||', 'stack push', 'demo
      /demo.xlsx', 'E9');
75    E9 = data;
    });
  });

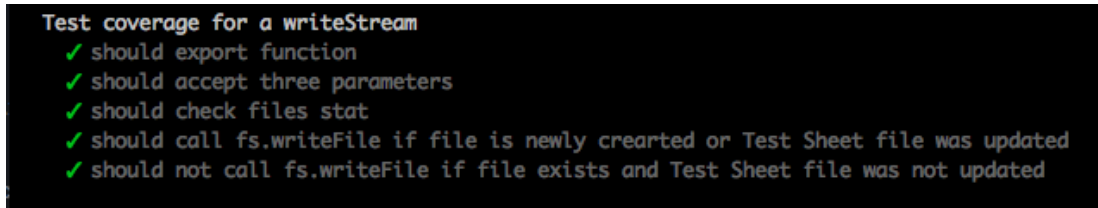
```

Listing 7.14: Generated javascript file

7.9.1 Test Coverage

Following test cases can show each step incrementally performed during the develop process. All calls to systems I/O (e. g. read file meta data, read file) are implemented using stubs.

The result of tests execution for this module is following (Fig.: 7.8):



```
Test coverage for a writeStream
✓ should export function
✓ should accept three parameters
✓ should check files stat
✓ should call fs.writeFile if file is newly created or Test Sheet file was updated
✓ should not call fs.writeFile if file exists and Test Sheet file was not updated
```

Figure 7.8: Test coverage for write_stream.js

7.9.2 Correspondence to design principles

- Closing - module exports single stream object with wrapped function.
- Code to an Interface - calls are done to the public functions of required objects.
- Do not repeat yourself - small code duplication in callbacks for file writing, avoiding which will add more complexity;
- The Single-Responsibility Principle - can be changed only due to the change of output type (e. g. another output file extension)
- The Open/Closed Principle - performs writing to the file only;
- The Liskov Substitution Principle - no inheritance;
- The Dependency-Inversion Principle -
 - Higher level module *index.js* does not depend on implementation current library
 - Current library depends on the input type provided by the *index.js*
- The Interface Segregation Principle - no calls of unnecessary methods;
- Principles of Least Knowledge - communication done only with js files;
- Principle of Loose Coupling - communication is done via standard file system and standard stream interfaces.

7.10 Reporting mechanism

The reporting mechanism made as a standalone npm package which must be installed globally for being available at any place of the system where it is called by generated javascript files described in a previous section. The folder/file structure of the application looks as following:

- index.js
- package.json
- ReadMe.md
- lib/
 - compare_and_write.js
- test/
 - compare_and_write.js
- node_modules/

7.10.1 Implementation

The system has following dependencies upon external npm packages:

- Development dependencies:
 - "xlsx": "0.8.0", (<https://www.npmjs.com/package/xlsx>)
- Testing dependencies:
 - "mocha": "2.3.4", (<https://www.npmjs.com/package/mocha>)
 - "sinon": "1.17.2", (<https://www.npmjs.com/package/sinon>)

```

function makeComparisonAndWriteResult(expected , returned , deepness ,
  scriptName , file , variable){
var result = compare(expected , returned , deepness);
var res = "";
result ? res = "#00FF00" : res = "#FFFF00";
5 var testSheet = xlsx.readFile(file , {'cellStyles': true});
if(!result){
  testSheet.Sheets.Sheet1[variable].v = JSON.stringify(expected) +
    '\n' + JSON.stringify(returned);

```



```

    10      xlsx.writeFile(testSheet, file, {'cellStyles': true});
    };

    console.log(expected, returned, deepness, result);

    return(result);
  };

```

Listing 7.15: Report mechanism's main function

	A	B	C	D	E
1	Demonstaration				
2	stack				
3	stack	size			{"size":0}
4	stack	push	{"el":1}		{}
5	stack	top			{"el":1}
6	stack	push	{"el":1}		{}
7	stack	push	{"el":1}		{}
8	stack	pop			{"el":5}\{"el":1}
9	stack	push	{"el": 5}		{}
10	stack	pop			{"el":1}
11	stack	push	{"el":1}		{}
12					

Figure 7.9: Result Test Sheet for stack.js

7.10.2 Test coverage

Following test cases can show each step incrementally performed during the develop process. All calls to systems I/O (e. g. read file meta data, read file) are implemented using stubs. The result of tests execution for this module is following (Fig.: 7.10):

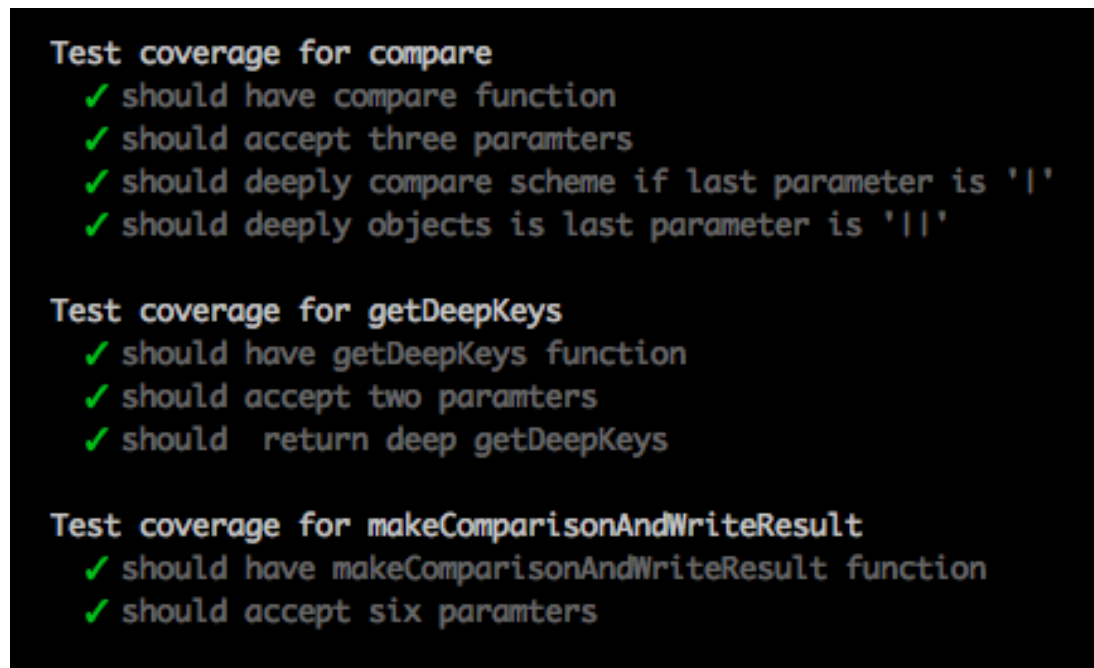


Figure 7.10: Test coverage for report mechanism

7.10.3 Correspondence to design principles

- Closing - comparison and reporting are done in a different independent functions
- Code to an Interface - exports a single function;
- Do not repeat yourself - no code duplication;
- The Single-Responsibility Principle - can be changed only due to the reporting media;
- The Open/Closed Principle - new functionality can be added as another exported function;
- The Liskov Substitution Principle - no inheritance (required as an npm package);
- The Dependency-Inversion Principle - requires standard *assert*, *files system* modules and *xlsx* module;
- The Interface Segregation Principle - does not have any lower level modules;
- Principles of Least Knowledge - can be invoked only via direct import;

- Principle of Loose Coupling - exports a single function.

8 Performance and User Experience

8.1 Performance

8.1.1 Generation performance

8.1.2 Executions performance

8.2 User Experience

9 System fit and benefits

Content for this chapter will be provided after system integration and adoption

9.1 Task-Technology Fit

Task Technology Fit research introduced by Goodhue and Thompson in 1995 [44] combines theories of job satisfaction and performance and applies them especially to situations in which utilization can be assumed. Further it argues that the effect of technology on performance cannot be measured independently from the task the technology is supposed to support9.1.

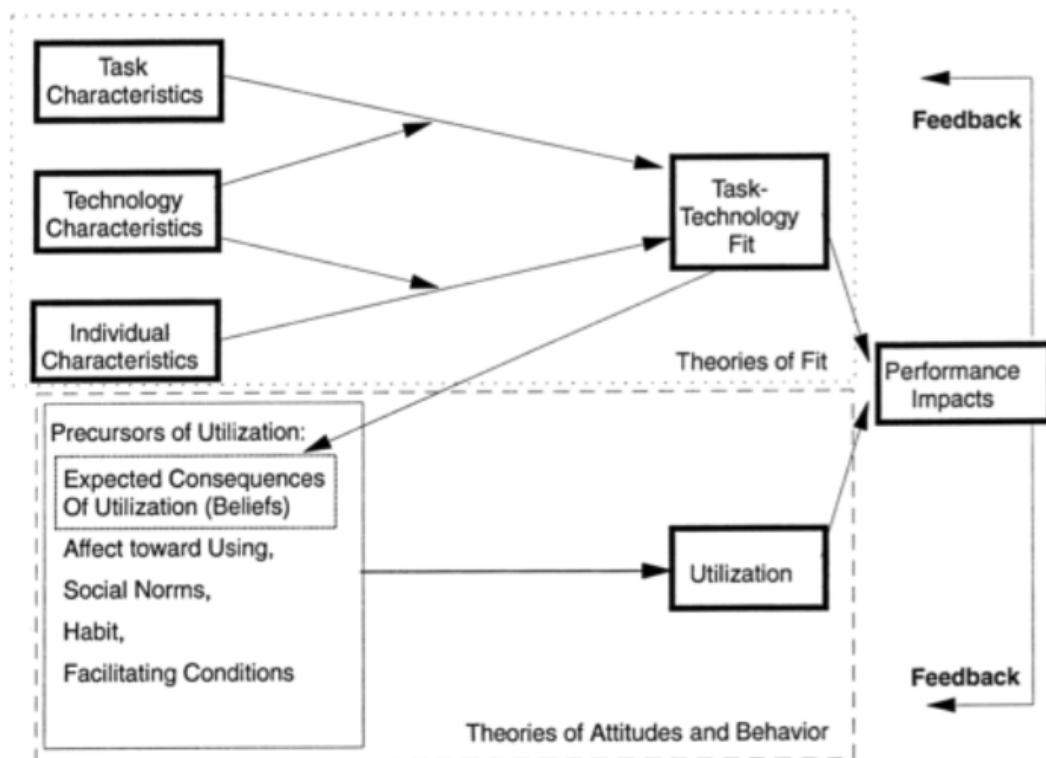


Figure 9.1: Task-Technology Fit model[44]

9.1.1 Task characteristics

- Moving responsibility for test definition from developers to management staff
- Reduce time for bugs allocation and fixation

9.1.2 Technology Characterisitcs

- Asynchronous software
- Real-time software

9.1.3 Individual Characterisitcs:

- No developer background

9.1.4 Task-Technology-Fit:

- Test Sheet -
- Async node.js -
- Optimization for real-time execution -
- Automatization of bug reporting process directly to the developer

9.1.5 Utilization:

- Excel UX
- Simple conventions

9.1.6 Performance Impact:

Time measurements for tests generation Time measurements for test executions and results representations

9.2 Mistfits

9.2.1 Functionality missfits

Functionality misfits occur, when the way processes are executed using the ES leads to reduced efficiency and effectiveness compared to pre-ES outcomes

?

9.2.2 Data misfits

Data misfits occur, when data or data characteristics stored in or needed by the ES leads to data quality issues such as inaccuracy, inconsistent representation, inaccessibility, lack of timeliness or inappropriateness for users' context

Example: Expected: "IBAN": `¡String¿` Return: "IBAN": "loren ipsum"

9.2.3 Usability misfits

Usability misfits occur, when the interactions with the ES required for task execution are cumbersome or confusing, i.e. requiring extra steps that add no value or introduce difficulty in entering or extracting information

- Local store of code - Local definitions of test

9.2.4 Role misfits

Role misfits occur, when the roles in the ES are inconsistent with the skills available, create imbalances in the workload leading to bottlenecks and idle time, or generate mismatches between responsibility and authority

Requires managements to store up-to-date code on their workstation

9.2.5 Control misfits

Control misfits occur, when the controls embedded in the ES provide too much control, inhibiting productivity, or too little control, leading to the inability to assess or monitor performance appropriately

?

9.2.6 Organizational culture

Organizational culture misfits occur, when the ES requires ways of operating that countervene organizational norms ?

9.3 Benefits and affecting factors

Organizational benefits from system use from the perspective of senior management, is an overall measure of senior management's perception of the benefits from the IT-based application. Such benefits - which may be assessed either for the enterprise system investment overall, or from individual enterprise system projects - usually revolve around the software enabling faster, more accurate process coordination and execution, including links with business partners up and down the supply chain and greater accuracy of and visibility into organizational data, resulting in more tightly controlled organizational processes improved asset utilization and improved decision making.

9.3.1 Short-term factor

Functional Fit is the extent to which the functional capabilities embedded and configured within an enterprise system package match the functionality that organization needs to operate effectively and efficiently. Saying that software has good functional fit is equivalent to saying that the processes supported by system are efficient and effective for the organization and the software helps people in organization get their jobs done. It conceptualized as being delivered and measured project by project.

Overcoming Organizational Inertia is the extent to which members of the organization have been motivated to learn, use, and accept new system. During initial implementation and subsequent upgrade projects, considerable change-management effort, training, and support are needed to overcome organizational inertia.

9.3.2 Long-term factor

Integration of information system is the unification of processes and/or data from multiple computer-based systems, not necessarily in the one organization.

Process optimization is any attempt to improve the efficiency and effectiveness of an organization's processes, ultimately in support of strategic goals.

Improved access to information is any step taken to increase the provision of timely, accurate, relevant information to key organizational decision making.

On-going major enterprise system improvement projects is a measure of the number and extent of investment in major business improvement projects that an organization has undertaken for improving and extending its enterprise system. Major business projects are those that lead to changes in the way that work is done in the business.

Cost reduction	+
Cycle time reduction	+
Productivity improvement	+
Quality improvement	+
Customer Service improvement	+

Table 9.1: Operational Benefits of Test Sheets Use

Resource management	+
Decision making and planning	+
Performance	+

Table 9.2: Managerial Benefits of Test Sheets Use

Business growth	+
Business alliance	+
Building business innovations	+
Building cost leadership	+
Product differentiation	+
External linkages	+

Table 9.3: Strategic Benefits of Test Sheets Use

Business flexibility for future challenges	+
IT cost reduction	+
IT infrastructure capabilities	+

Table 9.4: IT infrastructure Benefits of Test Sheets Use

Changing work patterns	+
Facilitating organizational learning	+
Empowerment	+
Building common vision	+

Table 9.5: Organizational Benefits of Test Sheets Use

10 Limitations and Future Work. Planned product usage

10.1 Limitations and Future Work

This paper provide prove of concept for usage of Basic Test Sheets only for asynchronous testing of real-time software. The same process can be applied for Higher-Order/Parametrized Test Sheets in a straight forward way since such test sheets just provide additional level of data abstraction without changing generation and execution processes.

However, an application of Non-Linear Test Sheets for such purpose can be non-trivial task due to the finite automates used for definitions of test steps order. In this case, two uncertainties are laying on a surface. First, which event should be taken in to account for calculation of counts one test step was executed (call event or return event). Second, how to minimize system's time in idle state while it is waiting for response from external system.

The implementation of system described in this paper is bounded to node.js framework, which does not allow to use main benefit of javascript language, an ability to be executed inside of the web browser. In such case browser plug-in for Test Sheets can be developed to work with cloud-based spreadsheet editors. Three changes should be done to make it possible. First is changing the connector library for reading spreadsheet files, same should be done just in case of changing spreadsheet editor. Next, translation software must be compiled to reduce the load on the browser's javascript engine. Furthermore, the compilation have to be done over generated javascript files and they must be recorded into the browser's cache.

All tests are running in a main process. However, in case of figo GmbH each test step creates a child process, this is done automatically as invocation of every script creates child process and Test Sheets are just performing calls to the interface

responsible for invocation of the scripts. Further it is impossible to define time constraints for script execution since they are predefined on stage of the script development process and are immutable. In case if script (child process) does not provide a result withing specified period of time it automatically treated as failed script by the part of the system responsible for its invocation.

Further, all code covered by tests should be located on the computer where generated javascript files are stored with relative paths to the modules under test. This is caused by the fact that node.js' require module works only with relative paths. Moreover system uses standard fs module for I/O operations, but it is common case to store code within remote repositories. In combination with web-browser plug-in it is possible to create system for remote work with code base from any device which has an Internet connection and able to run web browser which supports javascript.

Last but not least, all asynchronous functions covered by tests implements callback for handling events. This pattern is de facto standard in node.js and creation of promises or stream chunks can be done inside of the callback. However it is possible that function with asynchronous behavior returns promise object for deferred value, in such case the implementation of template library and reporting mechanism should be redesigned.

10.2 Planned product usage

Developed prove of concept will be used by figo GmbH in the following use cases.

Internal product management testing tool. This is an original Test Sheet concept was designed for.

Automation tool for customers to automate routine with creation of testing data within sandbox environment via implementing calls to API.

Verification tool. Using Test Sheets employees from business department of the company define test steps for verification of the scrapping scripts with respect to banking web pages. Test files execution is performed as a crown job and

automatically executed every five minutes. Verification failure (failed tests) are reported directly to developers.

11 Conclusion

Proof of concept implemented during this research shows possibility to use Test Sheets concept for asynchronous testing of a real-time software

add some info regarding performance measuments and general impact of an integration of a test sheets in to the enterprise business process

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Appendix

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