

Epiphan WUI test automation

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[2] About

This repository contains the building blocks of a basic web UI test automation framework for use by Epiphan QA.

This framework is meant to provide a simple base upon which to build automated tests for the WUI shared by the VGA Grid, Recorder Pro, and Pearl. Additionally, this framework is meant to overcome some problems with the default Selenium Grid2 system.

This is **not** a framework for testing **anything other than WUI**.

[2.1] Building Blocks

The Cornerstones of the UI automation framework are:

- [Selenium](#) - A *Web User Interface* (WUI) automation framework which allows Java programs to mimic the interactions of a human with a web page. Selenium implements the W3C [WebDriver](#) spec as it's API. Selenium also provides functionality called Selenium Grid2, which allows multiple machines to be networked together in order to run tests on multiple OS/browser combinations.
- [TestNG](#) - A Java framework for unit and integration testing similar to JUnit. TestNG allows the configuration of tests into 'suites' and 'groups' which provides a great deal of flexibility with regards to which tests to run, and when. TestNG also supports the the passing of parameters to tests at runtime through an xml configuration file.
- [Apache Maven](#) - A flexible Java build system with configurable dependency management.
- [Jenkins CI](#) - A popular *Continuous Integration* (CI) system used to schedule automatic builds and to aggregate build and test reports.

Other components include: * [ReportNG](#) - Improves on TestNG's default HTML and XML reports. * [Apache Commons Exec](#) - An Apache Commons library for process execution from within Java programs. Commons Exec allows Java programs to spawn processes, and to continuously monitor the output of those processes while performing other tasks. * [GitHub](#) - A popular Git repository host.

[2.2] Details

This project is split up into two modules; `tests` and `grid`

The actual automated test system (`grid`) is made up of a 'hub' and some number of 'nodes'.

Nodes can be distributed over many machines on the network. This allows the testing of many OS/browser combinations simultaneously. Each node is capable of controlling a configurable number of browser instances. For example, one node could be in control of 10 Firefox browsers, 6 instances of Chrome, and 1 of Internet Explorer. Each of these browser instances is a 'test slot' which can accommodate 1 test at a time. The hub is the central point to which the tests and the nodes connect. All data within the grid flows through the hub. When a test program connects to the hub, it is assigned to a node with an open test slot matching it's requirements.

Unfortunately, vanilla Selenium nodes are prone to getting stuck under some circumstances. Whenever some event causes a Selenium-controlled browser instance to spawn a new OS-level window (e.g. a Firefox download menu), the WebDriver controlling that browser is unable to close or otherwise eliminate the window. This results in the browser hanging indefinitely (becoming dead).

In order to prevent all test slots from eventually filling with dead browsers, each node can be injected with a custom servlet, and made to communicate with the hub via a custom proxy. The proxy counts the number of tests sent to each node, and once a node has been sent as many tests as it has test slots, the proxy sends a message to the servlet causing the node to terminate.

Every node (including the hub) can also be run through a watchdog process. This watchdog simply checks the node every few seconds, and starts a fresh node if it finds that the node has terminated. The watchdog does not care if the node was terminated by a crash or by deliberate action.

[3] Setup

[3.1] Using Git with Jenkins

Using Jenkins CI as a build manager allows us to run the latest version of the entire test system against (a) target(s) at specified times. Depending on the configuration of Jenkins, the tests can be run periodically (for example, every

day at midnight), or when triggered by certain events (for example, on every commit to a Git repository containing the test code). This setup is ideal if you want to run tests on a separate computer in order to keep your development machine free for other tasks while tests are running. Additionally, Jenkins offers a convenient web based interface for use on headless machines, and has a wide range of plugins available for such things as test reporting, and integration with Confluence / JIRA.

[3.1.1] Steps

1. Install the latest version of Maven [version 3.3.3 at 2015-05-12]
2. Install the latest version of Git for your OS [version 1.9.1 at 2015-05-12]
3. Install the latest version of Jenkins [version 1.613 at 2015-05-12]
4. In Jenkins, under **Manage Jenkins>Manage Plugins>Available** select **Git Client Plugin** and click **Download now and install after restart**
5. Create a **New Item** and give it a suitable name, select **Maven Project** as the project type and press **OK**
6. By default, Jenkins keeps all build artifacts until the end of time. I recommend that you select **Discard Old Builds** (unless you have a very good reason for doing otherwise), setting an appropriate time to live, or number of builds to keep.
7. Under **Source Code Management** select **Git**
The repository location is `git://github.com/epiharvey/fuzzy-shame`
Go to **QA** to get the repository credentials.
8. Run a build to ensure that everything is set up correctly.

[3.1.2] Notes

- When first setting up a Jenkins project, it may be necessary to point Jenkins to the local Maven installation you want to use.
- Feel free to play around with additional plugins for test reporting, Confluence/JIRA integration, etc... Jenkins can't push to Git, so you can't break anything important.
- If you don't want to compile the grid module on every build, point Jenkins to `/fuzzy-shame/tests/pom.xml` instead of `/fuzzy-shame/pom.xml`

[3.2] Using Git with Maven

If you do