

HOW TO IMPLEMENT EFFICIENT TEST AUTOMATION IN AN AGILE PROJECT

Agile Business Conference, October 2014 Lukasz Grabinski & John O'Hare



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THE CLIENT & THE PROJECT

Business Background

- Our client provides financial support to students, providing loans and non-repayable grants for living, studying and tuition costs.
- Smooth on-line loan application process is essential:
 - Aligned with the Government's 'Digital by Default' strategy.
 - Positive experience for students.
 - Process of managing loans is extremely complex.

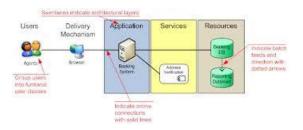
Project Background

- Existing web portal was confusing for customers, with each loan application on average resulting in 3.6 calls to the call centre for additional support.
- Cost of avoidable contact was £2.9 million per year
- Customer satisfaction was measured at 64% dissatisfied.
- Move towards modern service provision via the development of a new customer web portal.
- Aim is to drive traffic away from the call centre towards fully capturing applications on the web.



APPLICATION - OVERVIEW

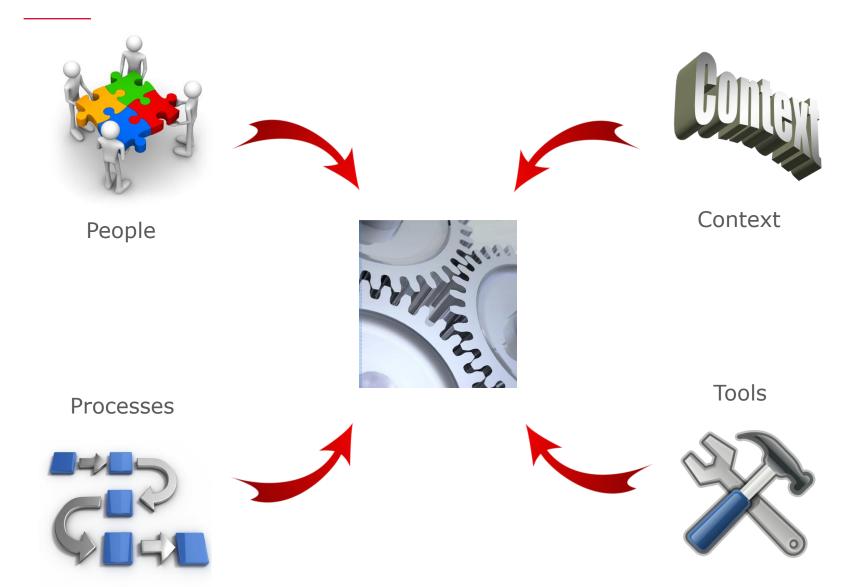
- Web portal to create, manage, submit and track application with captured customer data
- Multiple screens
- Many paths throughout the application process
- Various data capture from simple Yes/No to complex recursive data objects
- Integration with multiple legacy systems through web services
- High focus on the usability and user experience aspects





IMPLEMENTING SUCCESSFUL AUTOMATION







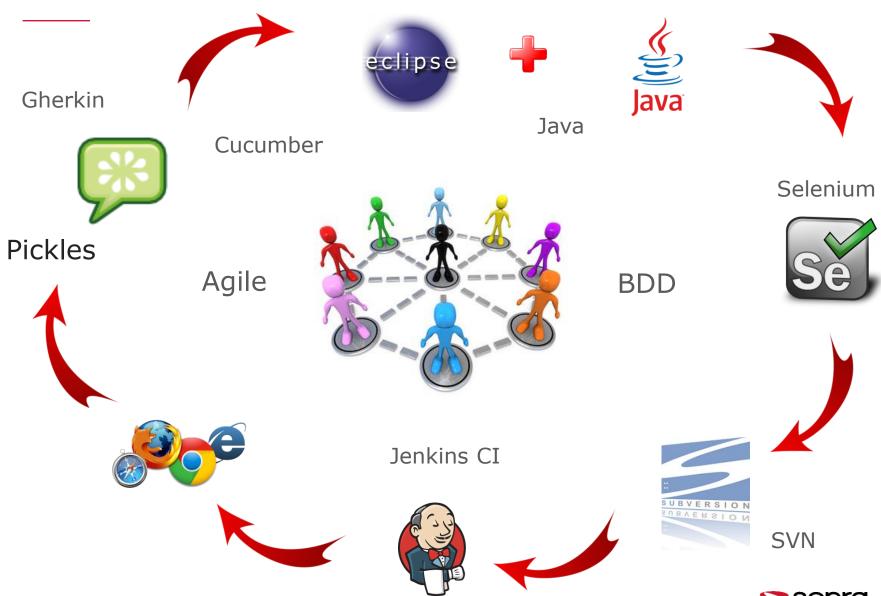
PLANNING AND ARCHITECTURE

Test Automation is software too:

- Set clear objectives:
 - How much do you want to automate? API? Front end? Full end to end?
 - How is it going to compliment other testing areas like unit tests, manual exploratory testing?
 - What about the level of component/system/integration automation
- **Consider project aspects:**
 - Profile of your team especially developers and testers,
 - Projects aspects: Is it front end heavy? Complex business rules?
 - Timescales, environments, etc...
- Design:
 - Framework does not mean complex and high up-front cost, it means fit for purpose yet flexible design,
 - Think about users test automation should focus on the most repetitive tasks and give testers more time to design tests/exploratory testing,
 - How are you going to manage test data?



TOOLS, TOOLS, TOOLS



EVOLUTION: DSL - YOUR FRIEND OR ENEMY?

- Before: No upfront DSL design led to over 600 step definitions, causing:
 - Minimal reuse of the existing steps/code
 - Lack of clear understanding what step does and how
 - No practical use of the tests as documentation of system to business
 - High cost of step implementation
 - Difficult maintenance and increasing technical debt in the test code
- After: Core of ~30 designed, parameterised steps used in 95% of the tests
 - Easy test creation using steps as templates with parameters published in the project wiki
 - Clear understanding what to expect from the step
 - Tests useful for the analysts, testers, developers and business
 - High reusability
 - Test automation effort reduced several times over
 - Allow to use defined (business journeys) or explicit data (component/system tests)
 - Limited number of additional, component test focused steps





DSL - EXAMPLES:

Before:

- "I click Next button"
- "Button Yes has been clicked"
- "I have clicked Save button"
- "I use the previous page link"

After:

- "I click the (.*) "
- All available buttons and links published on wiki
- New elements easy to add to the mapping table (abstraction layer)



EVOLUTION: DATA – DRIVES TESTS OR YOU CRAZY?

- Before: No test data design or approach, causing:
 - Complex and difficult to understand scenarios
 - High duplication of steps in test scenarios
 - Difficult test data management
 - Reduced coverage of tests
- After: Test data designed and stored as "persona" concept
 - Persona's data leads to user story or specific test path with desired data
 - Short and concise scenario 2 steps to get to any point in the application process
 - Easy data management
 - Higher coverage at lower cost
 - Faster test execution ability to create application with required data through web services allow direct jump to page directly rather than using Selenium





DATA – EXAMPLES:

Before:

- "I login as user JOHN SMITH"
- "I answer X for the first question"
- "I enter A data"
- "I answer Y for the second question"
- "I enter B data"
- "I click Next button"
- "My first question data is A"
- "My second question data is B"
- "My third question data is C"

After:

- "I am logged in persona JOHN SMITH on page X"
- "I have completed page Y until and including question Z"
- "My first page data is persisted"



EVOLUTION: "ID"ENTIFY YOUR PAGE ELEMENTS

- Before: No abstraction from maze HTML ids, causing:
 - Difficult test creation
 - Confusing test scenarios and thus system documentation
 - More complex and less readable tests



- Meaningful name of the component be it a button, field or an error message
- Clear to understand tests and thus system documentation
- Easy to manage and update
- Single place no confusion where to look for







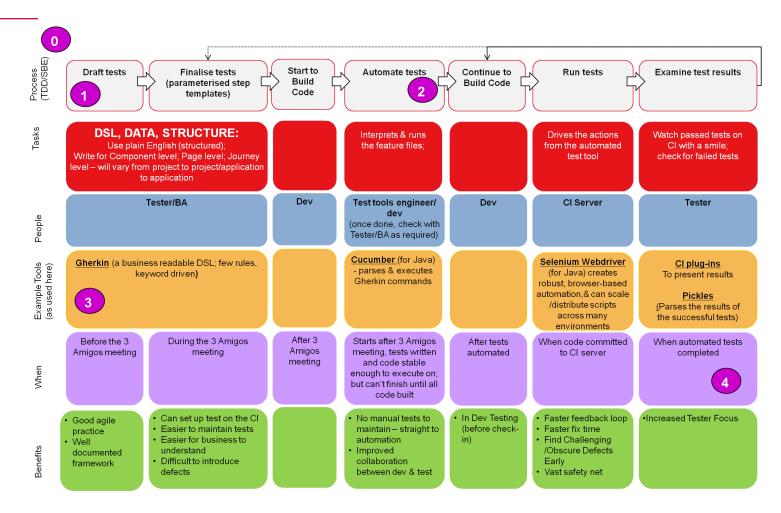
EVOLUTION: STRUCTURE YOUR TESTS

- Before: No clear structure and purpose for the tests, causing:
 - Difficult test management
 - Duplication of scenarios across tests
 - Missed crucial scenarios
 - Tests as documentation difficult to use by business
- After: Split into "Journey", "Page" and "Component" tests.
 - "Journey" tests are user story related scenarios UAT if you like taking persona for a journey through the full or part of the application process
 - "Page" tests are classed as system tests, providing more detailed coverage for the specific page, business logic or data handling
 - "Component" tests are focused on specific components of the application such as numeric data capture field or address capture, providing most detailed coverage
 - Clear view what tests are required and what level of coverage are to be achieved
 - Easier test scenarios / execution management and partitioning





MAKING THE PROCESS WORK



- 0 At start of project build the skeleton automation framework
- 1 Depending on the project either BA prepares the gherkins as the base stories or tester prepares the drafts based on stories; but good agile practice is to collaborate & talk to each other often (not as a separate task)
- 2 99% of time it's more practical to build code first, automate tests later with an overlap: automate tests sometimes could start when build of code starts, sometimes later
- 3 Cucumber/Java is what we applied, You could use alternative tools like Twist, Cucumber & Ruby, Capybara, C# etc.
- 4 After 3 amigos, you can tag the tests with appropriate annotation, and have them executed on the CI in a separate job (for example "Work In progress), so from a progress perspective it is clear how much work is still to be completed in-sprint.





QUESTIONS / ANSWERS



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