

MASARYK UNIVERSITY
FACULTY OF INFORMATICS



Visual testing something catchy

DIPLOMA THESIS

Juraj Húska

Brno, 2015

Declaration

Hereby I declare, that this paper is my original authorial work, which I have worked out by my own. All sources, references and literature used or excerpted during elaboration of this work are properly cited and listed in complete reference to the due source.

Juraj Húska

Advisor: Mgr. Marek Grác, Ph.D.

Acknowledgement

Some people helped me a lot and some not at all. Nevertheless, I would like to thank all.

Abstract

This thesis is very important!

Keywords

key word1, and so on

Table of contents

1	Introduction	2
2	Visual testing of software	3
2.1	<i>Visual testing in release testing process</i>	3
2.2	<i>Need for automation</i>	3
3	Analysis of existing solutions	4
3.1	<i>Mogo</i>	4
3.2	<i>BBC Wraith</i>	4
3.3	<i>PhantomCSS</i>	4
3.4	<i>Facebook Huxley</i>	4
3.5	<i>Rusheyeye</i>	4
3.6	<i>Drawbacks</i>	4
4	New approach	5
4.1	<i>Hypothesis</i>	5
4.2	<i>Process</i>	5
4.3	<i>Analysis of useful tool output</i>	5
5	Implemented tool	6
5.1	<i>Client part</i>	6
5.1.1	<i>Arquillian</i>	6
5.1.2	<i>Arquillian Graphene</i>	6
5.1.3	<i>Rusheyeye</i>	6
5.1.4	<i>Graphene visual testing</i>	6
5.2	<i>Server part</i>	6
5.2.1	<i>Web application to view results</i>	6
5.2.2	<i>Storage of patterns</i>	6
6	Deployment of tool and process	7
6.1	<i>Deployment on production application</i>	7
6.2	<i>Deployment on development application</i>	7
6.3	<i>Usage with CI</i>	7
6.4	<i>Cloud ready</i>	7
6.5	<i>Results</i>	7
7	Conclusion	8
	Bibliography	8

1 Introduction

There is a big demand for this thesis. Need and cost of manual testing, space for improvement.

2 Visual testing of software

Testing of software in general is any activity aimed at evaluating an attribute or capability of a program and determining that it meets its required results [1]. It can be done either manually by actual using of an application or automatically by executing testing scripts.

Visual testing of an application is an effort to find out its non-functional errors, which expose themselves by changing a graphical state of an application under test.

2.1 Visual testing in release testing process

Nowadays software is often released for general availability in repetitive cycles, which are defined according to a particular software development process such as Waterfall [2], or Scrum [3].

2.2 Need for automation

comparison of hiring people to do manual testing vs. automated testing cost

3 Analysis of existing solutions

How the process of testing with these tools looks like, its advantages and disadvantages.

3.1 Mogo

3.2 BBC Wraith

3.3 PhantomCSS

3.4 Facebook Huxley

3.5 Rusheyeye

3.6 Drawbacks

Conclusion of drawbacks, and why we try to propose another approach

4 New approach

4.1 Hypothesis

Simply: reuse of functional tests of the application for visual testing

4.2 Process

How one would use my tool and where in testing stack such visual testing has its place, written in business process notation

4.3 Analysis of useful tool output

Requirements for useful output of such a tool based on questionnaire for RichFaces team, or maybe I will ask all JBoss employees

5 Implemented tool

An answer to the new process, requirements: CI viable, reusing what can be reused, extensible, cloud ready, multiple users

5.1 Client part

5.1.1 Arquillian

Integration testing, starting containers, event based machine

5.1.2 Arquillian Graphene

Functional testing of Web UI, screenshooter

5.1.3 Rusheyeye

Screenshots comparison, rewritten to Arquillian core

5.1.4 Graphene visual testing

An adaptor between Rusheyeye and Arquillian Graphene

5.2 Server part

5.2.1 Web application to view results

Its architecture, reasoning for chosen solutions, screenshots of app, key functionality

5.2.2 Storage of patterns

Description of solution, reasoning

6 Deployment of tool and process

6.1 Deployment on production application

Deployment on stable app

6.2 Deployment on development application

Deployment sooner on application which is in Alpha phase, my hypothesis is that it will not be worth to deploy it on such a app, due to too many changes

6.3 Usage with CI

Jenkins job and its cooperation with the tool, more particullary tool ability to handle multiple jobs, apps, versions, etc.

6.4 Cloud ready

The app can be easily deployed on Openshift

6.5 Results

The percentage of improvement of QA effectiveness

7 Conclusion

What I developed, What I improved, What can be better, Possible ways of extensions: Open-shift cartridge

Bibliography