

TestNG Retry Tests

We retry tests mainly to **handle flaky or intermittent failures**—tests that sometimes fail and sometimes pass, even when there's no change in the code. Here's a breakdown of **why we retry tests**:

1. Handle Flaky Tests

Tests might fail due to non-deterministic issues such as:

- Timing issues (e.g., async calls not completed)
- Network latency
- Browser driver instability (in UI testing)
- **Dependency on external services**Retrying can help distinguish between real bugs and temporary hiccups.

2. Improve Test Stability

Retries help reduce false negatives, especially in Continuous Integration (CI) pipelines. This keeps the pipeline **green and stable**, making it easier to spot genuine issues.

3. Avoid Wasting Developer Time

If tests fail randomly, developers may waste time investigating issues that aren't real bugs. Retrying tests can:

- Automatically resolve temporary failures
- Allow focus on actual problems

4. Account for Environmental Variability

Tests that depend on:

- External APIs
- Cloud services
- Database or file I/O can behave unpredictably. Retrying can help reduce noise caused by environmental factors.

5. Support Parallel Testing

In parallel execution, resource contention or race conditions may cause occasional failures. Retrying can help filter these out.



1 When Not to Rely on Retries

While retries are useful, they shouldn't be a crutch:

- If a test fails consistently, it signals a **real issue**.
- If a test is flaky, it should be **fixed**, not ignored.

Best Practices

- Set a retry limit (e.g., max 2 retries).
- Log retry attempts clearly.
- Tag flaky tests and isolate them for fixing.
- Use tools/frameworks that support retries (e.g., TestNG, PyTest with plugins, JUnit extensions).

Would you like code examples for retrying in tools like Selenium with TestNG or PyTest?

Creating a **Retry Analyzer** is a common approach in **TestNG (Java)** to automatically retry failed test cases. It's especially useful when dealing with flaky tests in Selenium automation.

Step-by-Step: Create a Retry Analyzer in TestNG

Step 1: Create a RetryAnalyzer Class

```
java
import org.testng.IRetryAnalyzer;
import org.testng.ITestResult;
public class RetryAnalyzer implements IRetryAnalyzer {
    private int retryCount = 0;
    private static final int maxRetryCount = 2; // Retry up to 2 times
    @Override
    public boolean retry(ITestResult result) {
        if (retryCount < maxRetryCount) {</pre>
            retryCount++;
            System.out.println("Retrying test: " + result.getName() + ", attempt: " +
(retryCount + 1));
            return true;
        return false;
    }
}
```

Step 2: Associate RetryAnalyzer with Your Tests

You can apply it in two ways:

☑ Option A: Use at Test Method Level

```
import org.testng.annotations.Test;
import org.testng.Assert;

public class MyTest {

    @Test(retryAnalyzer = RetryAnalyzer.class)
    public void testMethod() {
        System.out.println("Executing test...");
        Assert.fail("Failing the test intentionally");
    }
}
```

Option B: Apply to All Tests Using a Listener (Optional)

If you want to apply retry logic globally, you can use a **TestNG Listener**:

▼ Then register the listener in your testing.xml or use @Listeners:

```
@Listeners(RetryListener.class)
public class MyTest {
    @Test
    public void testMethod() {
        System.out.println("Executing test...");
        Assert.fail("Failing the test intentionally");
    }
}
```

Notes:

- Always limit retries to avoid infinite loops.
- Retry should only be used for **handling known flaky issues**, not to hide real bugs.
- Log retry attempts clearly for debugging.

Would you like a **Maven project structure** or **log reporting integration** (like with ExtentReports or Allure)?



To attach retry logic to test methods in TestNG, you directly associate your test method with a RetryAnalyzer class using the @Test annotation.

Here's a step-by-step explanation with a working example.



1. Create the RetryAnalyzer Class

```
java
import org.testng.IRetryAnalyzer;
import org.testng.ITestResult;
public class RetryAnalyzer implements IRetryAnalyzer {
    private int retryCount = 0;
    private static final int maxRetryCount = 2; // Retry 2 times max
    @Override
    public boolean retry(ITestResult result) {
        if (retryCount < maxRetryCount) {</pre>
            retryCount++;
            System.out.println("Retrying test " + result.getName() + " for the " + (retryCount +
1) + " time.");
            return true; // retry the test
        return false; // do not retry
    }
}
```

2. Attach the RetryAnalyzer to a Test Method

You do this with the @Test(retryAnalyzer = RetryAnalyzer.class) annotation.

```
java
import org.testng.Assert;
import org.testng.annotations.Test;
public class SampleTest {
    @Test(retryAnalyzer = RetryAnalyzer.class)
    public void testRetryLogic() {
        System.out.println("Executing testRetryLogic");
        Assert.fail("Intentional failure to test retry logic");
    }
}
```

How It Works:

- The test method testRetryLogic() will run.
- If it fails, TestNG will call the retry() method of RetryAnalyzer.
- If retry() returns true, TestNG retries the test.
- This will repeat until the test passes or the retry count reaches maxRetryCount.



📝 Output Example:

```
Executing testRetryLogic
Retrying test testRetryLogic for the 2 time.
Executing testRetryLogic
Retrying test testRetryLogic for the 3 time.
Executing testRetryLogic
```

Important Notes:

- You can attach the retry logic to **multiple test methods** by repeating the annotation.
- You can also apply the retry analyzer globally using a listener (IAnnotationTransformer) if needed.

Would you like help attaching this logic to all test methods globally or integrating with reports like **ExtentReports**?