

Quality Assurance In Microservice Architectures

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Outline

- ▶ What is Quality Assurance?
- ▶ QA is easy, isn't it?
- ▶ QA on Development stage.
- ▶ QA on Deployment stage.
- ▶ QA after Release.
- ▶ Conclusion.

Introduction

Definition

Quality Assurance refers to planned and systematic production processes that provide confidence in a product's suitability for its intended purposes.

- ▶ QA must prevent bugs and failures, not identify them.
- ▶ QA is wasteful on the last stages of development cycle.

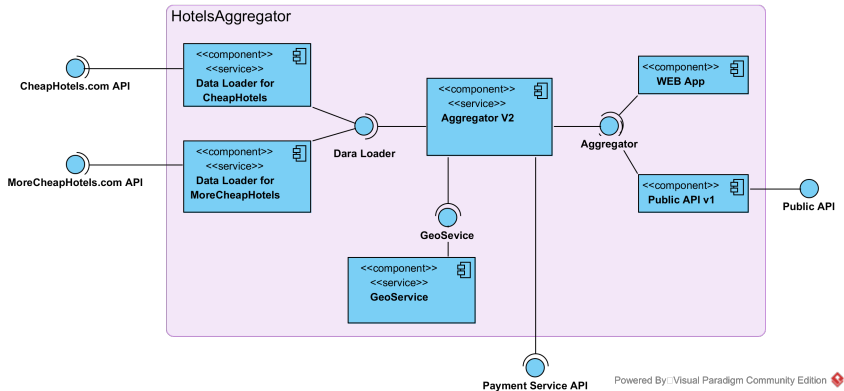
Introduction

Challenges

- ▶ unpredictable timely availability for testing
- ▶ hard to perform exhaustive integration testing
- ▶ separated logs and data storages
- ▶ hard to maintain proper configuration of testing environments
- ▶ **but (!)** easy to organize low-level testing and catch most of the bugs early

Introduction

Case Study

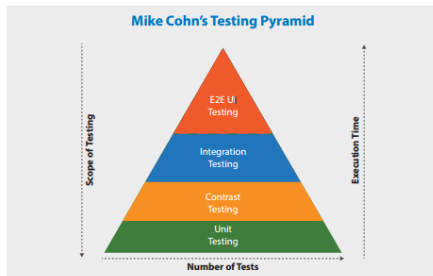


Test Pyramid

A balanced test portfolio

Mike Cohen's Test Pyramid

- ▶ Foundation Layer: Unit Tests
- ▶ Intermediate Layer: Contract Testing and Integration Testing
- ▶ Tip of the Pyramid: E2E UI Tests

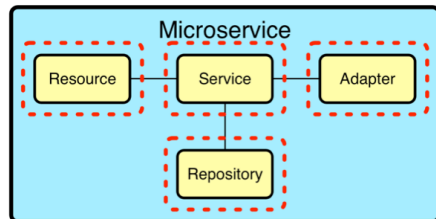


Types of Tests

Applying the layers in a microservice

Unit Tests

- ▶ Coverage limited to individual components
- ▶ Useful in services, resources, repositories, and adapters
- ▶ "every build should run the tests, and a failed test should fail the build"
- ▶ "Solitary Unit Test and Sociable Unit Test"
- ▶ "Also a relevant design tool when combined with TDD"



Types of Tests

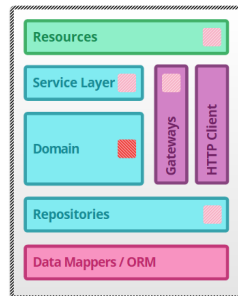
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 Unit - Solitary

 Unit - Sociable

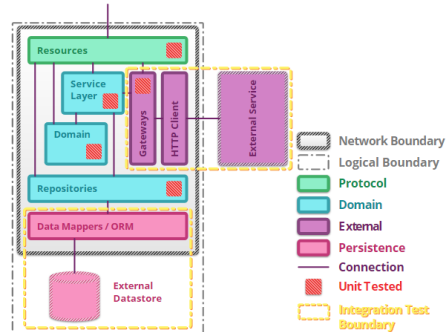


Types of Tests

Integration, Component and Contract Testing

Integration Tests

- Covers communication paths and interactions between components to detect interface defects.
- Gateway Integration and Persistence Integration



Types of Tests

Integration, Component and Contract Testing:

Component Tests

Types of Tests

Integration, Component and Contract Testing

Contract Tests

- ▶ Verifies that the contract expected by a consuming service is met.
- ▶ Integration Contract Testing and Consumer Driver Contract Testing.
- ▶ The Overall Service contract is the sum of individual contract tests.

Scenario 1

Testing between microservices internal to an application

Scenario 2

Testing between an internal microservice and an external API

Scenario 3

Microservice exposed to public domain

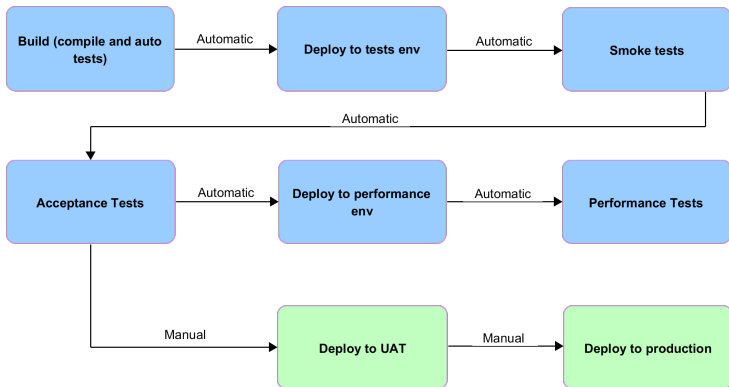
Deployment

Rapid Application Delivery

- ▶ RAD is a prerequisite for microservices []
- ▶ Exhaustive tests could be slow.
- ▶ Remedy: Deployment Pipeline.

Deployment

Deployment Pipeline



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Deployment

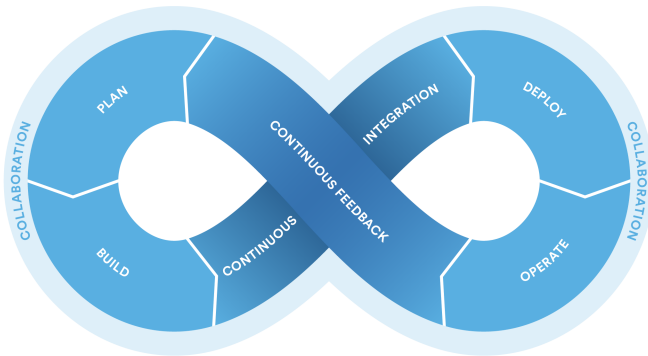
Continuous Deployment and Delivery

Deployment

DevOps Culture

DevOps Culture:

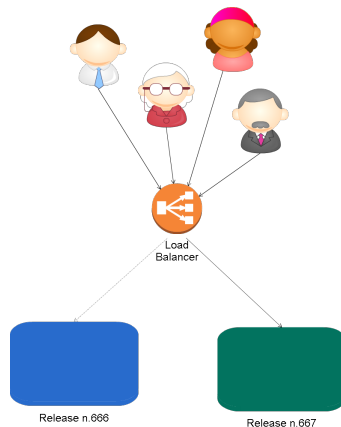
- ▶ Aim: break silos between development and later stages
- ▶ Requirements: shared responsibility and autonomy of teams



After Deployment

Smart releasing strategies

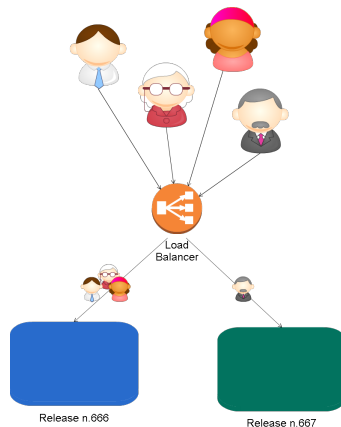
- ▶ Smoke Test Suites
- ▶ Blue/Green Deployment
- ▶ Canary releasing



After Deployment

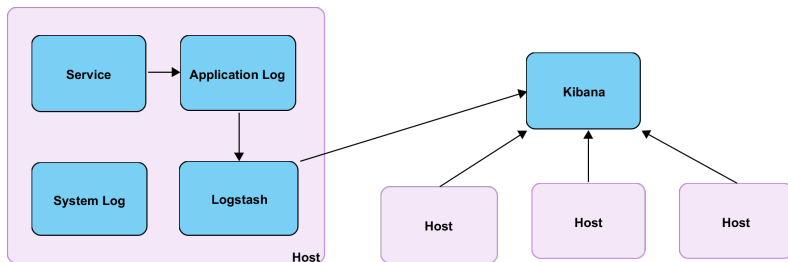
Smart releasing strategies

- ▶ Smoke Test Suites
- ▶ Blue/Green Deployment
- ▶ Canary releasing



After Deployment

Logging



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After Deployment Monitoring

Tools

- ▶ xUnit framework
- ▶ stubbing and mocking (on the example of Mockito)
- ▶ smart stubbing with Mountebank
- ▶ testing of data passing between services (on the example of SOAP UI)
- ▶ consumer driven testing (on the example of Pact)
- ▶ End-to-End Testing (BDD Tools, JBehave, Cucumber)

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