

CS1632, Lecture 22: Testing Strategy and the Process of Quality

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## Putting It All Together

- So far, discussed elements in isolation
  - Unit testing
  - Systems testing
  - Performance and Non-Functional Testing
  - Combinatorial Testing
  - Security (soon!)

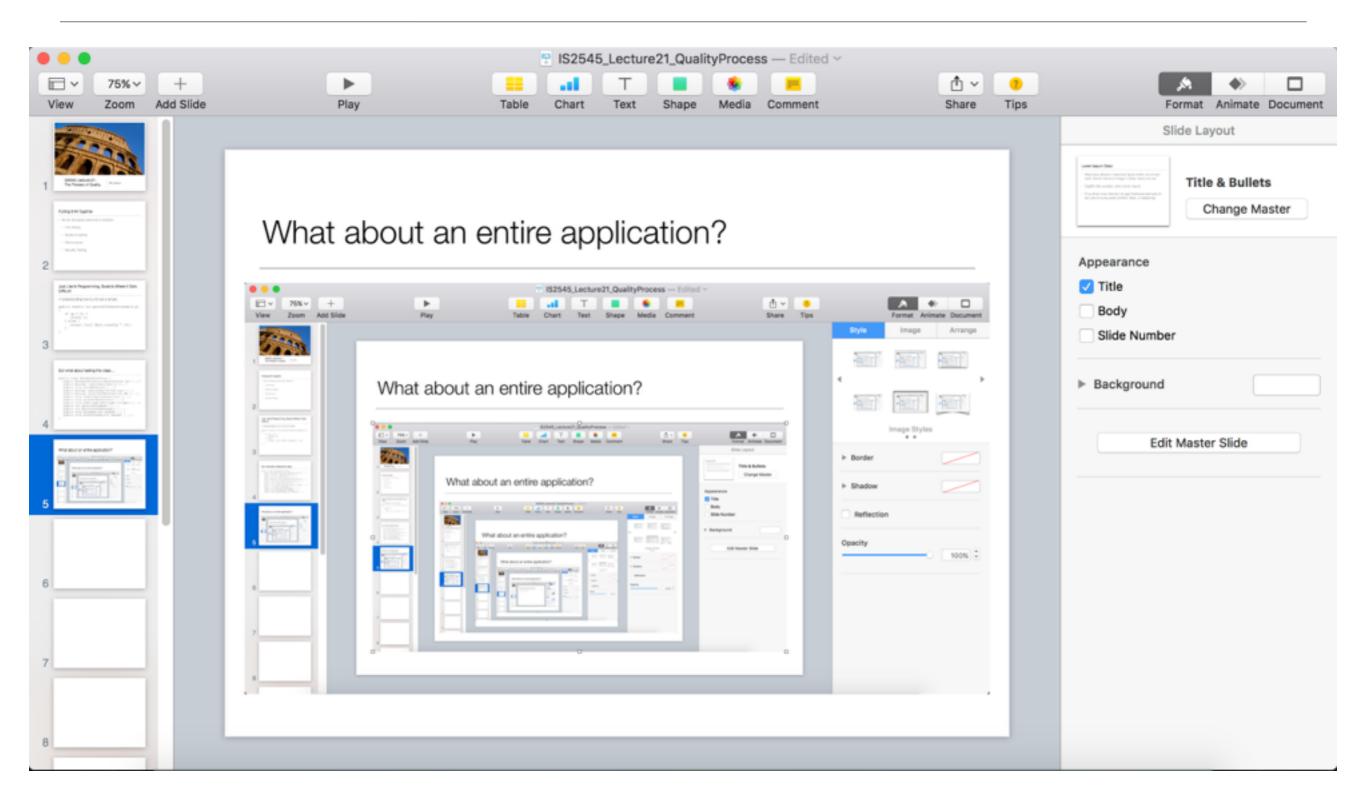
# Just Like In Programming, Scale Is Where It Gets Difficult!

```
// Understanding how to unit test is simple:
public static int poundsToOunces(double p)
   if (p < 0) {
       return 0;
   } else {
       return (int) Math.round(p * 16);
```

#### But what about testing this class...

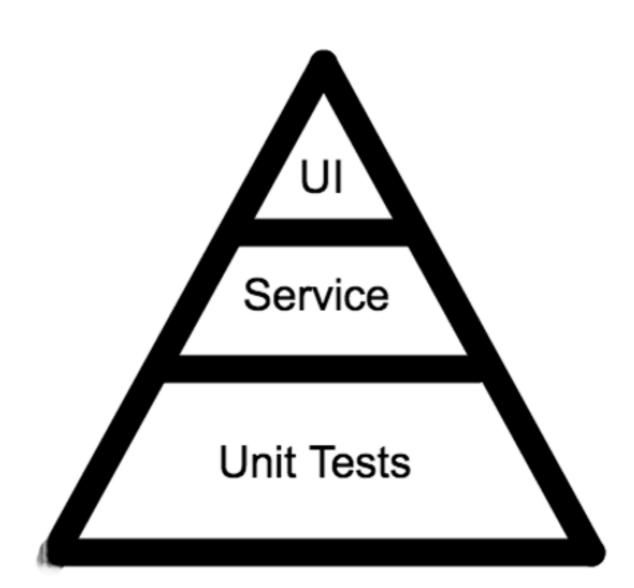
```
public class DatabaseConvertor {
   public DatabaseConvertor(DbConnection db) { ... }
   public boolean insertData(Data d) { ... }
   public void forceReshard() { ... }
   public boolean executeSql(String sql) { ... }
   public boolean selectDb (DbConnection db) { ... }
   public void revertLastTransaction() { ... }
   public void unrevertReversion() { ... }
   public void addTrigger(DbTrigger trigger) { ... }
   public int getCurrentDbNum() { ... }
   public int getCurrentDbThreads() { ... }
   public void setDbNum(int newNum) { ... }
   public void setDbThreads(int newNum) { ... }
```

## What about an entire application?



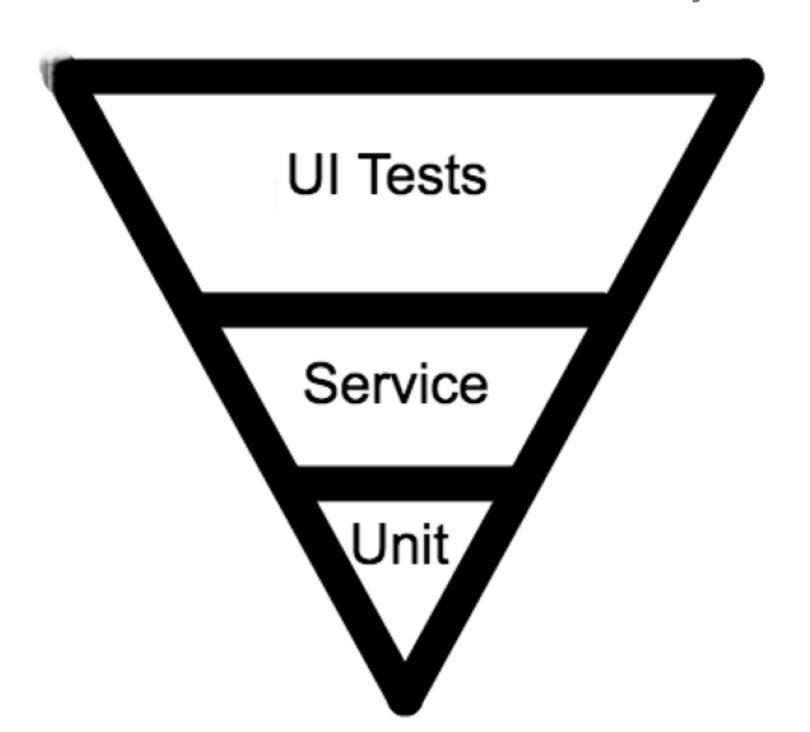
## The Testing Pyramid

- 10% UI Tests
  - Tests which check the whole system end-to-end
- 20% Service Tests
- 70% Unit Tests



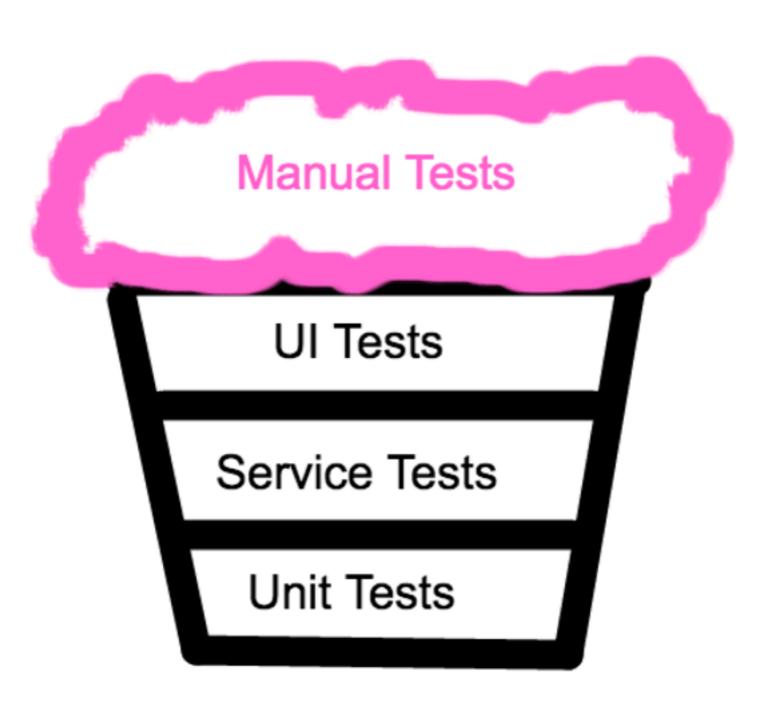
#### Ice Cream Cone Anti-Pattern

Few Unit Tests, Some Service Tests, Many Ul Tests



#### Cupcake Anti-Pattern

Lots of Manual Tests On Top



## Continuous Integration

- Avoid Big Bang integration
- Run tests automatically before merging
  - Or perhaps every time you commit/push
- Finds bugs earlier
- Ensures no failing tests in the master branch

#### What About Other Kinds of Tests?

- These will often fit in one of the kinds of test categories
- Other kinds of tests are done on as-needed basis and the amount necessary will vary by domain
- Test coverage and weighting will vary by domain
  - Other tests/quality processes might also be necessary!
     Usability, formal verification, code metrics, etc.

#### Example: Performance Testing

- Full Application performance testing: UI test
- Component testing: service test
- Performance of a function: unit test

#### Example: Security Testing

- Penetration testing: UI test
- Testing a subsystem for injection attacks: service test
- Checking against buffer overflow in a method: unit test

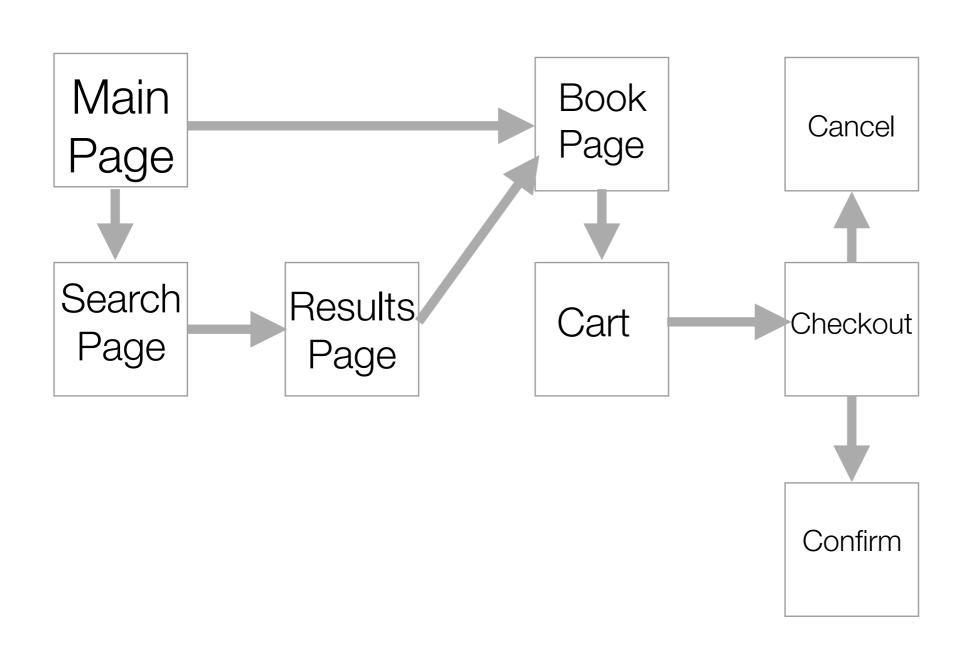
#### Example: Combinatorial Testing

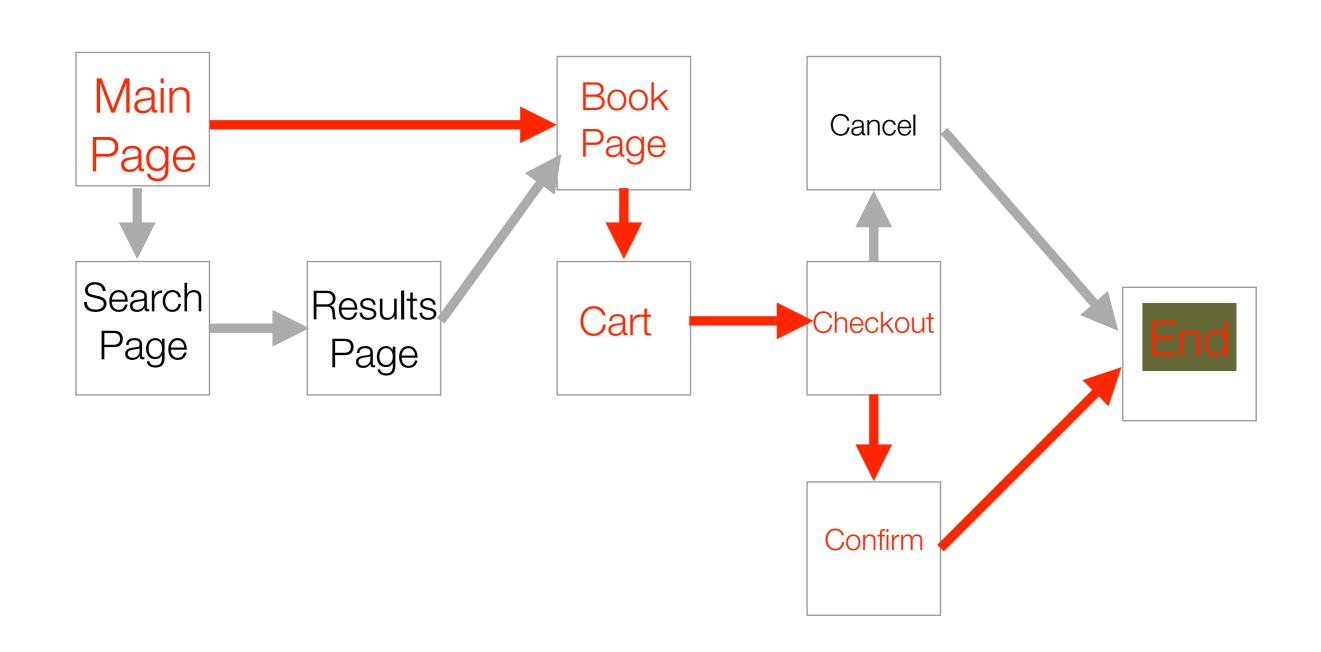
- Checking OS / Browser / RAM combinations: Ul tests
- Combinations of Microservices Loading: Service tests
- Checking for results of boolean args: Unit tests

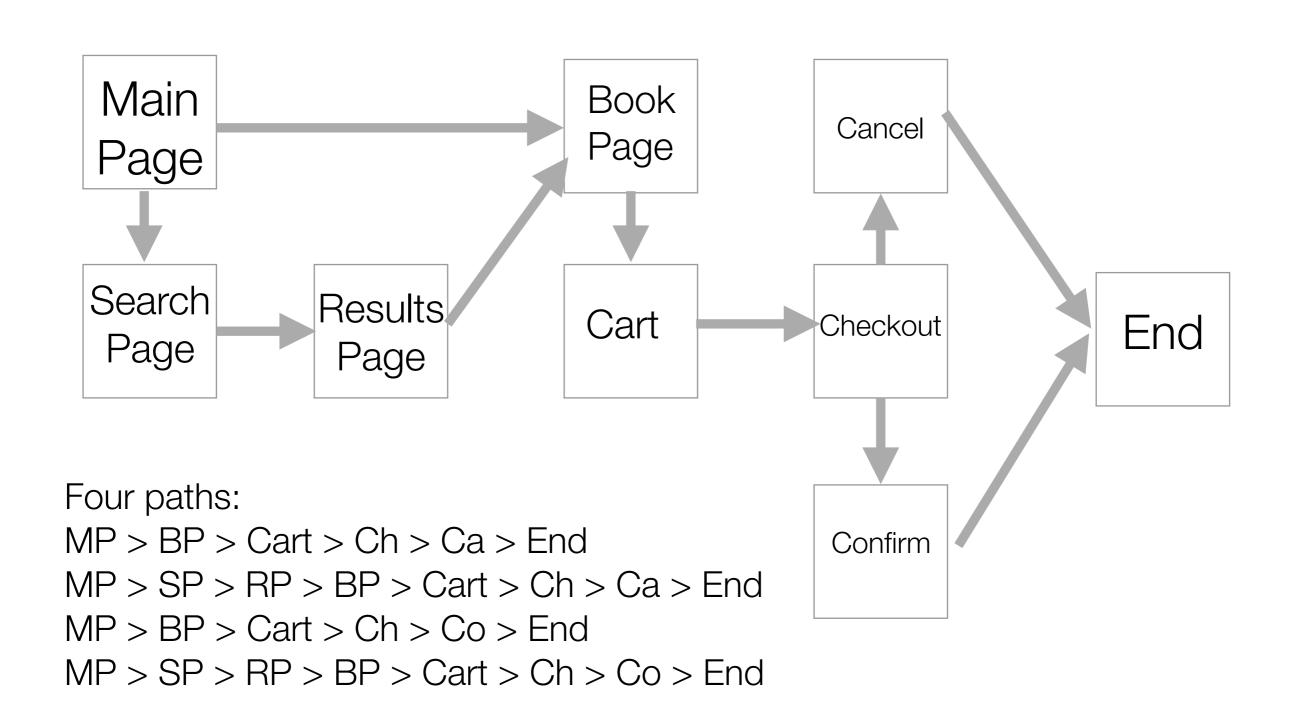
## Designing a Testing Strategy

- Think about what are the priorities of this application
- Where would defects be worst?
- What are likely issues?
- Which have been found by similar applications?
- What tools will be useful?
- What is our team like? Do we need outside help?

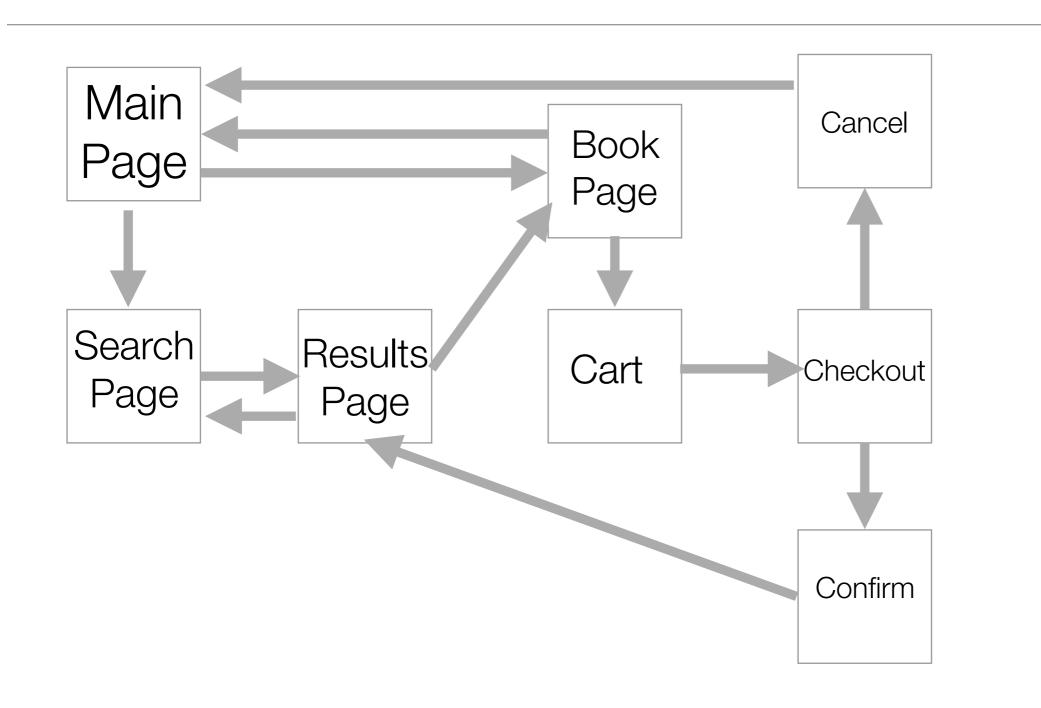
- Test that all possible paths through the program are executed
- Can be done at method or code level, or at a high level
- McCabe cyclomatic complexity tells you how many paths there are (E - N + 2p)
- Remember flowcharts? They're back!



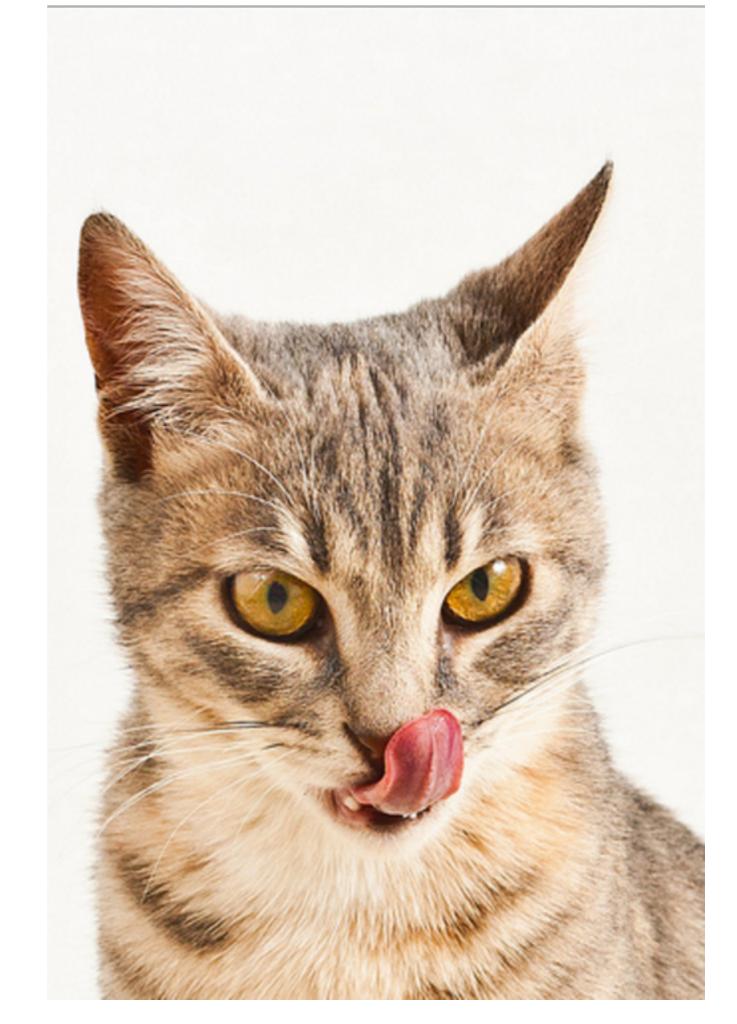




#### Path Testing Can Be Complicated / Infinite!



Case Study: Rent-a-Cat, Inc.



- Phone-based app which brings cats for rental right to your door
- All payments handled in person by separate process
- No personal data on customers stored!
- Hoping for lots of people to use, potential for viral growth
- Running entirely in LOLCODE. Engineers are relatively new
- Small QA team need big bang for the buck

Case Study: Big Bank, Inc.

Big Bank, Inc. "Money is our business"

- Develop app to access and display bank account information
- Provides access to user accounts, along with all data on user
- People need to use their app what are they going to do, use Bitcoin?
- Running in tried-and-true Java
- Very large QA team
- Lots of regulatory necessities