Introduction to Software Testing

Lecture 11

Testing GUI Applications

Instructor: Morteza Zakeri

Initial version of slides by: Fatemeh Bakhshi

Completed and Modified by: Morteza Zakeri

What is GUI Testing

- Graphical User Interface (GUI) Testing
- Methods used to identify and conduct GUI tests, including the use of automated tools.
- How to test a GUI?
 - Manual: Resource intensive and Unreliable
 - Automated: Systematic method of test case generation
- Elements of GUI Testing:
 - A process
 - A GUI Test Plan
 - A set of supporting tools
- Most frequent GUI applications
 - Web applications

Uniqueness 1: Heterogeneous system

- Server side
 - Can be written in PHP, Java, C#...
 - Communicate with Database server in SQL

```
ManageUsers.php **
 1 <?php
                                    PHP
                                                                                                          PHP Script
 3 // Add the new user if one is being added //
   if($ POST["adduser"] == 1 && $ POST["password"] != "" && $ POST["type"] != "")
     $query = mysql_query(
                          "SELECT username FROM users"
                                                              SQL
 8
           or die("ManageUsers.php: Uanable to get list of users - " . mysql error());
 9
10
     // Make sure that the supplied username does not already exist in the database //
     while( $userlist = mysql fetch row($query) )
13
     if($ POST["username"] == $userlist[0])
14
                                                                                  HTML
15
16
        die(
17
           "<br><h1 align='center'><font color='red'>Username already exists!</font></h1>
18
19
           <form name='uhoh' action='./index.php' method='POST'>
20
           <center><input type='button' value='&nbsp;Back&nbsp;' onClick='document.uhoh.paqe2.value=10;document.uhoh.submit();'></center>
21
           <input type='hidden' name='page2' value='$page2'>
22
           <input type='hidden' name='logout'>
23
           <input type='hidden' name='page' value='$page'>
24
           </form>'
25
       );
27
                                                                                                            SQL
28
     // If all is good, insert the new user into the database //
     $query = mysql query(
31
               "INSERT INTO users VALUES('', '$ POST[username]', '".md5($ POST[password])."', '$ POST[type]')"
              ) or die("ManageUsers.php: Unable to insert new user - " . mysql error());
32
33 }
```

Uniqueness 2: Dynamic pages

- Client page is dynamic
 - It can change itself in the runtime
 - HTML can be modified by JavaScript
 - JavaScript can modify itself
 - Demo

- Server script is dynamic
 - Client pages are constructed in the runtime
 - A same server script can produce completely different client pages
 - Demo
 - SchoolMate

Uniqueness 3: Performance

- Performance is crucial to the success of a web app
 - -Recall the experience to register for a class in the first days of the semester...
 - –Are the servers powerful enough?
- Performance testing evaluates system performance under normal and heavy usage
 - Load testing
 - For expected concurrent number of users
 - Stress testing
 - To understand the upper limits of capacity
- Performance testing can be automated (Lecture 12)

Uniqueness 4: Security

- Web applications usually deal with sensitive info, e.g.,
 - Credit card number
 - SSN
 - Billing / Shipping address
- Security is the biggest concern

- Security or penetration testing should simulate possible attacks
- Security testing can be automated
 - Will be discussed in Lectures 13 and 14

Uniqueness 4: Security

- SQL Injection
 - The untrusted input is used to construct dynamic SQL queries.
 - E.g., update my own password

Uniqueness 4: Security

- Cross Site Scripting (XSS)
 - The untrusted input is used to construct dynamic HTML pages.
 - The malicious JS injected executes in victim's browser
 - The malicious JS can steal sensitive info
- Solution: Never trust user inputs
- Design test cases to simulate attacks.

User Interface (UI) functional tests

- Run on an actual browser
- Mimic the user actions in the application.
- Give tester feedbacks on the integration between multiple components
 - Services, the UI, and the DB.
- Are macro-level
- Focus on validating all the critical user flows
 - One example of a critical user flow in the ecommerce application is searching for a product, adding the product to the cart, paying for the product, and getting an order confirmation.

UI functional tests vs. Unit tests

- Ul functional tests are macro-level tests.
- Should focus on validating all the critical user flows.
- When writing such tests, avoid validating the same details covered as part of the **lower-level micro tests** again.
- This will be redundant and increase their execution time.
- For instance, verifying the **order totals** for different combinations of item prices should be covered by unit tests and need not be verified again as part of a Ul functional test.
- Ul functional tests are usually kept apart from the application code as a separate codebase.
- Tools like Selenium and Cypress are popularly adopted to write automated UI tests.

UI functional tests vs. End-to-end tests

- End-to-end tests should validate the entire breadth of your domain workflow, including downstream systems.
- Mimic the user actions in the application.
- Depending on the application context, the UI functional tests often tend to become end-to-end tests.
- If not, create separate end-to-end tests using a combination of UI, service, and DB testing tools to cover the entire integration flow.
 - System and integeration testing
- These tests take the longest time to run and require more care in maintaining, as they need a stable environment and test data setup across various systems.
- Just setup a few **test scenarios** that will activate all your components.

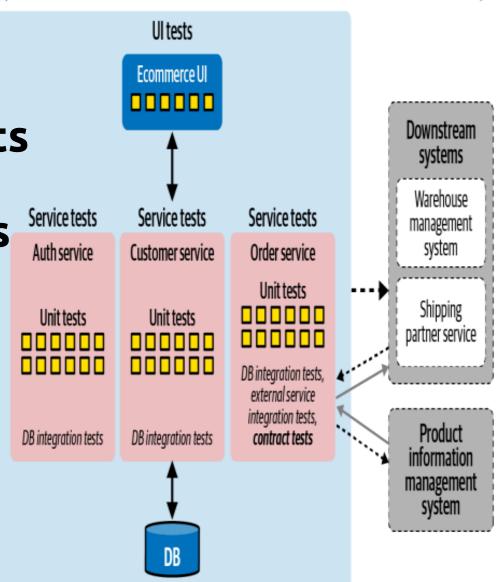
UI functional tests

VS.

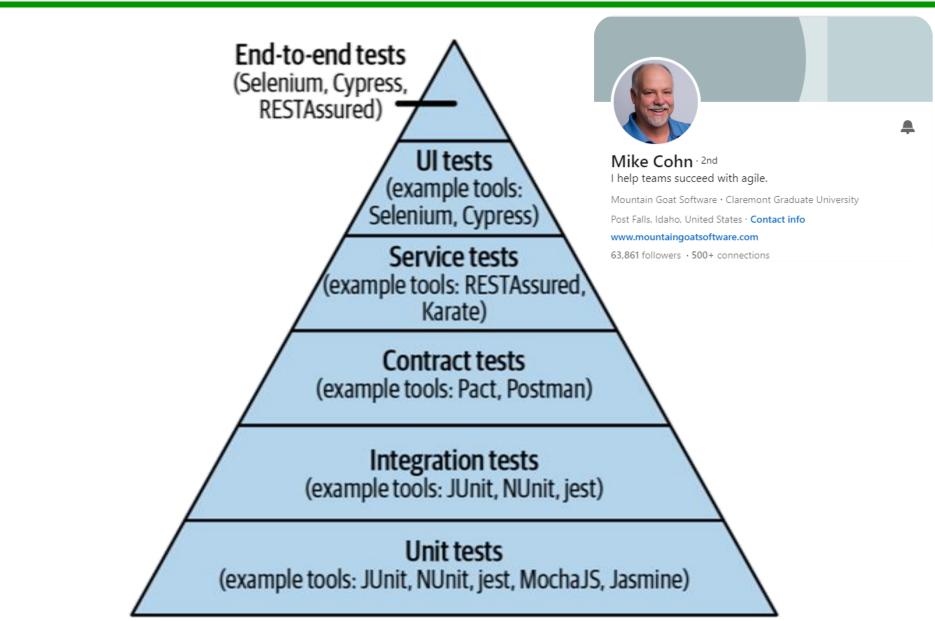
End-to-end tests

VS.

Unit tests



Test pyramid for a (service-oriented) web application

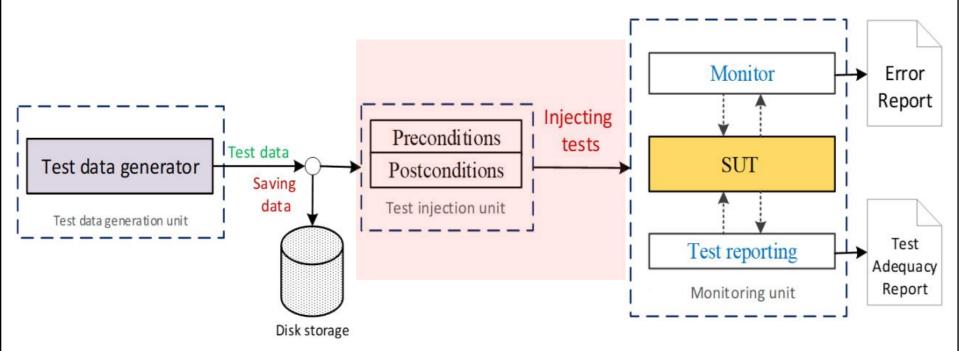


Automated tests vs. Manual tests

Manual tests	Automated tests
Requires human intervention.	Use tools to inject and execute tests.
Requires skilled labor, long time and costs.	Save manpower, times, and cost
Any type of application can be tested.	Recommended only for stable systems.
Can become repetitive and boring.	Boring part of execution handled by tools.

Test automation

- Test data generation
- → Test injection
- Monitoring and report



Test from the front end

- Good things
 - Hide the complexity of the backend
 - Uniformed interface
 - Can put a robot in the front end and automate the tests
- Bad things
 - The **front end** is not trustable
 - Crafted malicious requests
 - Front end limits the length of the input values
 - Front end limits the content of the input values
 - Front end limits the combination of the input values

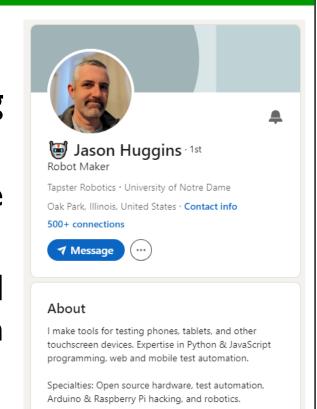
Good things of testing from the front end

- Automated web app testing
 - Compare to commend-line program testing...
 - GUI testing: event driven (the difference)
 - -"Button A" then "Button B" → OK
 - "Button B" then "Button A" → FAIL
 - Sensitive to input values (the same)
 - The robot should be able to
 - Provide input values
 - Simulate user actions

Selenium



- An open source automated testing tool for web application.
- Jason Huggins building the Core mode as "JavaScriptTestRunner" in 2004.
- Paul Hammant saw the demo, and started discussions about the open sourcing of **Selenium**.



What Selenium can do

- A solution for the automated testing
 - -Simulate user actions as a web bot (This lecture)
 - -Functional testing (This lecture)
 - Create regression tests to verify functionality and user acceptance.
 - Performance Testing (Lecture 12)
 - Load testing
 - Stress testing
 - Browser compatibility testing
 - The same script can run on any Selenium platform

Selenium main features

- Open source.
- Supports many languages (Python, C#, Javascript, ...).
- Suppurts many browsers (Firefox, Chrome, ...).
- Supports many operating systems.
- Flexible.

GUI Test Automation Tools

Features	Katalon Studio	Tricentis Tosca	Selenium	UFT	TestComplete		
Test development platform	Cross-platform	Windows	Cross-platform	Windows	Windows		
Application under test	Windows desktop, Web, Mobile apps, API/Web services	web, desktop, mobile, API based	Web apps	Windows desktop, Web, Mobile apps, API/Web services	Windows desktop, Web, Mobile apps, API/Web services		
Scripting languages	Java/Groovy	No coding language required. Module based automation	Java, C#, Perl, Python, JavaScript, Ruby, PHP	VBScript	JavaScript, Python, VBScript, JScript, Delphi, C++ and C#		
Programming skills	Not required. Recommended for advanced test scripts	Not required	Advanced skills needed to integrate various tools	Not required. Recommended for advanced test scripts	Not required. Recommended for advanced test scripts		
Learning curves	Medium	Medium	High	Medium	Medium		
Ease of installation and use	Easy to set up and run	Easy to set up and run	Require installing and integrating various tools	Easy to set up and run	Easy to set up and run		
Script creation time	Quick	Quick	Slow	Quick	Quick		
Object storage and maintenance	Built-in object repository, XPath, object re- identification	Module based approach.	XPath, UI Maps	Built-in object repository, smart object detection and correction	Built-in object repository, detecting common objects		
Image-based testing	Built-in support	Built-in support (OCR approach)	Require installing additional libraries	Built-in support, image-based object recognition	Built-in support		

GUI Test Automation Tools

Comparison of product features

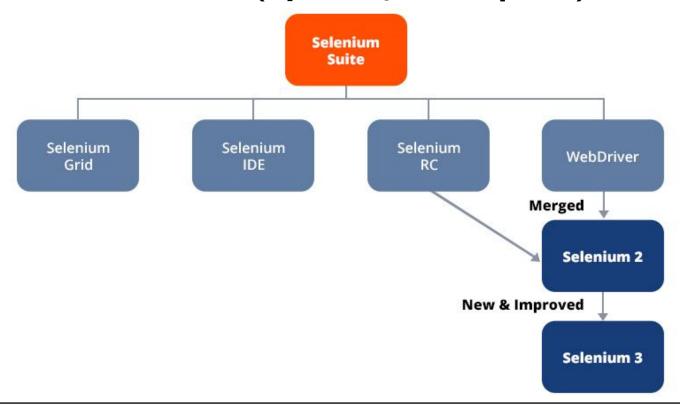
Features	Katalon Studio	Tricentis Tosca	Selenium	UFT	TestComplete
DevOps/ALM integrations	Many	Many	No (require additional libraries)	Many	Many
Continuous integrations	Popular CI tools (e.g. Jenkins, Teamcity)	Popular CI tools (e.g. DEX, Jenkins)	Various CI tools (e.g. Jenkins, Cruise Control)	Various CI tools (e.g. Jenkins, HP Quality Center)	Various CI tools (e.g. Jenkins, HP Quality Center)
Test Analytics	<u>Katalon TestOps</u>	TDM & TDS	No	No	No
Product support	Community, Business support service, Dedicated staff	Community, Business support service	Open-source community	Dedicated staff, Community	Dedicated staff, Community
License type	Proprietary	Proprietary	Open-source (Apache 2.0)	Proprietary	Proprietary
Cost	Freemium	License fees	Free	License and maintenance fees	License and maintenance fees

Selenium Components

- Selenium integrated development environment (IDE)
- Selenium remote control (RC)
- Webdriver
- Selenium Grid
- Selenium Action API (Python, Javascript, ...)

Selenium Components

- Selenium integrated development environment (IDE)
- Selenium remote control (RC)
- Webdriver
- Selenium Grid
- Selenium Action API (Python, Javascript, ...)



Selenium IDE

- Firefox and Chrome extension.
- Easy record and replay.
- Debug and set breakpoints.
- Selenium Grid

https://www.selenium.dev/sel

Tests -

Search tests...

Selenium Projects*

SeleniumHQ*

87

() T

 \triangleright

Command

1. open 2. click at

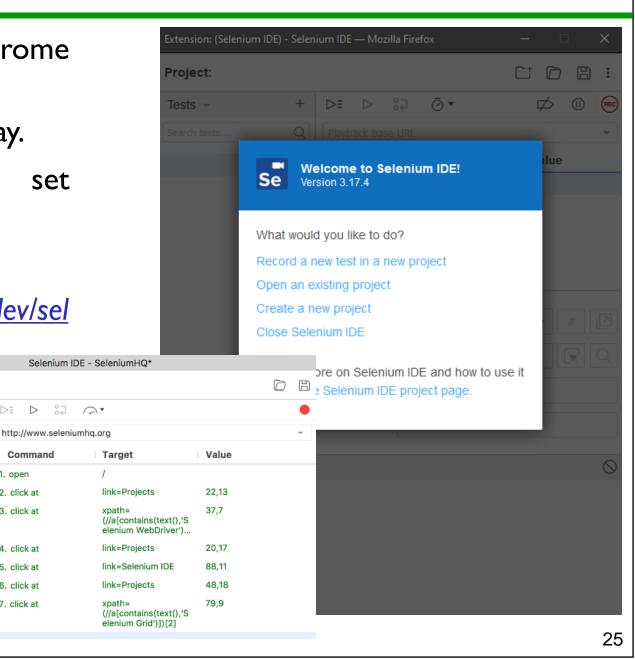
3. click at

4. click at 5. click at

6. click at

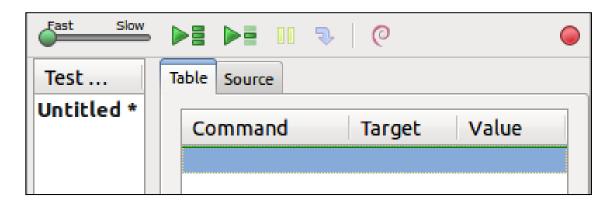
7. click at

enium-ide



Selenium IDE test cases

Selenium saves all information in an HTML table format



- Each record consists of:
 - Command tells Selenium what to do (e.g., "open", "type", "click", "verifyText")
 - Target tells Selenium which HTML element a command refers to (e.g., textbox, header, table)
 - Value used for any command that might need a value of some kind (e.g., type something into a textbox)

How to record/replay with Selenium IDE

- I. Start recording in Selenium IDE
- 2. Execute a test scenario on running web application
- 3. Stop recording in Selenium IDE
- 4. Verify / Add assertions
- 5. Replay the test.

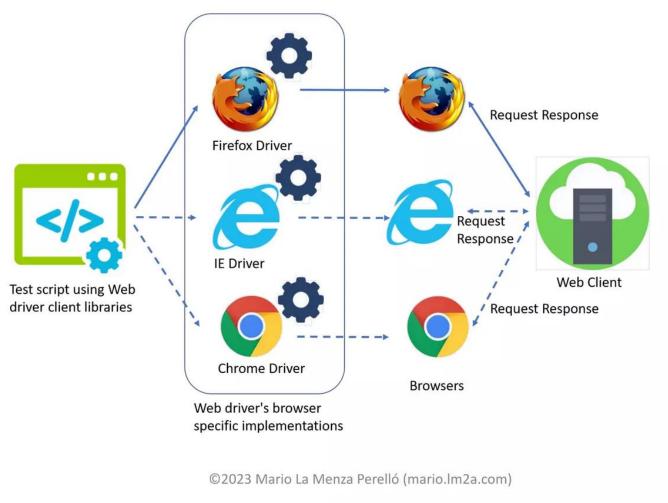
Selenium IDE Demo ...

Limitation of Selenium IDE

- No multiple browsers support
 - It currently runs in Mozilla Firefox and Google Chrome.
- No manual scripts
 - E.g., conditions and Loops for Data-Driven Testing
- Fancy test cases → Selenium WebDriver

Selenium Webdriver

• Webdriver is a browser automation framework that accepts commands and sends them to browsers.



Selenium WebDriver (Selenium 2)

- Selenium-WebDriver
 - A piece of program
 - Control the browser by programming
 - More flexible and powerful
- Selenium-WebDriver supports multiple browsers in multiple platforms
 - Google Chrome 12.0.712.0+
 - Internet Explorer 6+
 - Firefox 3.0+
 - Opera 11.5+
 - Android 2.3+ for phones and tablets
 - iOS 3+ for phones
 - iOS 3.2+ for tablets

Selenium WebDriver

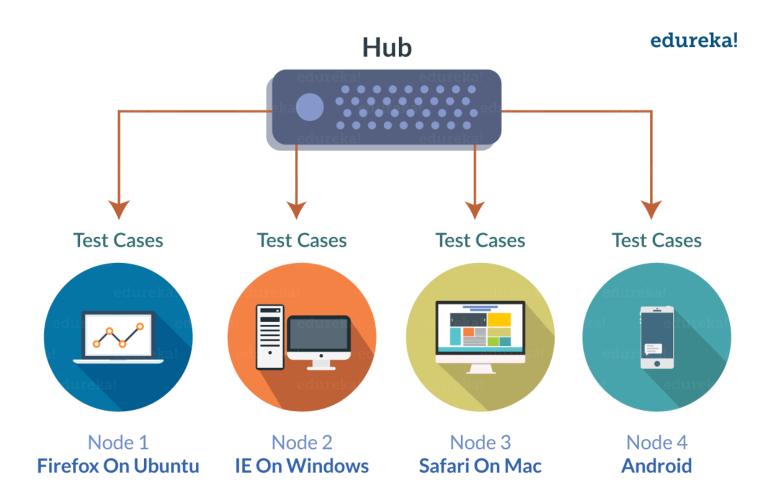
- WebDriver is designed to providing a simpler and uniformed programming interface
 - Control Web Browser by programming
 - Same WebDriver script runs for different platforms
- Support multiple programming language:
 - Java, Javascript, C#, Python, Ruby, PHP, Perl...
- It is efficient
 - WebDriver leverages each browser's native support for automation.

Selenium Webdriver

- A separate test program/ application
- Supports multiple browsers in multiple platforms
 - Chrome,
 - Firefox,
 - Opera,
 - Internet explorer,
 - Andriod,
 - iOS.

Selenium Grid

• Distributed test execution on several machines



Writing UI Functional Tests with Selenium

How to use Selenium WebDriver

- (I) Go to a page
- (2) Locate an element
- (3) Do something with that element

•••••

- (i) Locate an element
 - (i+I) Do something with that element

(i+2) Verify / Assert the result

Web Element

- Anything presented in webpage (front-end)
 - Box
 - Labels
 - Button
 - Dropdown

Web element

- They are identified by locators
 - id
 - name
 - class
 - xpath

```
driver.findElement(By.className("className"));
     driver.findElement(By.cssSelector("css"));
     driver.findElement(By.id("id"));
     driver.findElement(By.linkText("text"));
     driver.findElement(By.name("name"));
     driver.findElement(By.partialLinkText("pText"));
     driver.findElement(By.tagName("input"));
     driver.findElement(By.xpath("//*[@id='editor']"));
     // Find multiple elements
     List<WebElement> anchors = driver.findElements(By.tagName("a"));
10
     // Search for an element inside another
11
     WebElement div = driver.findElement(By.tagName("div"))
12
13
      .findElement(By.tagName("a"));
```

Example 1: Verify page title

```
public static void main( String[] args )
        // Create a new instance of the Firefox driver
        WebDriver driver = new FirefoxDriver();
        // (1) Go to a page
        driver.get("http://www.google.com");
        // (2) Locate an element
        WebElement element = driver.findElement(By.name("q"));
        // (3-1) Enter something to search for
        element.sendKeys("Purdue Univeristy");
        // (3-2) Now submit the form. WebDriver will find the form for us from
the element
        element.submit();
        // (3-3) Wait up to 10 seconds for a condition
        WebDriverWait waiting = new WebDriverWait(driver, 10);
        waiting.until( ExpectedConditions.presenceOfElementLocated(
By.id("pnnext") ) );
        // (4) Check the title of the page
        if( driver.getTitle().equals("purdue univeristy - Google Search") )
            System.out.println("PASS");
        else
            System.err.println("FAIL");
        //Close the browser
        driver.quit();
```

How to locate an element

 By id - HTML: <div id="coolestWidgetEvah">...</div> – WebDriver: driver.findElement(By.id("coolestWidgetEvah")); By name - HTML: <input name="cheese" type="text"/> - WebDriver: driver.findElement(By.name("cheese")); By Xpath - HTML <html> <input type="text" name="example" /> <input type="text" name="other" /> </html> - WebDriver: driver.findElements(By.xpath("//input")); There are plug-ins for firefox/chrome to automatically display the Xpath

Time issue

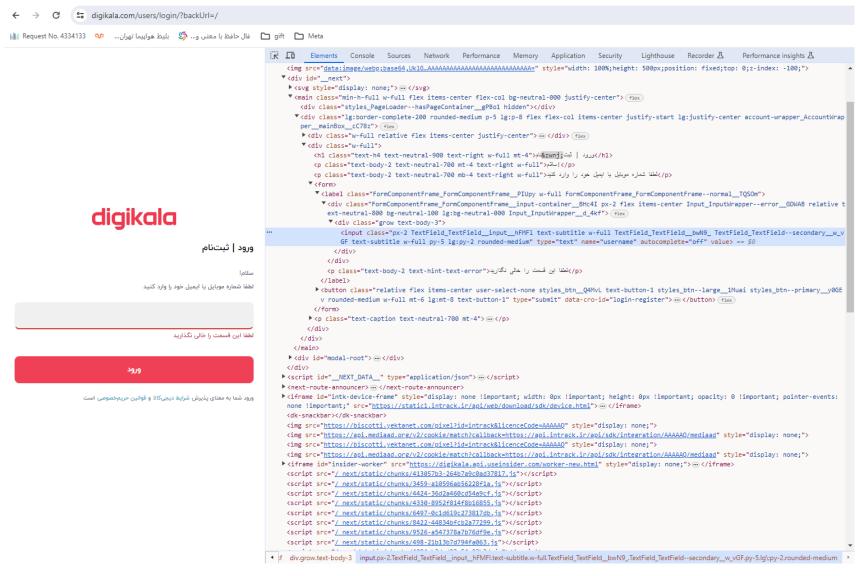
- There are delays between submitting a request and receiving the response
- We can wait until the response page is loaded
- Robot does not know!
- In WebDriver, sometimes it doesn't work if
 - Submit a request
 - Verify the response immediately
- Solution:
 - Simulate the wait. Wait until some HTML object appears
 - Demo

Example 1: Verify page title

```
public static void main( String[] args )
   // Create a new instance of the Firefox driver
   WebDriver driver = new FirefoxDriver();
   // (1) Go to a page
   driver.get("http://www.google.com");
   // (2) Locate an element
   WebElement element = driver.findElement(By.name("q"));
   // (3-1) Enter something to search for
   element.sendKeys("Purdue Univeristy");
  //(3-2) Now submit the form.
   //WebDriver will find the form for us from the element
   element.submit();
   // (3-3) Wait up to 10 seconds for a condition
   WebDriverWait waiting = new WebDriverWait(driver, 10);
   waiting.until( ExpectedConditions.presenceOfElementLocated(By.id("pnnext")));
        // (4) Check the title of the page
        if( driver.getTitle().equals("purdue univeristy - Google Search") )
            System.out.println("PASS");
        else
            System.err.println("FAIL");
        //Close the browser
        driver.quit();
```

Example 2: Test Digikala login feature

Digikala login page elements



Example 2: Test Digikala login feature

digikala

ورود | ثبتنام

سلام!

لطفا شماره موبایل یا ایمیل خود را وارد کنید

لطفا ابن قسمت را خالی نگذارید

ورود

ورود شما به معنای پذیرش شرایط دیجیکالا و قوانین حریمخصوصی است

```
import getpass
from selenium import webdriver
from selenium.webdriver.common.bv import Bv
chrome_browser=webdriver.Chrome()
#chrome_browser.maximize_window()
chrome_browser.get('https://www.digikala.com')
# User's credentials
email = input("Enter your email or phone number: ")
password = getpass.getpass("Enter your password: ")
user_name = getpass.getpass("Enter your name: ")
usr_nm=digikala_login(email,password)
try:
    assert (user_name==usr_nm)
    print('passed!')
except Exception as e:
    print(e)
    print('failed!')
finally:
    chrome_browser.close()
```

Example 2: Test Digikala login feature

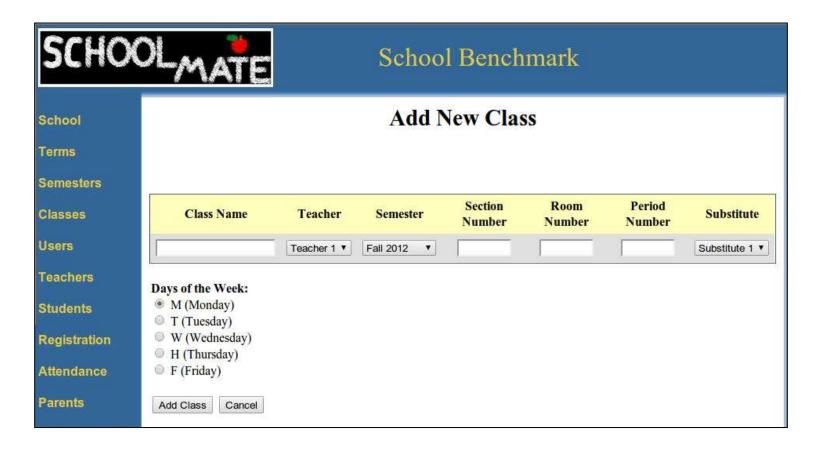
```
def digikala login(email,password):
   #login button
    click button('/html/body/header/div/div/div[2]/div[1]/div/a')
   #email edittext
   fill edittext('/html/body/main/div[2]/section/div[2]/form/div[4]/label/div[1]/input',email)
   #enter button
    click button('/html/body/main/div[2]/section/div[2]/form/button')
   #password edittext
   fill edittext('/html/body/main/div[2]/section/div/form/div[2]/div[3]/label/div/input',password)
   #continue button
    click button('/html/body/main/div[2]/section/div/form/button')
   #account button
    click button('/html/body/header/div/div/div[2]/div[1]/div/a')
   #user name elemet
    user name=get text('/html/body/header/div/div/div[2]/div[1]/div/div/div[1]/div[1]/div[2]/p')
   return user name
```

Complete source code: https://github.com/FtmhBkhsh/Test

GUI Testing Assignment

GUI Testing Assignment

- Test a functionality without the source
- The subject web application
 - "Add New Class" in "SchoolMate"



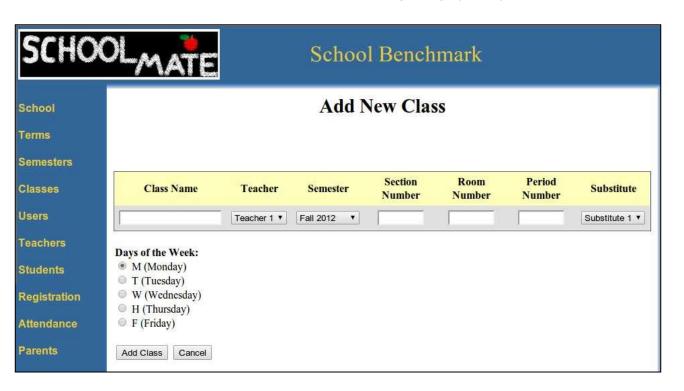
GUI Testing Assignment: Part 1

- Part I: Overview
 - Design test cases against the requirement
 - The tests should consider
 - -all possible cases
 - equivalence class partitioning
 - Implement Selenium WebDriver Script for "Add new class"



Part 1: requirement analysis

- Requirement for values entered/selected
 - [R-I] Class Name: alphabets and numbers are allowed.
 - [R-2] Section Number: only numbers are allowed.
 - [R-3] Room Number: only numbers are allowed.
 - [R-4] Period Number: only numbers are allowed.
 - [R-5] All textbox fields: no Cross-Site Scripting (XSS) injection vulnerabilities.



Part 1: requirement analysis

- Requirement for the "add" function
- After clicking the "Add class" button...
 - [R-6] The class record added is successfully shown in the table.
 - [R-7] The values are exactly the same as those were entered or selected.

Part 1: Design testcases

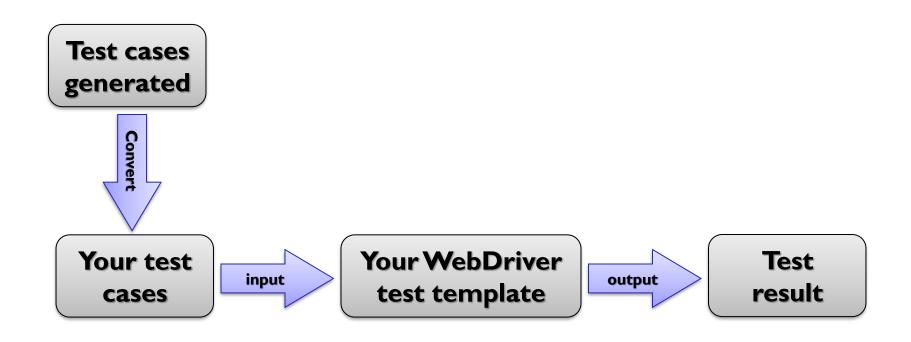
- For each requirement, design test cases
- Only need test one field in each case
 - Do not need consider combinations of fileds
- E.g.
 - [R-I] Class Name: alphabets and numbers are allowed.
 - You need consider all possible cases
 - Divide the test space and find the equivalence class
 - Alphabets
 - Numbers
 - •
- The test case format is defined
 - Test cases will be used as input to your WebDriver Script

Part 1: Implement WebDriver Script

- In WebDriver script, Simulate the user action
 - Navigate to the subject page
 - Enter values into textboxs based on input values
 - Select options based on input values
 - Click the "add class" button
 - Check the result against the requirements
- Run all your test cases and report the results.

GUI Testing Assignment: Part 2

- Part 2: Pair wise testing
 - Use an existing pair wise testing tool fire-eye
 - Largely you may reuse the WebDriver template in Part I



Part 2: Generate test cases

- Consider the combination of all textboxs/options
- Use the existing tool, fire-eye, to generate test cases
- Export the test case in "Nist form"

- Parse and convert the exported test cases to the form that your WebDriver can accept.
- Run all pair-wise test cases.
- Report the results.

GUI Testing Assignment: Part 3

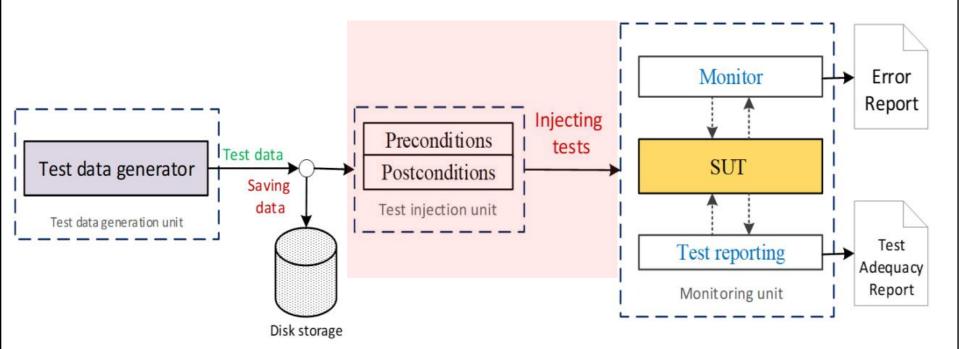
- Solution Design
- Selenium can do more ...
- Black Friday is coming, hot items can be sold in a few seconds
- Can you leverage the automated tool and design a practical solution to score a super hot deal?
- Explain
 - What is the challenge
 - What is the possible cases to handle and how?
 - In stock
 - Out of stock
 - Your shopping cart may be reset under what conditions...
 - How to add it into your shopping cart asap
 - How you are going to cooperate with the automated tool

GUI Testing Appendix:

Automatic test data/case generation for GUI Apps

Test automation

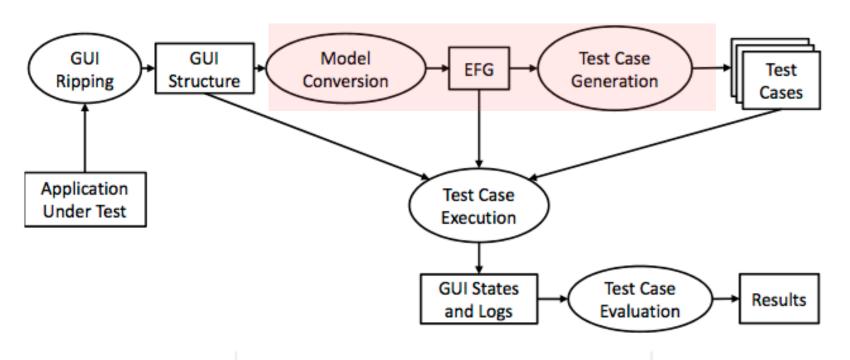
- Test data generation
- Test injection
- Monitoring and report



Automated GUI Test data generation

GUITAR

- A GUI testing framework (https://sourceforge.net/projects/guitar/)
- Nguyen, B.N., Robbins, B., Banerjee, I. et al. GUITAR: an innovative tool for automated testing of GUI-driven software. Autom Softw Eng 21, 65–105 (2014). https://doi.org/10.1007/s10515-013-0128-9

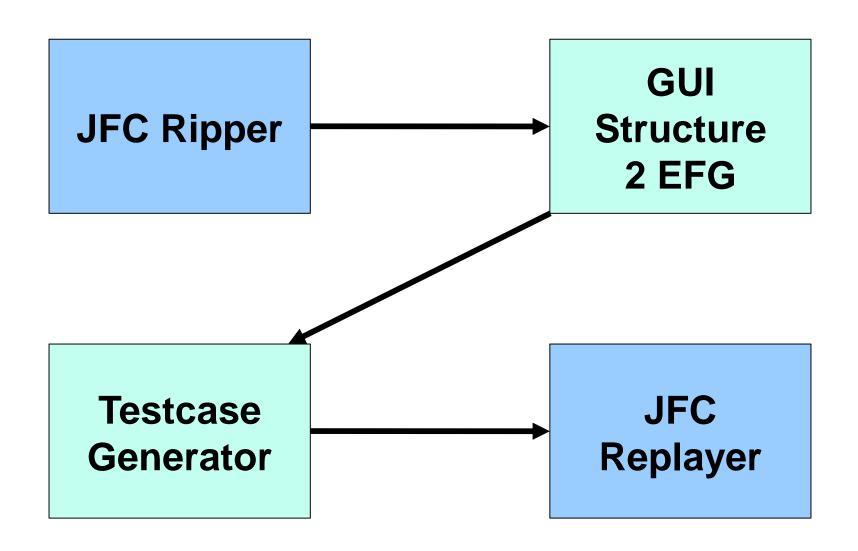


A Simple Testing Workflow

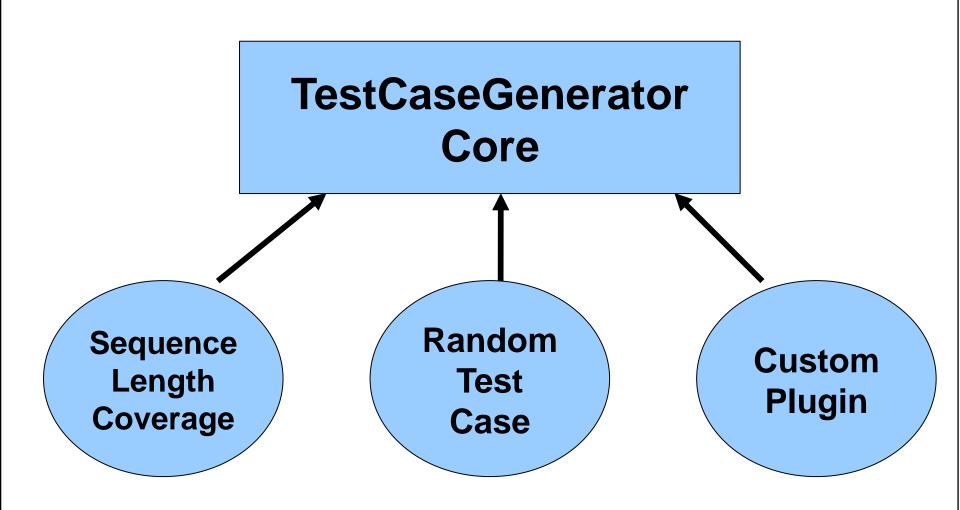
Automated GUI Test data generation

- GUITAR contains four parts:
 - The GUIRipper
 - Used to extract GUI information from a program.
 - The GUIStructure2Graph
 - Uses this output to build a traversable graph representation of the GUI elements.
 - The TestCaseGenerator
 - Creates an extensive set of test cases based on the graph.
 - The GUIReplayer
 - Runs the program as instructed by these tests.

GUITAR Recap



TCG Plugin Structure



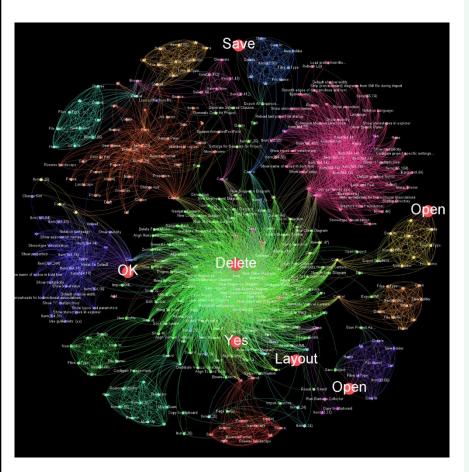
GUITAR Test Case Generator (TCG)

- Generates test cases given two inputs:
 - Formal model of the GUI in the form of a Graph
 - Graph traversal algorithm to simulate a user's possible interactions with the GUI
- Event Flow Graph (EFG)
- Bundled plugins
 - Sequence Length
 - Random

TCG Demo

- Test case generator arguments:
 - Output.dir
 - EFG
 - Plugin
 - Length
 - Max-number
- These arguments can be changed in the TestCaseGenerator.properties file

Sequence Length Plugin Demo

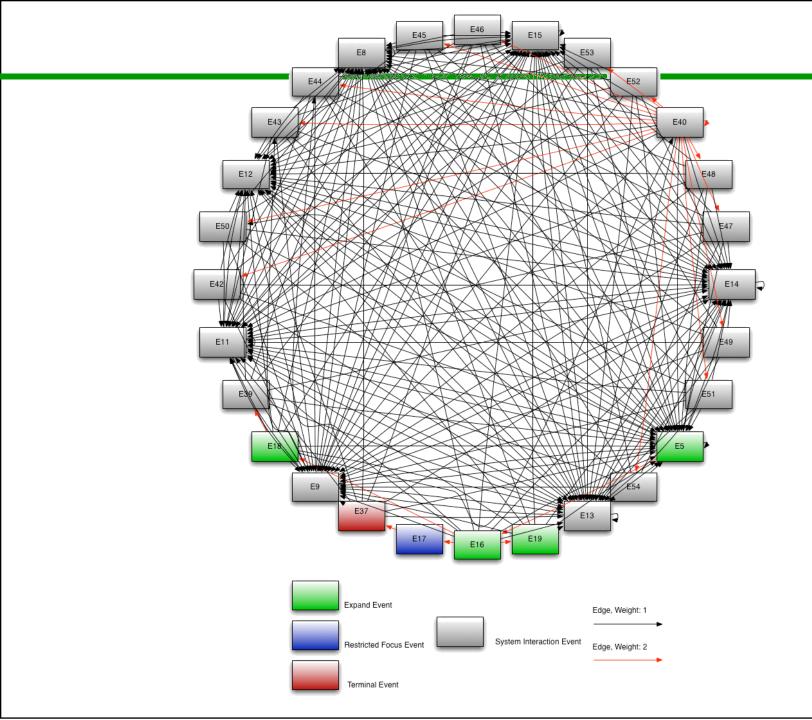


Looking at a sequence generated:

```
<?xml version="1.0" encoding="UTF-8"
   standalone="yes"?>
<TestCase>
  <Step>
    <EventId>e16</EventId>
    <ReachingStep>false</ReachingStep>
  </Step>
 <Step>
    <EventId>e18</EventId>
    <ReachingStep>false</ReachingStep>
  </Step>
  <Step>
    <EventId>e39</EventId>
    <ReachingStep>false</ReachingStep>
  </Step>
</TestCase>
```

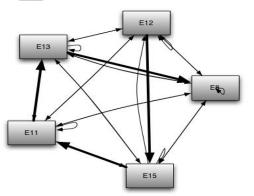
WeightedRandom Plugin Demo

- Takes as input an EFG representing the graph structure and an EFG representing the weights of edges.
- Generates shortest path test cases for each potential starting event to every reachable event.
- Rest of tests generated by picking starting event and rest of path randomly, weighted by out edges.

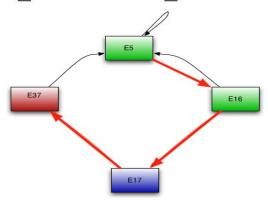


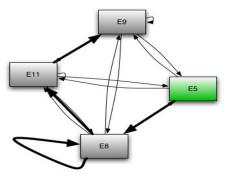
Example Test Cases

t random0.tst t random9.tst

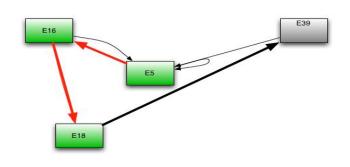


t_shortestPath_e37.tst



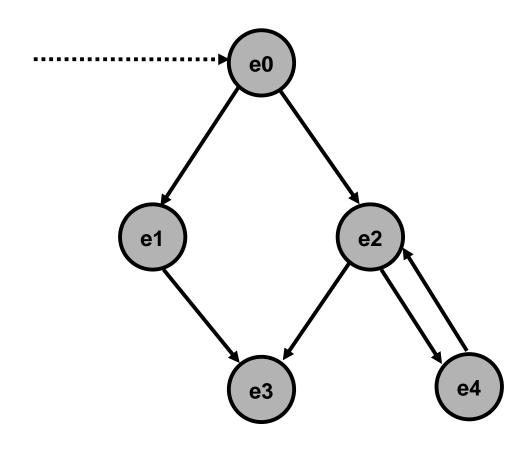


t_shortestPath_e39.tst

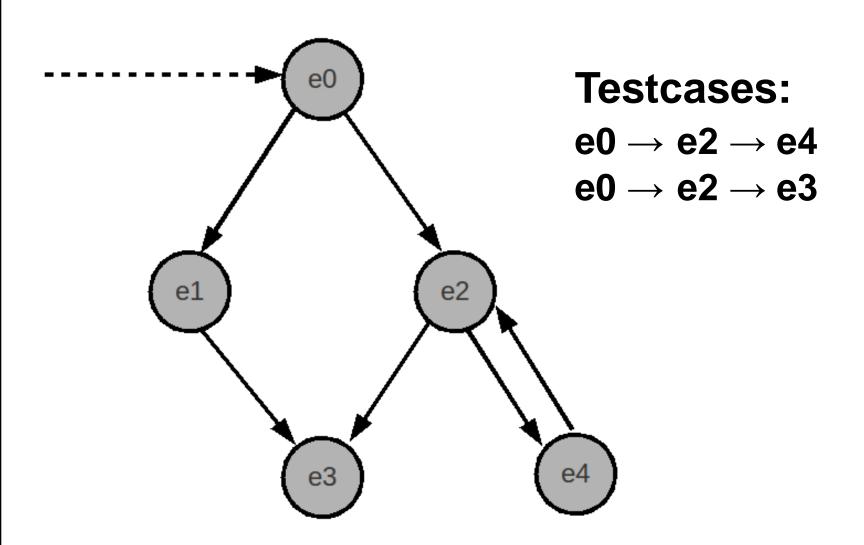




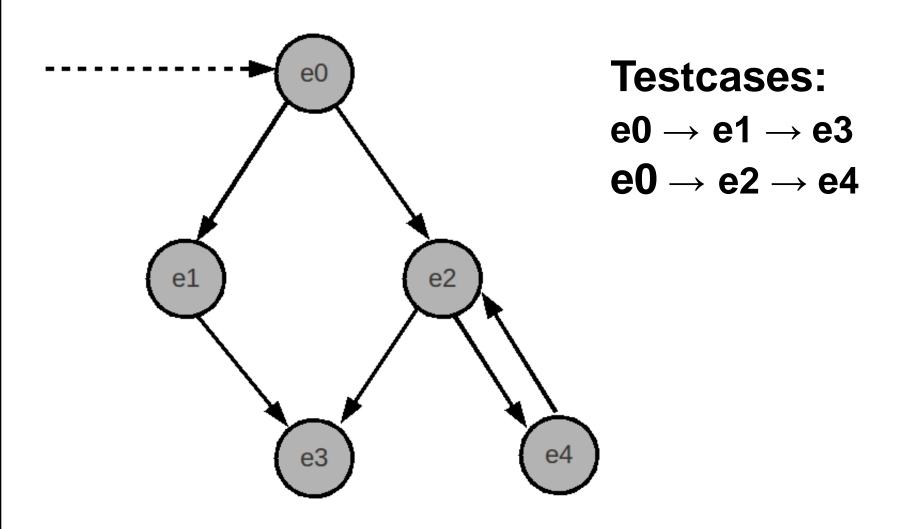
An EFG



A Graph Traversal (SequenceLengthCoverage)



Another Graph Traversal (Random)



Plugin Goals

TestCaseGenerator uses this plugin mechanism due to different goals in graph traversal:

Speed: Complete coverage plugins may be infeasible for larger graphs

Completeness: For smaller GUIs, all possible test cases may be preferred

Focus: Specific types of test cases, e.g. "All test cases with no cycles"

Plugin Implementation

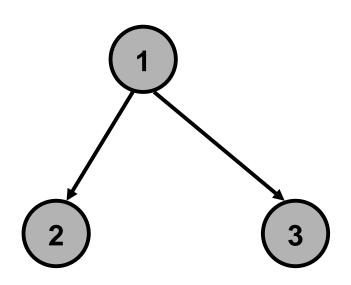
 GUITAR TestCaseGenerator plugins are based off the TCPlugin abstract class

public abstract class TCPlugin

- * generate(EFG efg, String outputDir, int nMaxNumber)
- * getConfiguration()
- * isValidArgs()
- * writeToFile(String tCName, LinkedList<EventType> path)
- * initialize()
- * getPathToRoot(EventType event)

Plugin Implementation (ctd)

- TCG events are broken down into three types:
 - Successors
 - Predecessors
 - Initial Events



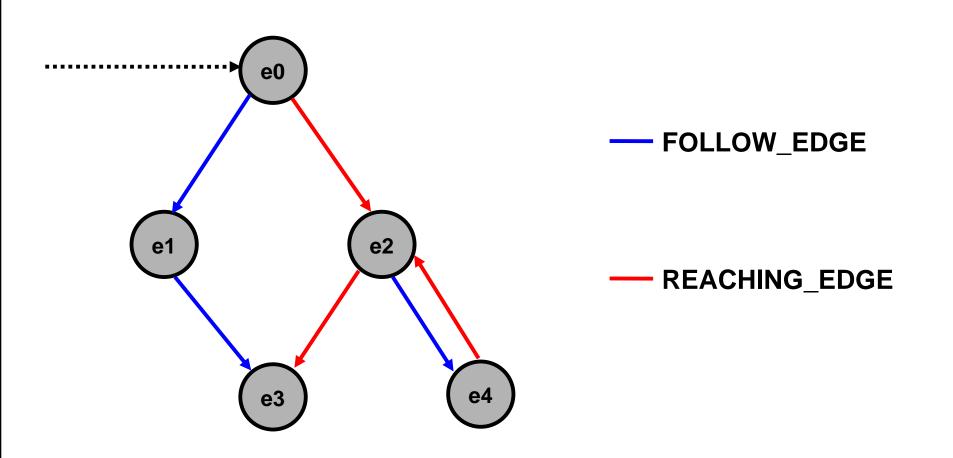
Relevant GUITAR Constants

NO_EDGE: There is no relationship between the two events

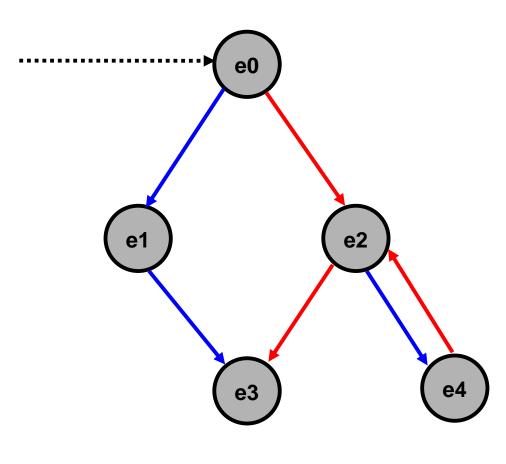
FOLLOW_EDGE: Typical edges in a graph

REACHING_EDGE: Edges used to reach an event

initialize()



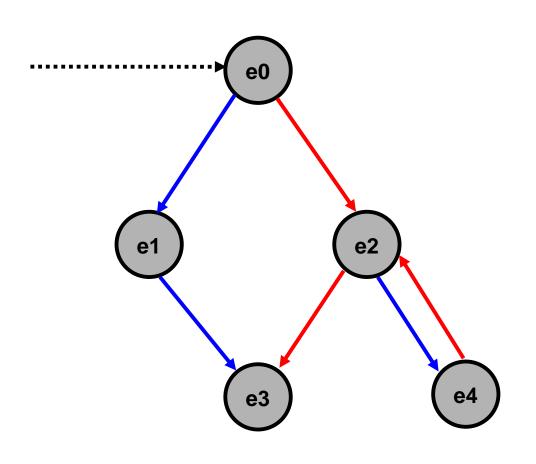
initialize()



initialEvents: {e0}

```
preds: \{e0 \rightarrow \emptyset\}
          \{e1 \rightarrow \emptyset\}
          \{e2 \rightarrow e0, e4\}
          \{e3 \rightarrow e2\}
          \{e4 \rightarrow \emptyset\}
succs: \{e0 \rightarrow e1, e2\}
          \{e1 \rightarrow e3\}
          \{e2 \rightarrow e3, e4\}
          \{e3 \rightarrow \emptyset\}
          \{e4 \rightarrow e2\}
```

getPathToRoot(EventType event)



Paths to Root -

e0:e0

e1:Ø

e2: **e0** → **e2**

e3 : e0 \rightarrow e2 \rightarrow

e3

e4:Ø

Configuration

- In many cases, additional arguments are needed for a TestCaseGenerator plugin.
- Plugins can override a "getConfiguration" method in the TCPlugin interface.
- The configuration specifies which additional arguments are to be parsed from the command line.

Example: Weighted Random Configuration

Configuration Class File:

```
package edu.umd.cs.guitar.testcase.plugin;
import edu.umd.cs.guitar.testcase.TestCaseGeneratorConfiguration;
import org.kohsuke.args4j.Option;
public class WeightedRandomConfiguration extends TestCaseGeneratorConfiguration {
    @Option(name = "-w", usage = "weighted graph file", aliases = "--weights")
    static public String WEIGHTS = "";
}
```

Implementation of getConfiguration() in WeightedRandom.java:

```
@Override
public TestCaseGeneratorConfiguration getConfiguration() {
         WeightedRandomConfiguration configuration = new WeightedRandomConfiguration();
         return configuration;
}
```

Relevant Java Imports

org.kohsuke.args4j

- Useful command line parser that contains
- An "Option" object, which acts as a **field/setter** that receives a command line **switch value.**