Implementing a Test Pyramid Strategy in Java

INTRODUCING SOFTWARE TESTING



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Overview



Software testing and its purpose

Types of testing

High-level testing, low-level testing

Manual testing

Test automation

What to test?

The test pyramid

Tools, frameworks, environments

Starting with a non-tested application



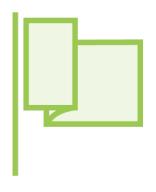
Software Testing

Making objective judgments regarding the extent to which the system meets, exceeds or fails to meet stated objectives.



Purpose of Testing







Verify

Uncover

Mitigate



Why Use Testing?





Understand

Stability

Expectations







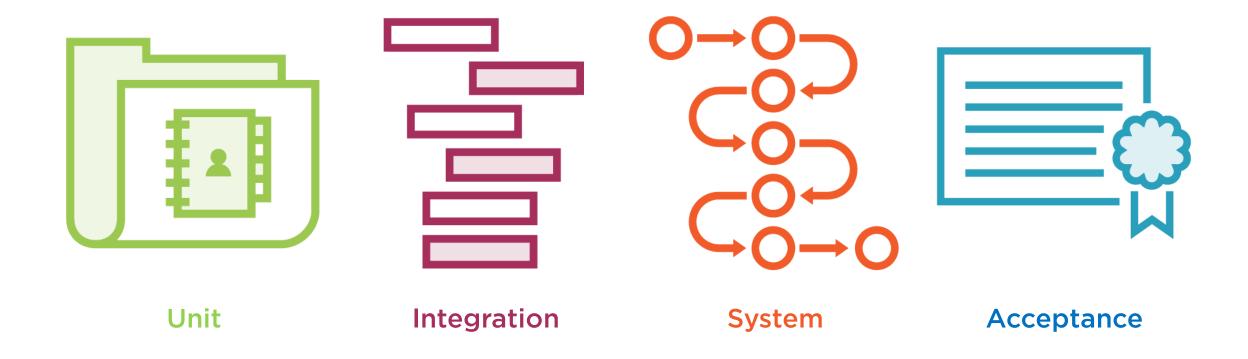
Regressions

Quality

Work

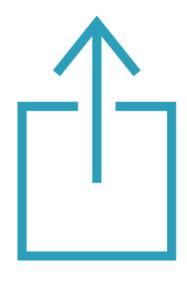


Types of Testing





High Level vs. Low Level Testing







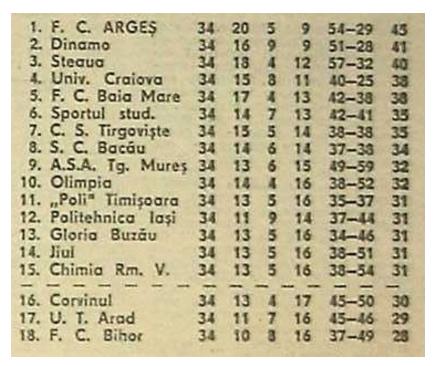
Low level



Manual Testing

```
F. C. Baia Mare
                   - C. S. Tirgoviste
                                         5-0 (1-0)
Jiul Petroșani
                   - Steaua
                                         1-0 (0-0)
F. C. Bihor
                   - Gloria Buzău
                                         2-1 (0-1)
Dinamo
                   - F. C. Arges
                   - S. C. Bacau
A.S.A. Tg. Mures
                   - Politehnica laşi
U. T. Arad
Corvinul Hunedoara - "Poli" Timișoara
Olimpia Satu Mare - Sportul studentesc
                                         1-0 (1-0)
Univ. Craiova
                   - Chimia Rm. Vilcea
```

Input Output





Test Automation







Bug

Manual

Automated



What to Test?

Business logic

Unexpected conditions

Boundary conditions

Invariants

Bad input values

Regressions



Unit testing
Integration testing
System testing
Acceptance testing





Tools, Frameworks, and Environments

JUnit, TestNG Mockito, PowerMock Arquillian Cucumber, JBehave



Demo



Flights management application

No tests

Business logic

Classes

