

Testing II



Testing A Web Site or Mobile Application

- Want to simulate actual use cases / scenarios
- Play a sequence of actions from start to finish
 - Login through logout
 - Look at what results
- Need to generate user actions
- Need to check the results
- Need to have multiple such scenarios (lots)



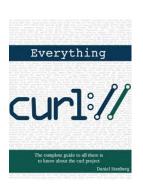
Generating User Actions

Can be done without a browser

- Actions = URL request with proper context
 - Context = cookies, put fields, ...
- o curl is a command-line tool that can do this
- Lots of work however (for general scripts)
- But you can put together scripts of curl calls to emulate tests

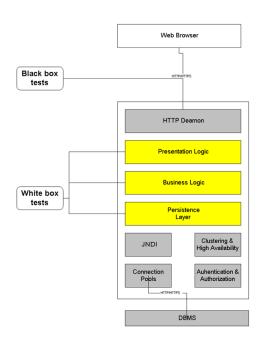
Want to do it with a browser

Or something that acts as a browser



Web Site Testing Tools

- httpunit
 - Create test cases for calls to the server
 - Providing input, checking expected output
 - These are using a Java framework
- Generating test cases automatically
 - By analyzing on the JavaScript code
- Sikuli
- Selenium
 - Most widely used



Testing Exercise

- Download Selenium IDE
 - o https://www.selenium.dev/downloads
 - o For either Chrome or **Firefox** (your preference)
- Click on selenium icon at top of browser to start
- Record a session
 - o Either with your project or just a Google search
 - Stop the recording
- Play it back
 - o Raise hand or thumbs up when done

Browser Automation: Selenium

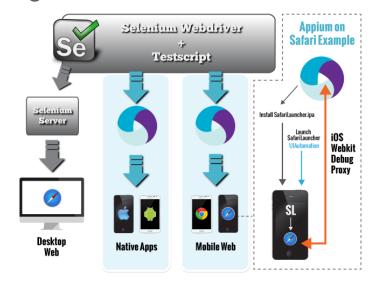
Example:

- https://www.youtube.com/watch?v=gsHyDIyA3dg
- Can be done with programmable scripts
 - o Makes repetitive actions (e.g. login and setup) easier
 - Makes things easier to edit and accumulate
 - Makes things easier to run in bulk
 - Can start with interactive script and convert it to runnable code
- Example of a written script
 - o spheretest.js



Testing Mobile Applications

- Selenium doesn't work for mobile applications
 - Although it can be used for back end testing
- But similar frameworks exist
 - Based on Selenium
 - Selendriod for android
 - Appium cross-platform



System Testing

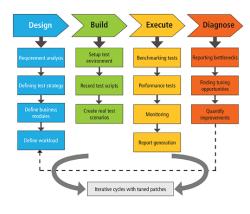
- You should test all your major scenarios
- You should create a test
 - For each bug you find (regression)
- You should create a test suite
 - To check for invalid inputs
 - To check for invalid actions
- And have a script that runs all your tests



4/24/20

Performance Testing

- Importance of performance
 - o 100ms makes the difference between success & failure
- What do you want to test
 - How fast the web site performs
 - Speed to undertake common actions
 - How responsive the web site is
 - What happens if ...
- What are the testing circumstances
 - o How many users should you have for testing?



Performance Testing

- Most developer tool sets include this for a single page:
 - o Use the browser debugger (developer) network page
 - o This gives timings for each page on the current load
 - o But only this download and only from this browser and machine
- gtmetrix: https://gtmetrix.com
 - Can give more detailed info and suggestions
 - Can test from different locations
 - Can test under different network conditions
 - o Gives a broader perspective on performance



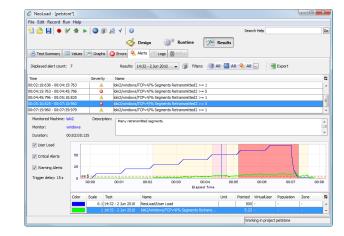
Load Testing

- How does the application behave under load
- What types of load should be considered
 - Network performance
 - How does the user's connection affect your application
 - How does overall network activity affect your application
 - Large numbers of simultaneous users
 - What happens to your server under load
 - What happens to your database under load
 - Large individual requests
 - Complex database queries
 - Heavy load on specific pages



Stress Testing

- What are the limits of your application
- What types of things to consider
 - Maximum load that can be tolerated
 - Maximum input size that can be processed
- Determine what happens when things go wrong
 - Database crash or disconnect
 - Server crash or disconnect
 - Web server crash or disconnect
 - Browser crash or disconnect
 - Network crash (server/browser stay up)
 - o Gradual degradation



How To Do Performance/Load/Stress Testing

- What do you need to do
 - Recruit hundreds of users
 - Simulate lots of users
 - Doing normal things with the system
 - Doing particular things with the system
 - Simulate failures



O How might you do this?



Jmeter: Performance Testing

- Jmeter is an open-source web performance tester
 - http://www.youtube.com/watch?v=8NLeq-QxkSw
- Works with a set of test cases
 - Series of interactions with the back end
 - o These can be specified
 - Manually by a set of HTTP requests (URLs with data)
 - By example (gathering information from sample runs)
- Will run many of these simultaneously
 - You get to specify which ones and how many
 - With random delays
 - o For as long as you want



Security Testing

- URL security
 - Ability to bypass login/security by creating a URL
 - Ability to get private pages by editing URLs
 - Passing in inputs that will make the system misbehave
 - Overly long inputs that can cause buffer overflows
- Input checking
 - Are all invalid inputs detected
 - Openness to SQL injection and Cross-browser attacks
- Are internal files, etc. in the web pages inaccessible
- Is SSL used for all appropriate pages
 - Can it be bypassed?
- Are all errors, security breach attempts, etc. logged



Security Testing

- Tools exist
 - Websecurify: www.websecuify.com
 - 14 day free trial
 - Netsparker: https://www.youtube.com/watch?v=bVpv4r1T5Ac
 - Download: http://www.netsparker.com
 - Wapiti, Websurgury, ...
- Scanners that check all sites
 - Send you reports on possible problems
 - But you don't want to wait for these



Design For Testability

- Want to have a web site that is testable
 - Might not be possible to test live site
 - Don't want it to crash
 - Want to test before installing updates
 - Actions might have real-world effects
- Set up a test site
 - Separate database
 - Add test users (passwords don't affect live system)
 - Bugs don't affect the live system
 - Internal code to handle external actions
 - Based on which server is being run
 - Do it on a local machine / separate VM / separate port
 - Possibly special URLs to reset the server to a known state
 - Script to reset the test site to a known starting state



Lab Preparation



- Have an accessible test site for your project
 - Can be production site if that is safe
 - Many of the tools need a public URL to work
- Meet to determine who will test what
 - Html/CSS, Usability, Web Site, Performance, Load Testing, Security
 - Develop a testing plan for your project
 - When and what, reusable tests, testing before update, ...
- Download and install the tools you need
 - Read up and learn those tools
- Think about what user tests you want to run

Lab Preparation: User Tests

- Create a user test for others in the class to try
 - Have a specific goal in mind (scenario)
 - Provide a starting point
 - Provide instructions
 - Create a survey to find out what you need to know
- You can prepare more than one
 - But only one at a time will be given out



Next Time

- Next Times: Testing Lab
- Can load a user test for your project
 - http://bdognom-v2.cs.brown.edu:5002
 - Lesson on creating or defining a user test