

CMPT 473
Software Testing, Reliability and Security

User Interface Testing & Automation

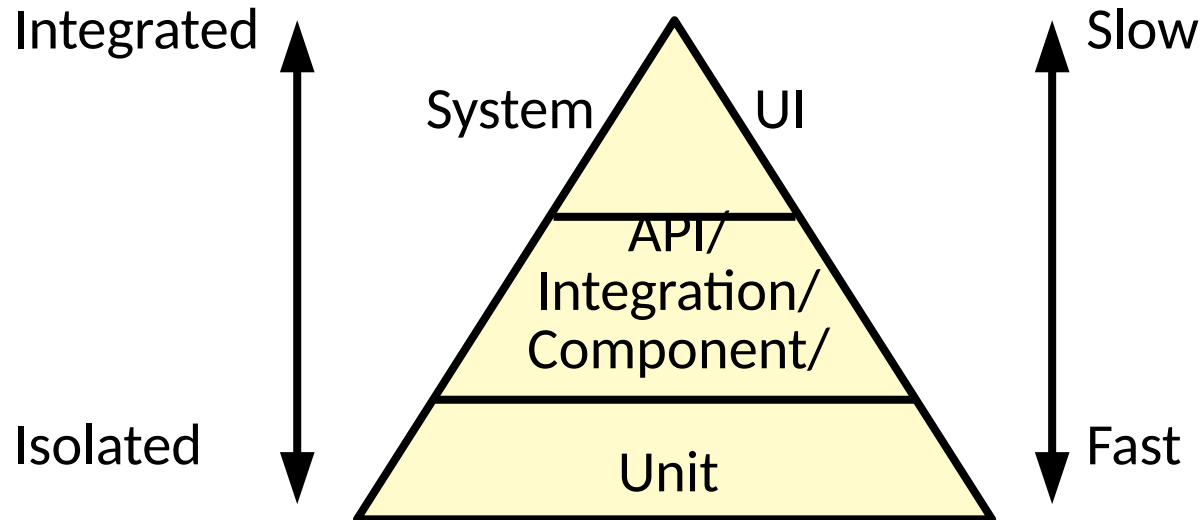
Nick Sumner
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How can we automate the top of the pyramid?

- Recall the automated testing pyramid:

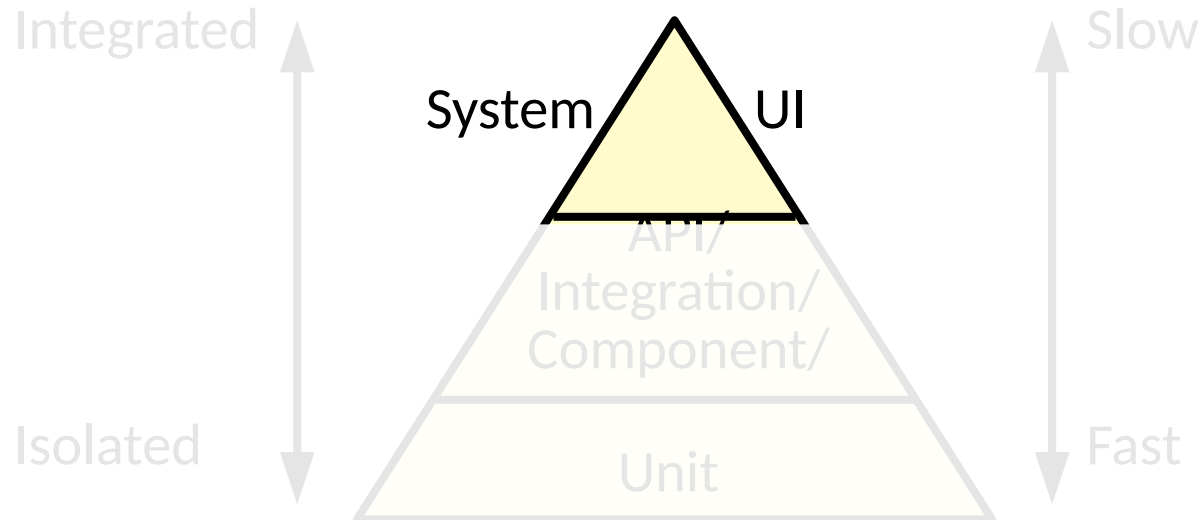
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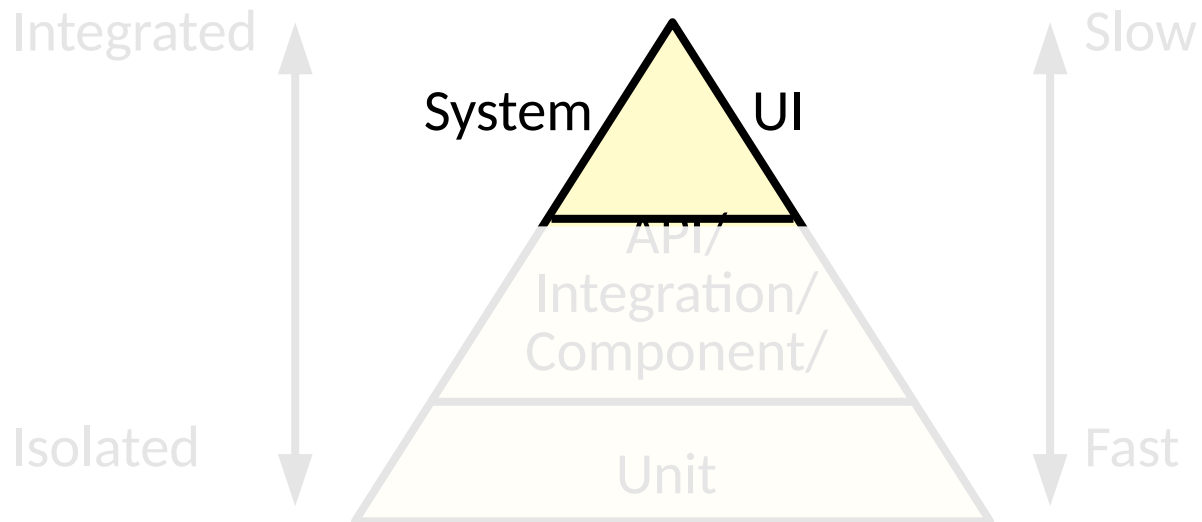
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- Recall the automated testing pyramid:
 - The top is: high value, more expensive, challenging to automate
 - But why?!



Challenges

- Think back to the structure of unit tests

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```
TEST_CASE("empty") {  
    Environment env;  
    ExprTree tree;  
  
    auto result = evaluate(tree, env);  
  
    CHECK(!result.has_value());  
}
```

Arrange

Act

Assert

Challenges

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What implications does testing the UI have for each of these?

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 - Not a command line or simple API call!

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 - Polyglot & multi system
 - Change: Churn and dynamism
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And more....

The concerns we had about *testability* are only amplified.

We must design UIs to be testable and codesign the testing methods.

UI Testing Frameworks

- Tools to facilitate UI testing will focus on
 - UI Frameworks (e.g. Flutter, React, etc.)
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 - Can hook into the event system of the UI
 - Synthesize events
 - Programmatic interface

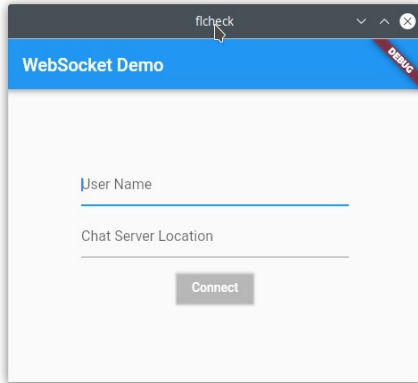
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 - Feed information in
 - Extract information out
 - Provide logical time based on events

Feeding information into a UI

- Let us consider a simple chat program

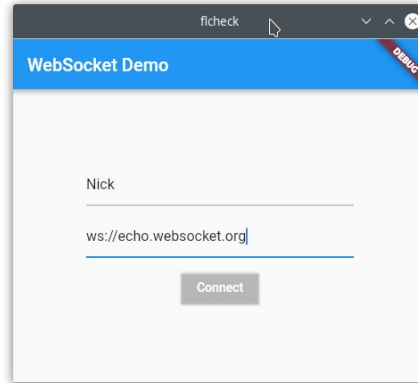


WebSocket Demo

User Name

Chat Server Location

Connect



WebSocket Demo

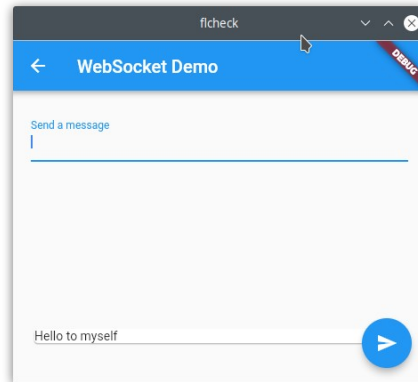
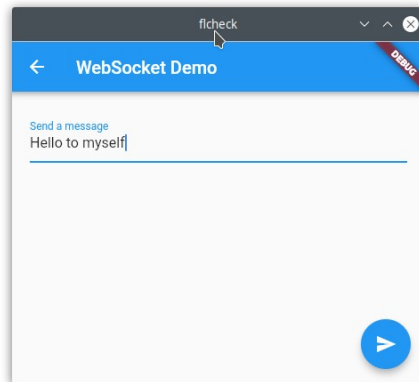
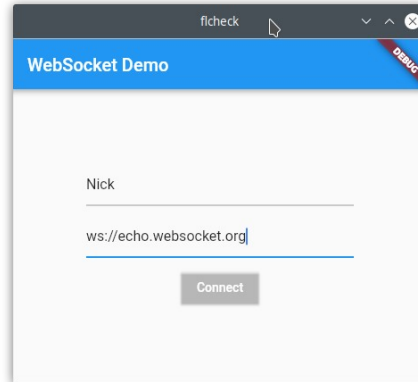
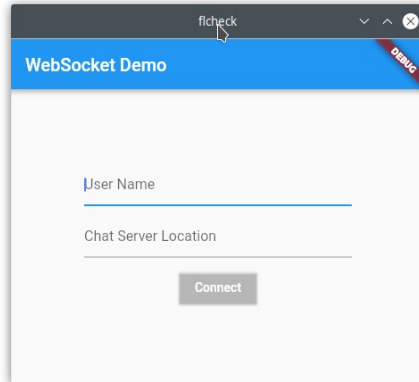
Nick

ws://echo.websocket.org

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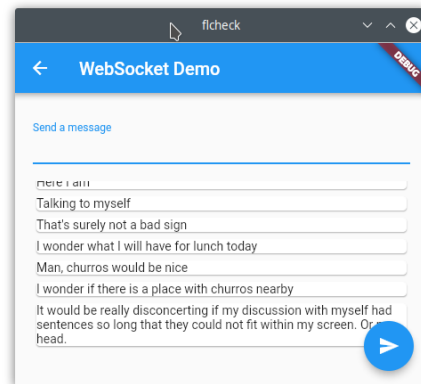
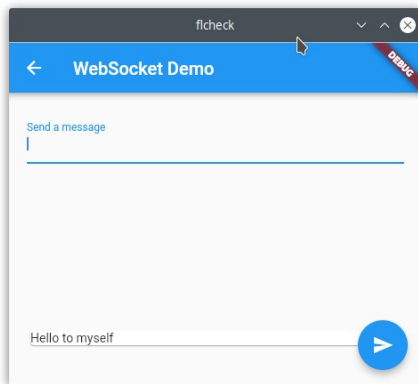
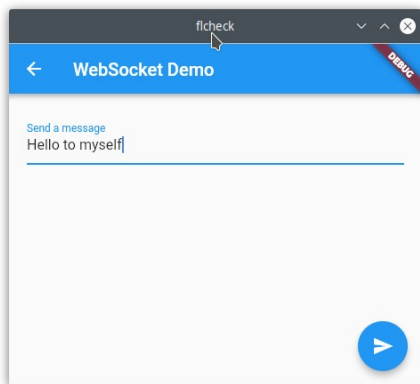
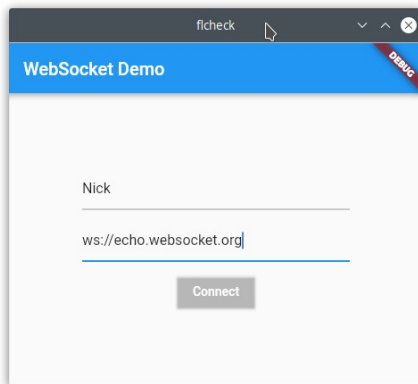
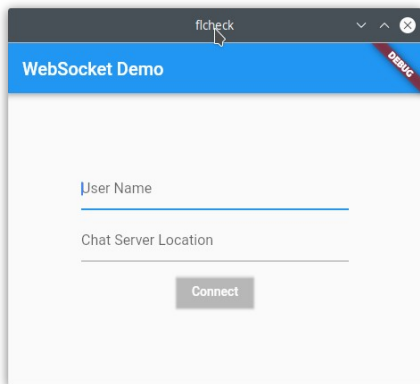
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 - A user on the chat pane can enter a message in a chat room to receive it back in their own chat room display.

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Arrange

Act

Assert

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Managing IDs well helps to deal with churn and evolution

Finding things to interact with

- Manging IDs in Flutter

```
final serverField = TextField(  
  key: ValueKey("ServerField"),  
  controller: _serverController,  
  onSubmitted: _connectToServer,  
  obscureText: false,  
  autofocus: true,  
);
```

Finding things to interact with

- Manging IDs in Flutter

```
final serverField = TextField(  
  key: ValueKey("ServerField"),  
  ...  
);
```

```
test('Connects to echo server and receives message', () async {  
  final serverFinder = find.byValueKey('ServerField');  
  final connectFinder = find.byValueKey('ConnectButton');  
  final messageFinder = find.byValueKey('MessageField');  
  final sendFinder = find.byValueKey('SendButton');  
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```
test('Connects to echo server and receives message', () async {  
  final serverFinder = find.byValueKey('ServerField');  
  f...  
  f... // Enter an echo server into the server field.  
  f... await driver.tap(serverFinder);  
  f... await driver.enterText('ws://echo.websocket.org');  
  ...  
  ...  
}
```

Dealing with time

- Why is time a problem?
 - Nondeterminism
 - Latency
 - Cost

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 - Nondeterminism
 - Latency
 - Cost
- All of these can be dealt with to some degree
 - Tolerate
 - Abstract away

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 - **Don't** “wait X seconds”
 - **Do** “wait until the page loads”
 - (Unless your framework doesn't support it....)
- **When this option is available to you it is more robust**
 - To change, to nondeterminism, ...

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- In Flutter

```
await tester.pumpWidget(MyWidget(title: 'T', message: 'M'));
```

```
await tester.enterText(find.byValueKey('greeting'), 'hi');  
await tester.tap(find.byValueKey('confirm'));
```

```
await tester.pump(Duration.zero);
```

```
expect(...)
```

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- In Flutter

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await tester
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```
expect(...)
```

```
Future<bool>  
isPresent(SerializableFinder byValueKey,  
FlutterDriver driver,  
{Duration timeout = const Duration(seconds: 1)}) async {  
  try {  
    await driver.waitFor(byValueKey, timeout: timeout);  
    return true;  
  } catch(exception) {  
    return false;  
  }  
}
```

```
expect(await isPresent(messageFinder, driver), true);
```

Revisiting the Chat App (for 1 story)

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final message = 'Hi, there!';
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Arrange

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final // Enter an echo server into the server field.
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- Who should actually be creating the tests?
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 - System level by a developer?
 - *The person defining the tests may not be a programmer!*

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 - But it is not necessarily required!
- Tools like Selenium can record user interactions as an event series
 - A trace of (Command, Target, Value)s
 - Can be replayed
- This can make it easier to produce tests for nonexperts, but recorded tests can be more brittle

BDD

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Given the Maker has started a game with the word "silky"
When the Breaker joins the Maker's game
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[Cucumber.io Docs]

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[Cucumber.io Docs]

- Tools like Cucumber can translate these into, e.g., Selenium tests

Further Directions

- We have only considered automated *functional* UI testing

Further Directions

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- We could also consider
 - User Experience (UX)
 - Performance
 - Security
 - Regulatory compliance
 - Exploratory methods
 - Automated test generation

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- Frameworks can intercept behavior to facilitate easier test construction
- Careful design of code to be testable is just as important in this setting.