

Behavior Driven Development and Testing *of Qt and QML applications*

Qt Developer Days 2014

by Reginald Stadlbauer



About me

- Name: Reginald Stadlbauer
- Company: froglogic GmbH
- Position: co-founder and CEO
- Worked as Software Engineer at Trolltech and the KDE project

About froglogic

- HQ: Hamburg
- Founded: 2003
- US presence since 2008
- Product focus on Squish
 - Squish GUI Tester (Cross-Platform/Cross-Technology GUI Test Automation)
 - Squish Coco (C, C++ and C# Code Coverage)
- More than 3.000 customers world-wide



Overview

- What is BDD and TDD
- Automating a Behavior Driven Test
- Live Demo & Conclusion

What is BDD / BDT?

“BDD is a second-generation, outside-in, pull-based, multiple-stakeholder, multiple-scale, high-automation, agile methodology. It describes a cycle of interactions with well-defined outputs, resulting in the delivery of working, tested software that matters.” - Dan North

http://en.wikipedia.org/wiki/Behavior-driven_development

OR...

A decorative graphic at the bottom of the slide consisting of several concentric, wavy lines in shades of green, creating a sense of movement and depth.

What is BDD / BDT?

- Based on **Test Driven Development**
 - Write (failing) test
 - Implement feature until test passes
 - Unit-Test level granularity (inside-out)

- But
 - Focus on application's behavior and specification
 - Description in a human-readable DSL (e.g. Gherkin)
 - Less focus on implementation details

Versatile usage of Feature Files

- User story / feature specification
- Communicate with customer / users
- Documentation of acceptance test
- Sequence to walk through for manual tests
- Storyboard for automation of tests

Why BDD/BDT

- “Test first” development on a higher level
- Clearly separate test logic from implementation
- Allow non-programmers to define features & tests
- Have a common, single language two communicate

What is BDD / BDT – Unit Conversion

QML Unit Converter

From:

To:

QML Unit Converter

From:

To:

Unit type mismatch: Length vs. Weight.

What is BDD / BDT – Unit Conversion

Feature: Valid conversion

Scenario: Convert meter in centimeter

Given the Unit Converter is running

When I enter 378.9

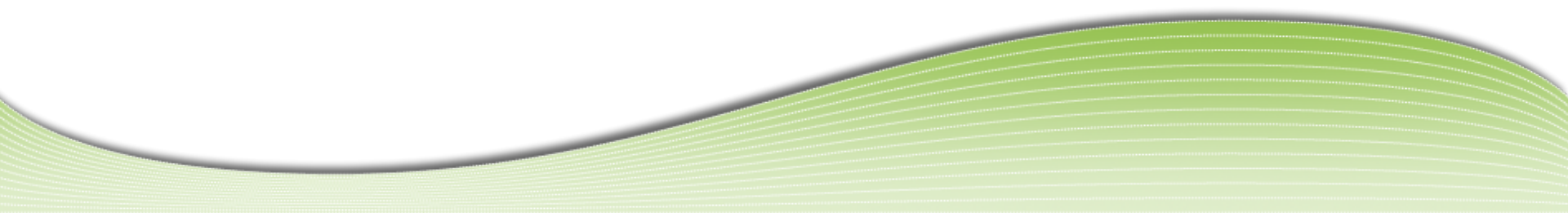
And choose to convert from "m"

And choose to convert to "cm"

And click Convert

Then 37890 should be displayed in the result field

Feature File
(Gherkin)



What is BDD / BDT – Unit Conversion

Feature: Invalid conversion

Scenario: Mix units

Given the Unit Converter is running

When I enter 378.9

And choose to convert from "m"

And choose to convert to "kg"

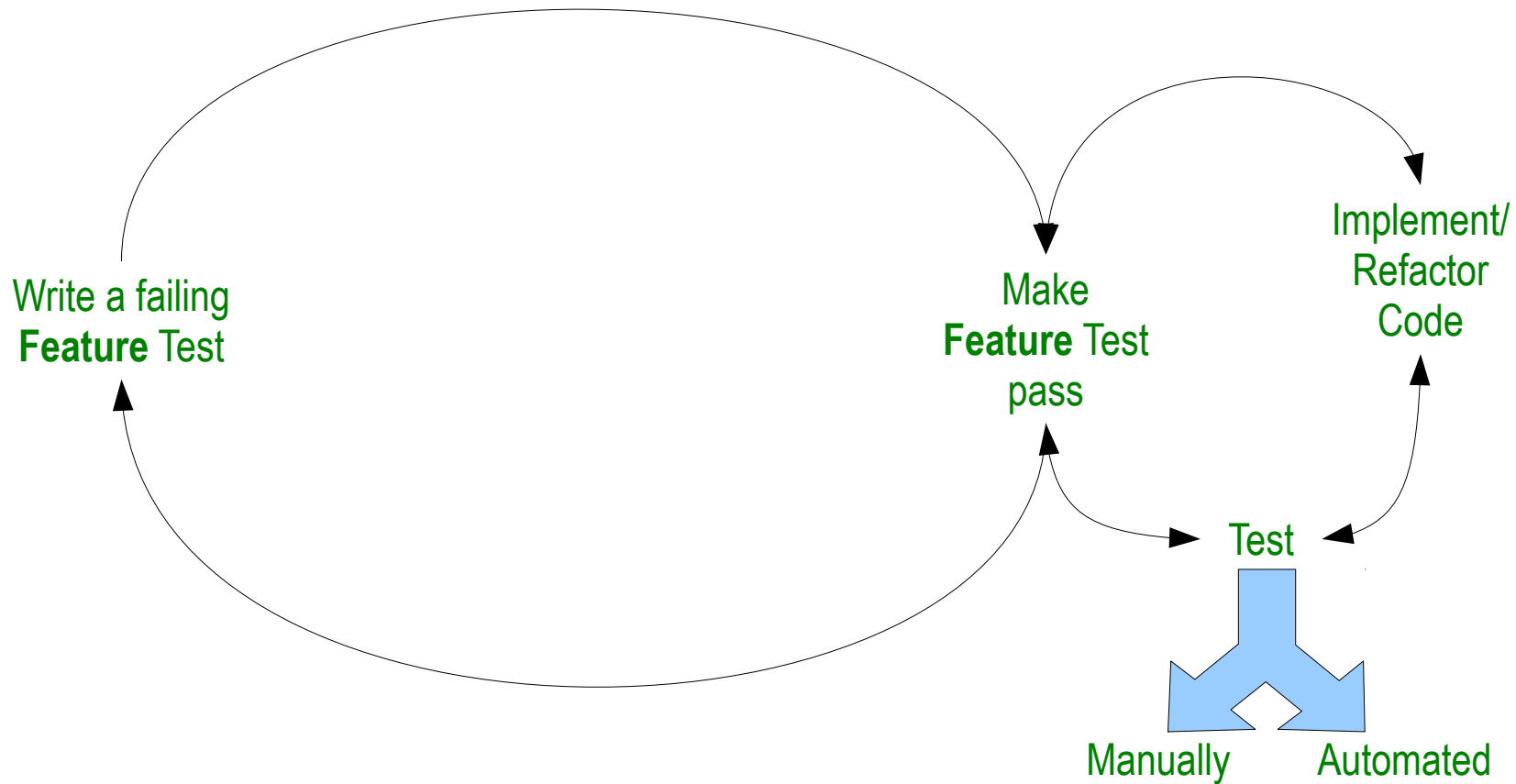
And click Convert

Then ERROR should be displayed in the result field

And "*Unit type mismatch: Length vs. Weight.*" should be displayed in red

Feature File
(Gherkin)

What is BDD / BDT – The Process



Automating a Behavior Driven Test

- Requirements
 - BDT framework
 - testing framework (unit, GUI, ...)
 - Glue between both

BDT Framework – Generate Skeletons

- Parse feature files
- Generate step definition skeletons (functions and annotations) in preferred language

Test.feature

Feature: Valid conversion

Scenario: Convert meter in centimeter
Given the Unit Converter is running
When I enter 378.9
....



Test.py

```
@Step("Given the Unit Converter is running")
def step(context):
    test.warning("Implement me")

@Step("When I enter 378.9")
def step(context):
    test.warning("Implement me")
```

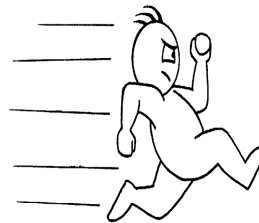
BDT Framework – Run Feature Files

- Parse feature files
- Execute feature files by mapping to steps to step definitions (functions)
- Reporting

Test.py

```
@Step("Given the Unit Converter is running")
def step(context):
    [...]

@Step("When I enter 378.9")
def step(context):
    [...]
```



Test.feature

Feature: Valid conversion

Scenario: Convert meter in centimeter
Given the Unit Converter is running
When I enter 378.9
....

Testing framework

- Support the specific programming language
- Support the specific UI technology of AUT
- Scripting support / integration options
- Tooling for convenient test creation, maintenance and debugging

Test.py

```
@Step("Given the Unit Converter is running")
def step(context):
    startApplication("UnitConverter")

@Step("When I enter 378.9")
def step(context):
    click("FromField")
    typeText("378.9")
```


Integrating BDT and test frameworks

- Need to “talk the same language”
- Reporting
- Debugging

BDT Frameworks

- Cucumber
- JBehave
- Behave
- SpecFlow
- RSpec
- Lettuce
- Squish GUI Tester
- ...

Unit Testing Frameworks

- QtTestLib
- Qt Quick Test
- CppUnit
- GoogleTest
- xUnit
- NUnit
- JUnit
- ...

GUI Testing Frameworks

- Squish GUI Tester
- HP QTP
- Rational Functional Tester
- Selenium
- ...

Live Demos

- QML Unit Converter
 - Non-GUI test (backend)
 - GUI test (frontend)

Q & A



Questions? Visit our booth or email sales@froglogic.com
Free and supported trial of Squish at <http://www.froglogic.com/evaluate>

About Squish GUI Tester

- Cross-Platform / Cross-GUI-Technology Test Automation
 - Windows, Linux, Mac OS X, Unix, RTOSes, Mobile
 - Java (Swing/AWT, SWT/RCP, JavaFx), Qt/QML/QtQuick, Web, MFC, WinForms, WPF, iOS, Cocoa, Carbon, Android, Tk, Flex, ...
- Object-based GUI object identification
- Record & replay
- Powerful scripting (JavaScript, Python, Ruby, Tcl, Perl)
- Eclipse-based IDE
- **Built-in BDD framework and support**

- Batch-testing via command-line tools
- Remote/distributed testing architecture
- Integrations: Microsoft ALM, HP QC/ALM, Rational RQM, Seapine TCM, SpiraTest, MKS, XStudio, Jenkins, Hudson, TeamCity, Bamboo, Robot Framework, JUnit, Maven, ...