Testing of embedded and mobile Qt and QML Applications

Qt Developer Days 2013

by Harri Porten
About me

- Name: Harri Porten
- Company: froglogic GmbH
- Position: co-founder and CTO
- Qt usage: since 1997 (KDE project)
- Qt development: Software Engineer at Trolltech
Overview

- Types of Testing
- Why Automate?
- Challenges on embedded and mobile platforms
- Live demo
Types of Testing

- Unit Testing
- Performance Testing
- ...
- Functional GUI Testing
  - Black/Gray Box Testing
  - Assume user's point of view
  - Automate to spot regressions
  - Combinable with profiling, coverage and other analysis and monitoring tools
Why Automate?

- Faster
  - Get results quicker
  - Run more tests in the same time
- Trivial to replay in different configurations
- Reliable, reproducible and repeatable
- Relieve testers from monotonous tasks
But...

- Automating GUI tests is not trivial
- Typical reason for test effort failures: wrong test approach
Platform Challenge

Qt runs on:

- Windows (various versions)
- Linux (desktop and embedded)
- Mac OS X
- Android
- Boot to Qt
- iOS
- QNX
- VxWorks
- Nucleus
- ....
Toolkit Challenge

Those may play a role:

- QWidgets
- QML elements
- Native controls
- Web!

Most challenging: combinations of the above.
Platform Solution 1/2

Biggest help from...

Qt itself
Platform Solution 2/2

Additional help through:

- Resolution independence
- Synchronization methods
- UI abstractions
- Reusable functions/objects
- Mock objects
Virtualization

Target hardware
- the real thing
- limited number
- harder to automate

Virtual systems
- VMware, Virtual Box, qemu
- emulator vs. simulator
- easy replication, resets and automation
- Simulation of hardware features, limitations and events.
Capture and replay

- Produces massive test scripts
- Not readable
- Not maintainable
- No code re-use possible
- Brittle against changes in the UI

- Solution: Scripting & Refactoring
Beware of “vendor scripts” or “macros”!

Open and powerful choices exist:
- JavaScript
- Python
- Perl
- Ruby
- Tcl
- ...
Factorization

```javascript
function main() {
    launchApplication(“clean”);
    loadData(“sample.dat”);
    changeParameter(“ParameterA”, 10);
    runCalculation();
    dumpData(“out.txt”);
    compareData(“out.txt”, “expected.txt”);
}
```
GUI Objects

```python
login = LoginScreen()
login.tryLogin("myuser", "wrongpassword")
test.compare(login.success, False)
test.compare(login.message, "Wrong password")
login.tryLogin("myuser", "realpassword")
test.compare(login.success, True)
```
Scripted Approach vs. Capture & Replay

Aufwand Pflege

Refaktoriserte Skripte

Capture & Replay

1.0

2.0

3.0

Version
Screen coordinates

- Addresses screen positions and not UI controls
- Breaks with UI layout changes
- Depends on GUI style and platform
- Scripts hard to understand

- Solution: Address objects based on properties
Reliance on screen captures

- No knowledge of GUI controls
- Too much heuristics
- Depends on irrelevant data (colors, fonts, etc.)
- Many incorrect fails / errors

Solution: Identify on and compare object properties
UI Styles

Tab Control
UI Styles

File Selectors

And mobile and embedded..???
Example: Widget Recognition Options

Very BAD:
    MouseClick(132, 367)

BAD:
    MouseClick('Tree', 30, 136)

BAD:
    MouseClick(
        FindObjByImg('item-image.png'))

GOOD:
    ClickItem('Tree', 'Event')
Help from Developers

- `QObject::setObjectName()`
- QML "id" property
Architecture

Location vs. Remote

Squish IDE

- Test Script
- Starts AUT and injects Hook

squishrunner → squishserver

AUT

Squish Hook
Demo

Live